

## MB2D.EntityComponent.EntityMap

- + this[string key]
- + EntityCount
- + NextID
- + NextMask

- + EntityMap()
- + EntityMap()
- + AddComponent< T >()
- + AddComponent()
- + AddSystem< T >()
- + AddEntity()
- + UpdateEntityMask()
- + UpdateSystems()
- + CreateEntity()
- + GetComponentID< T >()
- and 6 more...