EntitySystem AssociatedEntities + ValidComponents + ID + DestroyList + Association # _idEntityMap associationType + EntitySystem() + Run() + AssociateEntity() + RemoveAssociation() # ProcessingLoop() # Destroy() # PreProcess() # PostProcess() # PostAssociate() # Process() MidnightBlue.Engine.Testing. CollisionRenderSystem

+ CollisionRenderSystem() # Process()