## MidnightBlue.Engine.Entity Component.EntitySystem

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+ AssociatedEntities
+ ValidComponents
+ ID
+ DestroyList
+ Association
# _idEntityMap
# _associationType

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+ EntitySystem()
+ Run()
+ AssociateEntity()
+ RemoveAssociation()
# ProcessingLoop()
# Destroy()
# PreProcess()
# PostProcess()
# PostAssociate()
# Process()