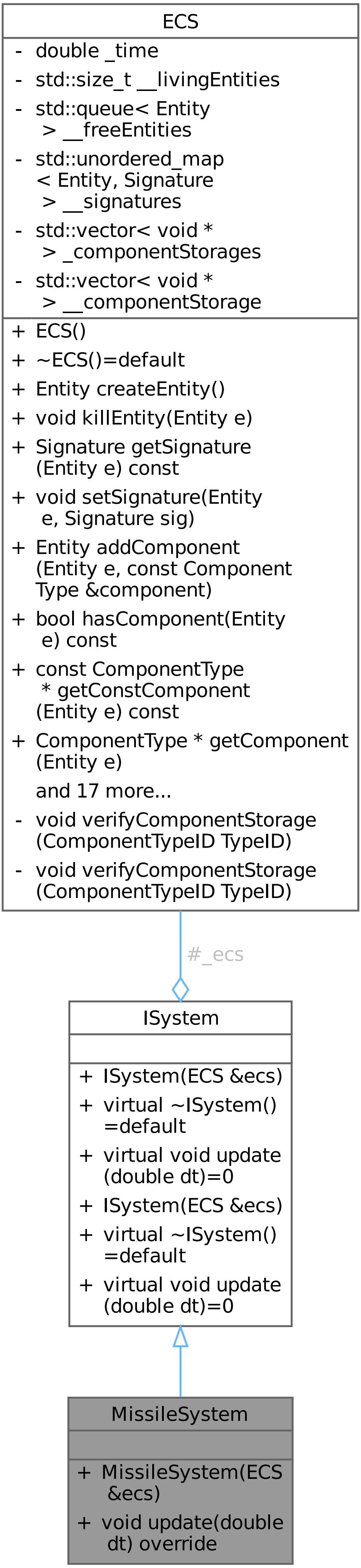
ECS
- double _time
- std::size_t __livingEntities
- std::queue< Entity > __freeEntities
- std::unordered_map < Entity, Signature > __signatures
- std::vector< void * > _componentStorages
- std::vector< void * > __componentStorage
+ ECS()
+ ~ECS()=default
+ Entity createEntity()
+ void killEntity(Entity e)
+ Signature getSignature (Entity e) const
+ void setSignature(Entity e, Signature sig)
+ Entity addComponent (Entity e, const Component Type &component)
+ bool hasComponent(Entity e) const
+ const ComponentType * getConstComponent (Entity e) const
+ ComponentType * getComponent (Entity e)
and 17 more...
- void verifyComponentStorage (ComponentTypeID TypeID)
- void verifyComponentStorage (ComponentTypeID TypeID)
#_ecs
ISystem
+ ISystem(ECS &ecs)
+ virtual ~ISystem() =default
+ virtual void update (double dt)=0
+ ISystem(ECS &ecs)
+ virtual ~ISystem() =default
+ virtual void update (double dt)=0
MissileSystem
+ MissileSystem(ECS &ecs)
+ void update(double dt) override