New Playmode Options: No Domain Reload vs. Unique Entities & Event Handler
https://github.com/sschmid/Entitas-CSharp/issues/976

Is that some way to make ReplaceComponent() shorter? Sometimes I don't wan
https://github.com/sschmid/Entitas-CSharp/issues/975

I use vs. If I add attribute[Game] then print "public", it links me to "PublicMember
https://github.com/sschmid/Entitas-CSharp/issues/974

Entitas turns 7 - and is FREE now
https://github.com/sschmid/Entitas-CSharp/issues/973

Exception in Code generation when using Generic Types in a Component
https://github.com/sschmid/Entitas-CSharp/issues/972

How to deal with methods only running in the Unity scope?
https://github.com/sschmid/Entitas-CSharp/issues/970

Should you always favor reactivity over initialization?
https://github.com/sschmid/Entitas-CSharp/issues/969

No idea, is it a bug, or...? Write " Contexts contexts = Contexts.sharedInstance;"
https://github.com/sschmid/Entitas-CSharp/issues/967

How to re-import entitas in Unity? Folder "Generated", "DesperateDevs" ,"Entitas
https://github.com/sschmid/Entitas-CSharp/issues/966

How to setup the Roslyn code generator
https://github.com/sschmid/Entitas-CSharp/issues/965

How to deal with "Enable Visual Debugging = true, but components is not showin
https://github.com/sschmid/Entitas-CSharp/issues/963

Code Generation: why do EntityIndex methods of Context are added as extensic
https://github.com/sschmid/Entitas-CSharp/issues/961

how do I create 2 separate "Context" ?
https://github.com/sschmid/Entitas-CSharp/issues/951

Entitas Minigame tutorial
https://github.com/sschmid/Entitas-CSharp/issues/947

Show class short name for components in the hierarchy
https://github.com/sschmid/Entitas-CSharp/issues/945

New namespace support
https://github.com/sschmid/Entitas-CSharp/issues/943

Entitas on Discord
https://github.com/sschmid/Entitas-CSharp/issues/941

Jenny Code Generation sometimes takes extremely long (200 seconds instead c
https://github.com/sschmid/Entitas-CSharp/issues/939

Any Paid or Free Video Tutorial
https://github.com/sschmid/Entitas-CSharp/issues/930

More flexible AddComponent/ReplaceComponent methods