We need to adapt the Entity Component System

Any executable or DLL may have a component interface and by including headers know about other interfaces that are available. Executables, DLLs and the M-Plat library can provide their own components, but all share the component table. The component table sits in its own DLL – the ECS.DLL - enabling re-use outside of the M-Plat environment. The ECS.DLL does not know any specific components, but manages the lifetime of everything.

First thing to do

* Write the ECS.DLL