+ Hashmap(const size _t &_capacity=1) + size_t size() const + bool empty() const noexcept + bool ContainsKey(const Tk &_key) const noexcept + bool Add(const Tk & _key, const Tv &_value) + void Assign(const Tk &_key, const Tv &_value) + bool Remove(const Tk &_key) noexcept + bool Get(const Tk & _key, Tv &_out) const noexcept + Tv & Return(const Tk &_key) + void Trim() + std::vector< Tk > Keys + std::vector< Tv > Values + std::vector< KeyValuePair > GetAll() const + void Clear() noexcept < std::type_index, < std::type_index, < std::string, std < int, std::reference < std::string, std < std::string, std < std::string, std < int, std::shared < std::string, std std::vector< std::shared std::vector< std::weak < Uint32, std::vector wrapper< LouiEriksson ::shared ptr< LouiEriksson ::shared_ptr< LouiEriksson ::shared ptr< LouiEriksson ::shared ptr< LouiEriksson _ptr< LouiEriksson:: ::shared ptr< LouiEriksson < std::string, GLint > _ptr< LouiEriksson::Engine _ptr< LouiEriksson::Engine < SDL_Event > > ::Engine::Graphics::Material > > ::Engine::Graphics::Mesh > > ::Engine::Audio::AudioClip > > ::Engine::Graphics::Camera > > ::Engine::Graphics::Shader > > ::Engine::Graphics::Texture > > Engine::Window > > ::ECS::Component > > > ::ECS::Component > > > LouiEriksson::Engine ::Hashmap< std::type _index, std::vector< std LouiEriksson::Engine LouiEriksson::Engine LouiEriksson::Engine LouiEriksson::Engine LouiEriksson::Engine ::weak_ptr< LouiEriksson LouiEriksson::Engine ::Hashmap< std::string, ::Hashmap< std::string ::Hashmap< std::string ::Hashmap< std::string ::Hashmap< std::string, ::Hashmap< int, std:: ::Engine::ECS::Component > > > std::shared ptr< LouiEriksson std::shared ptr< LouiEriksson std::shared ptr< LouiEriksson std::shared ptr< LouiEriksson LouiEriksson::Engine std::shared_ptr< LouiEriksson reference_wrapper< LouiErikssor ::Engine::Graphics::Shader > > ::Engine::Graphics::Material > > ::Engine::Graphics::Mesh > > ::Engine::Audio::AudioClip > > ::Engine::Graphics::Texture > > ::Hashmap< int, std: ::Engine::Graphics::Camera > > LouiEriksson::Engine shared_ptr< LouiEriksson ::Hashmap< Uint32, std LouiEriksson::Engine + Hashmap(const size ::Engine::Window > > ::vector< SDL Event > > ::Hashmap< std::string, _t &_capacity=1) + Hashmap(const size ⊦ Hashmap(const size + Hashmap(const size + Hashmap(const size + Hashmap(const size GLint > + Hashmap(const size + size_t size() const t & capacity=1) t & capacity=1) _t &_capacity=1) t & capacity=1) _t &_capacity=1) _t &_capacity=1) noexcept + size_t size() const F size_t size() const + size_t size() const + size_t size() const + Hashmap(const size + size_t size() const + size_t size() const + bool empty() const + Hashmap(const size noexcept noexcept _t &_capacity=1) noexcept noexcept noexcept noexcept noexcept _t &_capacity=1) + Hashmap(const size + bool empty() const + bool empty() const + bool empty() const + size_t size() const + bool empty() const + bool empty() const + bool empty() const + bool ContainsKey(const + size_t size() const _t &_capacity=1) noexcept noexcept noexcept noexcept noexcept noexcept std::type_index &_key) noexcept noexcept + size_t size() const + bool ContainsKey(const + bool ContainsKey(const + bool ContainsKey(const + bool ContainsKey(const + bool empty() const + bool ContainsKey(const + bool ContainsKey(const const noexcept + bool empty() const noexcept std::string &_key) const noexcept int &_key) const noexcept + bool Add(const std + bool empty() const noexcept noexcept + bool ContainsKey(const noexcept noexcept noexcept + bool Add(const int + bool ContainsKey(const ::type_index &_key, noexcept + bool Add(const std + bool Add(const std + bool Add(const std + bool Add(const std int &_key) const noexcept + bool Add(const std + bool ContainsKey(const const std::vector< std Uint32 &_key) const noexcept & key, const std::reference ::string &_key, const ::string &_key, const ::string &_key, const ::string &_key, const + bool Add(const int ::string &_key, const + bool Add(const Uint32 _wrapper< LouiEriksson::Engine ::weak_ptr< LouiEriksson std::string &_key) const std::shared_ptr< LouiEriksson std::shared_ptr< LouiEriksson std::shared_ptr< LouiEriksson std::shared_ptr< LouiEriksson std::shared_ptr< LouiEriksson &_key, const std::shared ::Engine::ECS::Component ::Graphics::Camera > &_value) &_key, const std::vector noexcept ::Engine::Graphics::Material ::Engine::Graphics::Shader ::Engine::Graphics::Mesh > _ptr< LouiEriksson::Engine ::Engine::Audio::AudioClip ::Engine::Graphics::Texture < SDL_Event > &_value) + bool Add(const std + void Assign(const int > > &_value) > & value) > & value) > & value) & value) ::Window > & value) > & value) &_key, const std::reference + void Assign(const std + void Assign(const Uint32 ::string &_key, const + void Assign(const std + void Assign(const std + void Assign(const std + void Assign(const int + void Assign(const std + void Assign(const std &_key, const std::vector _wrapper< LouiEriksson::Engine ::type_index &_key, const GLint &_value) ::string &_key, const ::string &_key, const ::string &_key, const ::string &_key, const &_key, const std::shared ::string &_key, const ::Graphics::Camera > &_value) std::vector< std::weak < SDL_Event > &_value) + void Assign(const std ptr< LouiEriksson::Engine std::shared ptr< LouiEriksson + bool Remove(const int _ptr< LouiEriksson::Engine + bool Remove(const Uint32 ::string &_key, const ::Engine::Graphics::Shader ::Engine::Graphics::Texture ::Engine::Graphics::Material ::Engine::Graphics::Mesh > ::Window > &_value) ::Engine::Audio::AudioClip &_key) noexcept ::ECS::Component > > &_value) &_key) noexcept GLint &_value) + bool Remove(const int > &_value) > &_value) > & value) & value) > &_value) + bool Get(const int + bool Remove(const std + bool Get(const Uint32 + bool Remove(const std & key) noexcept + bool Remove(const std ::string &_key) noexcept &_key, std::reference ::type_index &_key) noexcept &_key, std::vector< + bool Get(const int ::string &_key) noexcept SDL_Évent > &_out) const + bool Get(const std + bool Get(const std _wrapper< LouiEriksson + bool Get(const std + bool Get(const std + bool Get(const std + bool Get(const std &_key, std::shared + bool Get(const std ::Engine::Graphics::Camera ::type_index &_key, ::string &_key, GLint noexcept ::string &_key, std ::string &_key, std ::string & key, std _ptr< LouiEriksson::Engine ::string &_key, std ::string &_key, std + std::vector< SDL_Event > &_out) const noexcept std::vector< std::weak &_out) const noexcept ::shared_ptr< LouiEriksson ::shared_ptr< LouiEriksson ::shared_ptr< LouiEriksson ::shared_ptr< LouiEriksson ::shared_ptr< LouiEriksson ::Window > &_out) const noexcept + std::reference_wrapper > & Return(const Uint32 + GLint & Return(const _ptr< LouiEriksson::Engine + std::shared_ptr< LouiEriksson ::Engine::Graphics::Shader ::Engine::Graphics::Texture ::Engine::Graphics::Material ::Engine::Graphics::Mesh ::Engine::Audio::AudioClip

> & out) const noexcept

::Engine::Graphics::Mesh

+ std::vector< std::string

+ std::vector< std::shared

ptr< LouiEriksson::Engine

+ std::vector< KeyValuePair

+ void Clear() noexcept

+ void Irim()

> Keys() const

> GetAll() const

+ std::shared_ptr< LouiEriksson

> & Return(const std::string &_key)

::Graphics::Mesh > > Values() const

::ECS::Component > > &_out)

::ECS::Component > > & Return

(const std::type_index &_key)

< std::weak_ptr< LouiEriksson

::Engine::ECS::Component >

+ std::vector< KeyValuePair

+ void Clear() noexcept

+ std::vector< std::weak

+ std::vector< std::type

+ std::vector< std::vector

index > Keys() const

> > Values() const

> GetAll() const

ptr< LouiEriksson::Engine

const noexcept

+ void Trim()

::Engine::Window > & Return

+ std::vector< std::shared

ptr< LouiEriksson::Engine

::Window > > Values() const

+ std::vector< KeyValuePair

+ void Clear() noexcept

(const int &_key)

+ std::vector< int >

> GetAll() const

+ void Trim()

Keys() const

std::string &_key)

+ std::vector< GLint

> Values() const

> GetAll() const

+ std::vector< std::string

+ std::vector< KeyValuePair

+ void Clear() noexcept

+ void Trim()

> Keys() const

& key)

() const

+ void Trim()

> Keys() const

> GetAll() const

+ std::vector< Uint32

+ std::vector< std::vector

< SDL Event > > Values

+ void Clear() noexcept

+ std::vector< KeyValuePair

> & out) const noexcept

::Engine::Audio::AudioClip

+ std::vector< std::string

+ std::vector< std::shared

+ void Clear() noexcept

ptr< LouiEriksson::Engine

+ std::vector< KeyValuePair

+ void Irim()

> Keys() const

> GetAll() const

+ std::shared_ptr< LouiEriksson

> & Return(const std::string &_key)

::Audio::AudioClip > > Values() const

LouiEriksson::Engine ::Hashmap< std::type

_index, std::vector< std

+ Hashmap(const size

_t &_capacity=1)

+ size_t size() const

+ bool empty() const

+ bool ContainsKey(const

std::type_index &_key)

+ bool Add(const std

const std::vector< std

+ void Assign(const std

::type_index &_key, const

_ptr< LouiEriksson::Engine

+ bool Remove(const std

+ bool Get(const std

std::vector< std::shared

_ptr< LouiEriksson::Engine

+ std::vector< std::shared

+ std::vector< std::type

+ std::vector< std::vector

index > Keys() const

> Values() const

> GetAll() const

ptr< LouiEriksson::Engine

(const std::type index & key)

::ECS::Component > > &_out)

::ECS::Component > > & Return

< std::shared_ptr< LouiEriksson

::Engine::ECS::Component > >

+ std::vector< KeyValuePair

+ void Clear() noexcept

< LouiEriksson::Engine

::Graphics::Camera > &

Return(const int &_key)

+ std::vector< std::reference

+ std::vector< KeyValuePair

wrapper< LouiEriksson::

Engine::Graphics::Camera

+ void Clear() noexcept

+ void Trim()

Keys() const

+ std::vector< int >

> > Values() const

> GetAll() const

> & out) const noexcept

::Engine::Graphics::Shader

+ std::vector< std::string

+ std::vector< std::shared

ptr< LouiEriksson::Engine

+ void Clear() noexcept

+ std::vector< KeyValuePair

+ void Irim()

> Keys() const

> GetAll() const

+ std::shared_ptr< LouiEriksson

> & Return(const std::string &_key)

 $\overline{::}$ Graphics::Shader > > Values() const

> & out) const noexcept

::Engine::Graphics::Texture

+ std::vector< std::string

+ std::vector< std::shared

ptr< LouiEriksson::Engine

+ std::vector< KeyValuePair

+ void Clear() noexcept

+ void Irim()

> Keys() const

> GetAll() const

+ std::shared_ptr< LouiEriksson

> & Return(const std::string &_key)

::Graphics::Texture > > Values() const

> & out) const noexcept

::Engine::Graphics::Material

+ std::vector< std::string

+ std::vector< std::shared

ptr< LouiEriksson::Engine

+ void Clear() noexcept

+ std::vector< KeyValuePair

+ void Irim()

> Keys() const

> GetAll() const

+ std::shared_ptr< LouiEriksson

> & Return(const std::string & key)

::Graphics::Material > > Values() const

::type_index &_key,

const noexcept

+ void Trim()

::type_index &_key) noexcept

::ECS::Component > > &_value)

std::vector< std::shared

::shared_ptr< LouiEriksson

::Engine::ECS::Component >

::type_index &_key,

noexcept

const noexcept

> & value)

::shared ptr< LouiEriksson

::Engine::ECS::Component > > >

LouiEriksson::Engine