

std::enable_shared
_from_this< Scene >



LouiEriksson::ECS::
Scene

```
# Hashmap< std::type_index, std::vector  
< std::any > > m_Entities
```

```
+ Scene()=default  
+ virtual ~Scene()  
+ Hashmap< std::type_index, std::vector  
< std::any > > Entities()  
+ void Save(const std::filesystem::path &_path)  
+ std::shared_ptr< T > Attach(std::shared_ptr< T > _entity)  
+ void Detach(std::shared_ptr< T > _entity)  
+ static std::shared_ptr< Scene > Load(const std::filesystem::path  
&_path)  
# virtual void Begin()  
# virtual void Tick()  
# virtual void FixedTick()
```