+ Hashmap(const size $_{t} \&_{capacity=1)$ + size_t size() const noexcept + 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 () const + std::vector< Tv > Values () const + std::vector< KeyValuePair > GetAll() const + void Clear() noexcept < std::type_index, std::vector< std::shared _ptr< LouiEriksson::ECS ::Component > > > LouiEriksson::Hashmap < std::type_index, std ::vector< std::shared ptr < LouiEriksson::ECS::Component > > > + Hashmap(const size _t &_capacity=1) + size_t size() const noexcept + bool empty() const noexcept + bool ContainsKey(const std::type_index &_key) const noexcept + bool Add(const std ::type_index &_key, const std::vector<_std ::shared_ptr< LouiEriksson ::ECS::Component > > &_value) + void Assign(const std ::type_index &_key, const std::vector< std::shared _ptr< LouiEriksson::ECS::Component > > &_value) + bool Remove(const std ::type_index &_key) noexcept + bool Get(const std ::type_index &_key, std::vector< std::shared ptr < Loui Eriksson:: ECS ::Component > > & out) const noexcept + std::vector< std::shared ptr< LouiEriksson::ECS ::Component > > & Return (const std::type_index &_key) + void Trim() + std::vector< std::type _index > Keys() const + std::vector< std::vector < std::shared_ptr< LouiEriksson ::ECS::Component > > Values() const + std::vector< KeyValuePair > GetAll() const + void Clear() noexcept #m_Components # std::vector< std::shared ptr< GameObject > > m + const Hashmap< std ::type index, std::vector < std::shared_ptr< Component >> > & Components() noexcept + void Save(const std ::filesystem::path &_path) + std::shared_ptr< T > Attach(std::shared + void Detach(std::shared _ptr< T > _entity) + std::shared_ptr< GameObject > Attach(std::shared_ptr < GameObject > _entity) + void Detach(std::shared

std::enable_shared

_from_this< Scene >

LouiEriksson::ECS::

+ Scene()=default + virtual ~Scene()

_ptr< T > _entity)

+ static std::shared

virtual void Begin() # virtual void Tick() # virtual void FixedTick()

&_path)

ptr< GameObject > _entity)

_ptr< Scene > Load(const std::filesystem::path

Entities

LouiEriksson::Hashmap < Tk, Tv >