+ 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 + void Trim() + std::vector< Tk > Keys () const + std::vector< Tv > Values () const + std::vector< KeyValuePair > GetAll() const + void Clear() noexcept < std::type index, < std::string, std < std::string, std < int, std::reference < int, std::shared < std::string, std < std::string, std < std::string, std < Uint32, std::vector std::vector < std::shared < std::type index, ::shared_ptr< LouiEriksson ::shared_ptr< LouiEriksson wrapper< LouiEriksson _ptr< LouiEriksson:: ::shared_ptr< LouiEriksson ::shared_ptr< LouiEriksson < std::string, GLint > ::shared_ptr< LouiEriksson ptr< LouiEriksson::ECS < SDL_Event > > std::vector< std::any > > ::Graphics::Mesh > > ::Audio::AudioClip > > ::Graphics::Camera > > ::Graphics::Texture > > ::Graphics::Material > > ::Graphics::Shader > > Window > > ::Component > > > LouiEriksson::Hashmap < std::type_index, std LouiEriksson::Hashmap ::vector< std::shared_ptr LouiEriksson::Hashmap LouiEriksson::Hashmap LouiEriksson::Hashmap LouiEriksson::Hashmap LouiEriksson::Hashmap < int. std::reference < std::string, std::shared < std::string, std::shared < std::string, std::shared < std::string, std::shared < LouiEriksson::ECS::Component > > > < std::string, std::shared LouiEriksson::Hashmap LouiEriksson::Hashmap _wrapper< LouiEriksson ptr< LouiEriksson::Audio ptr< LouiEriksson::Graphics ptr< LouiEriksson::Graphics ptr< LouiEriksson::Graphics ptr< LouiEriksson::Graphics < std::type index, std ::Graphics::Camera > > < int, std::shared ptr LouiEriksson::Hashmap ::AudioClip > > ::Material > > ::Mesh > > ::Texture > > ::Shader > > ::vector< std::any > > < LouiEriksson::Window > > < Uint32, std::vector LouiEriksson::Hashmap < SDL Event > > + Hashmap(const size < std::string, GLint > _t &_capacity=1) + Hashmap(const size + size_t size() const + Hashmap(const size _t &_capacity=1) + Hashmap(const size + Hashmap(const size _t &_capacity=1) _t &_capacity=1) _t &_capacity=1) _t &_capacity=1) noexcept t & capacity=1) t & capacity=1) + size_t size() const t & capacity=1) + Hashmap(const size + size_t size() const + size_t size() const + size_t size() const + size_t size() const + Hashmap(const size + bool empty() const + size_t size() const + size_t size() const + size_t size() const t &_capacity=1) noexcept noexcept _t &_capacity=1) noexcept noexcept noexcept noexcept noexcept + bool empty() const + size_t size() const noexcept noexcept + size t size() const + bool ContainsKey(const + bool empty() const noexcept + bool empty() const noexcept std::type_index &_key) noexcept noexcept noexcept noexcept noexcept noexcept + bool ContainsKey(const + bool empty() const noexcept noexcept + bool ĊontainsKey(const + bool ContainsKey(const + bool ContainsKey(const + bool ContainsKey(const + bool ContainsKey(const + bool empty() const const noexcept + bool ContainsKey(const int & key) const noexcept + bool ContainsKey(const noexcept std::string &_key) const std::string &_key) const std::string &_key) const + bool Add(const std std::string &_key) const noexcept std::string &_key) const std::type_index &_key) int & key) const noexcept + bool ContainsKey(const + bool Add(const int noexcept noexcept noexcept noexcept + bool ContainsKey(const ::type_index &_key, noexcept &_key, const std::reference + bool Add(const int Uint32 &_key) const noexcept const noexcept + bool Add(const std + bool Add(const std bool Add(const std + bool Add(const std const std::vector< std + bool Add(const std std::string &_key) const + bool Add(const std _wrapper< LouiEriksson::Graphics &_key, const std::shared + bool Add(const Uint32 ::string &_key, const std::shared_ptr< LouiEriksson ::Graphics::Texture > &_value) ::string &_key, const ::string &_key, const ::string &_key, const noexcept ::shared ptr< LouiEriksson ::string &_key, const ::type_index &_key, ::Camera > & value) ptr< LouiEriksson::Window & key, const std::vector std::shared_ptr< LouiEriksson ::Graphics::Mesh > &_value) std::shared_ptr< LouiEriksson std::shared_ptr< LouiEriksson + bool Add(const std std::shared_ptr< LouiEriksson ::ECS::Component > > &_value) const std::vector< std + void Assign(const int $< \overline{SDL}_{Event} > \&_{value}$ > &_value) ::Audio::AudioClip > &_value) ::Graphics::Material > &_value) ::Graphics::Shader > &_value) ::string &_key, const + void Assign(const std ::any > & value) &_key, const std::reference + void Assign(const int + void Assign(const Uint32 + void Assign(const std ⊦ void Assign(const std ⊦ void Assign(const std + void Assign(const std GLint &_value) ::type_index &_key, const + void Assign(const std &_key, const std::shared wrapper< LouiEriksson::Graphics & key, const std::vector + void Assign(const std :string &_key, const :string &_key, const string &_key, const :string &_key, const + void Assign(const std std::vector< std::shared ::string &_key, const ::type_index &_key, const ::Camera > &_value) ptr< LouiEriksson::Window < SDL_Event > &_value) std::shared ptr< LouiEriksson std::shared ptr< LouiEriksson std::shared ptr< LouiEriksson ::string &_key, const std::shared ptr< LouiEriksson std::shared ptr< LouiEriksson ptr< LouiEriksson::ECS::Component std::vector< std::any > + bool Remove(const int > & value) + bool Remove(const Uint32 ::Graphics::Material > &_value) ::Graphics::Shader > &_value) :Graphics:: \overline{M} esh > &_value) ::Audio::AudioClip > & value) ::Graphics::Texture > & value) GLint & value) > > & value) & key) noexcept + bool Remove(const int & key) noexcept + bool Remove(const std - bool Get(const int + bool Remove(const std & key) noexcept + bool Get(const Uint32 ::string &_key) noexcept ::type_index &_key) noexcept ::string &_key) noexcept &_key, std::vector< + bool Get(const int ::type_index &_key) noexcept & key, std::reference + bool Get(const std + bool Get(const std bool Get(const std + bool Get(const std _wrapper< LouiEriksson & key, std::shared SDL_Event > &_out) const ::string & key, std ::string & key, std ::string &_key, std ::string & key, std ::string & key, GLint ::type index & key, ::string &_key, std ::type_index &_key, ::Graphics::Camera > & ptr< LouiEriksson::Window noexcept ::shared ptr< LouiEriksson ::shared ptr< LouiEriksson ::shared ptr< LouiEriksson ::shared ptr< LouiEriksson & out) const noexcept std::vector< std::shared ::shared ptr< LouiEriksson std::vector< std::any out) const noexcept > &_out) const noexcept + std::vector< SDL_Event ::Graphics::Texture > &_out) ::Graphics::Material > & ::Graphics::Mesh > &_out) ::Audio::AudioClip > &_out) + GLint & Return(const ::Graphics::Shader > &_out) _ptr< LouiEriksson::ECS + std::reference wrapper + std::shared ptr< LouiEriksson > & Return(const Uint32 > & out) const noexcept const noexcept const noexcept const noexcept out) const noexcept std::string &_key) ::Component > > &_out) const const noexcept + std::vector< std::any < LouiEriksson::Graphics ::Window > & Return(const & kev) + std::shared_ptr< LouiEriksson + std::shared_ptr< LouiEriksson + std::shared_ptr< LouiEriksson</pre> + std::shared_ptr< LouiEriksson + void Trim() noexcept + std::shared_ptr< LouiEriksson ::Camera > & Return(const + void Trim() > & Return(const std int &_key) ::Graphics::Mesh > & Return ::Audio::AudioClip > & Return ::Graphics::Texture > & Return ::Graphics::Material > & + std::vector< std::string + std::vector< std::shared ::Graphics::Shader > & Return + std::vector< Uint32 ::type_index &_key) (const std::string &_key) int &_key) + void Trim() (const std::string &_key) (const std::string &_key) Return(const std::string &_key) ptr< LouiEriksson::ECS (const std::string &_key) > Kevs() const + void Trim() + void Trim() + std::vector< int > > Keys() const + void Trim() + void Trim() + void Trim() + void Trim() + std::vector< GLint ::Component > > & Return + void Trim() + std::vector< std::vector</p> + std::vector< std::type + std::vector< int > Keys() const (const std::type_index &_key) + std::vector< std::string + std::vector< std::string + std::vector< std::string + std::vector< std::string > Values() const + std::vector< std::string + std::vector< std::shared < SDL Event > > Values index > Kevs() const Kevs() const > Keys() const > Keys() const > Keys() const > Keys() const + std::vector< KeyValuePair + void Trim() > Keys() const + std::vector< std::reference ptr< LouiEriksson::Window _ + std::vector< std::vector) const + std::vector< std::shared + std::vector< std::shared std::vector< std::shared</p> + std::vector< std::shared > GetAll() const + std::vector< std::type + std::vector< std::shared < std::any > > Values() const _wrapper< LouiEriksson:: > > Values() const + std::vector< KeyValuePair ptr< LouiEriksson::Graphics ptr< LouiEriksson::Audio ptr< LouiEriksson::Graphics ptr< LouiEriksson::Graphics + void Clear() noexcept index > Keys() const ptr< LouiEriksson::Graphics + std::vector< KeyValuePair Graphics::Camera > > Values + std::vector< KeyValuePair > GetAll() const :Mesh > > Values() const ::Material > > Values() const ::AudioClip > > Values() const :Texture > > Values() const + std::vector< std::vector ::Shader > > Values() const > GetAll() const > GetAll() const + void Clear() noexcept () const + std::vector< KeyValuePair < std::shared_ptr< LouiEriksson + void Clear() noexcept + std::vector< KeyValuePair + void Clear() noexcept > GetAll() const > GetAll() const > GetAll() const > GetAll() const ::ECS::Component > > Values() const > GetAll() const > GetAll() const + void Clear() noexcept void Clear() noexcept void Clear() noexcept + void Clear() noexcept + std::vector< KeyValuePair + void Clear() noexcept + void Clear() noexcept > GetAll() const

+ void Clear() noexcept

LouiEriksson::Hashmap < Tk, Tv >