

# Namespace ECS

## Namespaces

[ECS.Components](#)

[ECS.Core](#)

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## Classes

[Game1](#)

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# Namespace ECS.Components

## Namespaces

[ECS.Components.AI](#)

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# Namespace ECS.Components.AI

## Structs

[CurrentAction](#)

[ExistedTooLong](#)

[ShotProjectile](#)

# Struct CurrentAction

Namespace: [ECS.Components.AI](#)

Assembly: ECS.dll

```
public struct CurrentAction
```

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

### Value

```
public string Value
```

#### Field Value

[string](#)

# Struct ExistedTooLong

Namespace: [ECS.Components.AI](#)

Assembly: ECS.dll

```
public struct ExistedTooLong
```

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

### Value

```
public bool Value
```

#### Field Value

[bool](#)

# Struct ShotProjectile

Namespace: [ECS.Components.AI](#)

Assembly: ECS.dll

```
public struct ShotProjectile
```

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

### Value

```
public bool Value
```

#### Field Value

[bool](#)

# Namespace ECS.Components.Animation

## Structs

[AnimationConfig](#)

[AnimationFrameConfig](#)

[AnimationState](#)

[FacingDirection](#)

[Rotation](#)

[Scale](#)

[SpriteConfig](#)

## Enums

[DrawLayer](#)

# Struct AnimationConfig

Namespace: [ECS.Components.Animation](#)

Assembly: ECS.dll

```
public struct AnimationConfig
```

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

### States

```
public Dictionary<string, AnimationFrameConfig[]> States
```

#### Field Value

[Dictionary](#)<[string](#), [AnimationFrameConfig](#)[]>

# Struct AnimationFrameConfig

Namespace: [ECS.Components.Animation](#)

Assembly: ECS.dll

```
public struct AnimationFrameConfig
```

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

### Duration

```
public float Duration
```

#### Field Value

[float](#)

### SourceRect

```
public Rectangle SourceRect
```

#### Field Value

Rectangle

# Struct AnimationState

Namespace: [ECS.Components.Animation](#)

Assembly: ECS.dll

```
public struct AnimationState
```

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

### CurrentState

```
public string CurrentState
```

#### Field Value

[string](#)

### FrameIndex

```
public int FrameIndex
```

#### Field Value

[int](#)

### IsPlaying

```
public bool IsPlaying
```

Field Value

[bool](#) ↗

## TimeInFrame

```
public float TimeInFrame
```

Field Value

[float](#) ↗

# Enum DrawLayer

Namespace: [ECS.Components.Animation](#)

Assembly: ECS.dll

```
public enum DrawLayer
```

## Fields

Background = 0

Platform = 2

Player = 3

Projectile = 4

Terrain = 1

UI = 5

# Struct FacingDirection

Namespace: [ECS.Components.Animation](#)

Assembly: ECS.dll

```
public struct FacingDirection
```

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

### IsFacingLeft

```
public bool IsFacingLeft
```

#### Field Value

[bool](#)

# Struct Rotation

Namespace: [ECS.Components.Animation](#)

Assembly: ECS.dll

```
public struct Rotation
```

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

### Value

```
public float Value
```

### Field Value

[float](#)

# Struct Scale

Namespace: [ECS.Components.Animation](#)

Assembly: ECS.dll

```
public struct Scale
```

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

### Value

```
public Vector2 Value
```

### Field Value

Vector2

# Struct SpriteConfig

Namespace: [ECS.Components.Animation](#)

Assembly: ECS.dll

```
public struct SpriteConfig
```

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

### Color

```
public Color Color
```

#### Field Value

Color

### Layer

```
public DrawLayer Layer
```

#### Field Value

[DrawLayer](#)

### Origin

```
public Vector2 Origin
```

Field Value

Vector2

## SourceRect

```
public Rectangle SourceRect
```

Field Value

Rectangle

## Texture

```
public Texture2D Texture
```

Field Value

Texture2D

# Namespace ECS.Components.Characters

## Structs

[CharacterConfig](#)

# Struct CharacterConfig

Namespace: [ECS.Components.Characters](#)

Assembly: ECS.dll

```
public struct CharacterConfig
```

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

### Value

```
public string Value
```

#### Field Value

[string](#)

# Namespace ECS.Components.Collision

## Structs

[CollisionShape](#)

[CollisionState](#)

[WorldBounds](#)

## Enums

[CollisionFlags](#)

[ShapeType](#)

# Enum CollisionFlags

Namespace: [ECS.Components.Collision](#)

Assembly: ECS.dll

```
[Flags]
public enum CollisionFlags
```

## Fields

Bottom = 2

Left = 4

None = 0

Right = 8

Top = 1

# Struct CollisionShape

Namespace: [ECS.Components.Collision](#)

Assembly: ECS.dll

```
public struct CollisionShape
```

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

### IsOneWay

```
public bool IsOneWay
```

#### Field Value

[bool](#)

### IsPhysical

```
public bool IsPhysical
```

#### Field Value

[bool](#)

### Offset

```
public Vector2 Offset
```

Field Value

Vector2

Size

```
public Vector2 Size
```

Field Value

Vector2

Type

```
public ShapeType Type
```

Field Value

[ShapeType](#)

# Struct CollisionState

Namespace: [ECS.Components.Collision](#)

Assembly: ECS.dll

```
public struct CollisionState
```

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

### CollidingWith

```
public HashSet<Entity> CollidingWith
```

#### Field Value

[HashSet](#)<[Entity](#)>

## Sides

```
public CollisionFlags Sides
```

#### Field Value

[CollisionFlags](#)

# Enum ShapeType

Namespace: [ECS.Components.Collision](#)

Assembly: ECS.dll

```
public enum ShapeType
```

## Fields

Line = 1

Rectangle = 0

# Struct WorldBounds

Namespace: [ECS.Components.Collision](#)

Assembly: ECS.dll

```
public struct WorldBounds
```

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

### Bounds

```
public Rectangle Bounds
```

### Field Value

Rectangle

# Namespace ECS.Components.Input

## Structs

[InputAction](#)

[InputConfig](#)

# Struct InputAction

Namespace: [ECS.Components.Input](#)

Assembly: ECS.dll

```
public struct InputAction
```

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

### Keys

```
public Keys[] Keys
```

## Field Value

Keys[]

# Struct InputConfig

Namespace: [ECS.Components.Input](#)

Assembly: ECS.dll

```
public struct InputConfig
```

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

### Actions

```
public Dictionary<string, InputAction> Actions
```

#### Field Value

[Dictionary](#)<[string](#), [InputAction](#)>

# Namespace ECS.Components.Items

## Structs

[Item](#)

# Struct Item

Namespace: [ECS.Components.Items](#)

Assembly: ECS.dll

```
public struct Item
```

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

### Value

```
public string Value
```

#### Field Value

[string](#)

# Namespace ECS.Components.Objects

## Structs

[MapObject](#)

# Struct MapObject

Namespace: [ECS.Components.Objects](#)

Assembly: ECS.dll

```
public struct MapObject
```

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

### Value

```
public string Value
```

#### Field Value

[string](#)

# Namespace ECS.Components.Physics

## Structs

[Acceleration](#)

[AirControlForce](#)

[AirResistance](#)

[Direction](#)

[Force](#)

[Friction](#)

[GravitySpeed](#)

[IsGrounded](#)

[JumpForce](#)

[Mass](#)

[MaxVelocity](#)

[MovementForce](#)

[Percent](#)

[Position](#)

[RunSpeed](#)

[Velocity](#)

[WalkForce](#)

# Struct Acceleration

Namespace: [ECS.Components.Physics](#)

Assembly: ECS.dll

```
public struct Acceleration
```

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

### Value

```
public Vector2 Value
```

### Field Value

Vector2

# Struct AirControlForce

Namespace: [ECS.Components.Physics](#)

Assembly: ECS.dll

```
public struct AirControlForce
```

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

### Value

```
public float Value
```

#### Field Value

[float](#)

# Struct AirResistance

Namespace: [ECS.Components.Physics](#)

Assembly: ECS.dll

```
public struct AirResistance
```

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

### Value

```
public float Value
```

#### Field Value

[float](#)

# Struct Direction

Namespace: [ECS.Components.Physics](#)

Assembly: ECS.dll

```
public struct Direction
```

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

### Value

```
public Vector2 Value
```

### Field Value

Vector2

# Struct Force

Namespace: [ECS.Components.Physics](#)

Assembly: ECS.dll

```
public struct Force
```

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

### Value

```
public Vector2 Value
```

### Field Value

Vector2

# Struct Friction

Namespace: [ECS.Components.Physics](#)

Assembly: ECS.dll

```
public struct Friction
```

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

### Value

```
public float Value
```

### Field Value

[float](#)

# Struct GravitySpeed

Namespace: [ECS.Components.Physics](#)

Assembly: ECS.dll

```
public struct GravitySpeed
```

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

### Value

```
public Vector2 Value
```

### Field Value

Vector2

# Struct IsGrounded

Namespace: [ECS.Components.Physics](#)

Assembly: ECS.dll

```
public struct IsGrounded
```

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

### Value

```
public bool Value
```

#### Field Value

[bool](#)

### WasGrounded

```
public bool WasGrounded
```

#### Field Value

[bool](#)

# Struct JumpForce

Namespace: [ECS.Components.Physics](#)

Assembly: ECS.dll

```
public struct JumpForce
```

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

### Value

```
public float Value
```

#### Field Value

[float](#)

# Struct Mass

Namespace: [ECS.Components.Physics](#)

Assembly: ECS.dll

```
public struct Mass
```

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

### Value

```
public float Value
```

### Field Value

[float](#)

# Struct MaxVelocity

Namespace: [ECS.Components.Physics](#)

Assembly: ECS.dll

```
public struct MaxVelocity
```

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

### Value

```
public float Value
```

### Field Value

[float](#)

# Struct MovementForce

Namespace: [ECS.Components.Physics](#)

Assembly: ECS.dll

```
public struct MovementForce
```

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

### Magnitude

```
public float Magnitude
```

#### Field Value

[float](#)

# Struct Percent

Namespace: [ECS.Components.Physics](#)

Assembly: ECS.dll

```
public struct Percent
```

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

### Value

```
public float Value
```

### Field Value

[float](#)

# Struct Position

Namespace: [ECS.Components.Physics](#)

Assembly: ECS.dll

```
public struct Position
```

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

### Value

```
public Vector2 Value
```

### Field Value

Vector2

# Struct RunSpeed

Namespace: [ECS.Components.Physics](#)

Assembly: ECS.dll

```
public struct RunSpeed
```

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

### Scalar

```
public float Scalar
```

#### Field Value

[float](#)

# Struct Velocity

Namespace: [ECS.Components.Physics](#)

Assembly: ECS.dll

```
public struct Velocity
```

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

### Value

```
public Vector2 Value
```

### Field Value

Vector2

# Struct WalkForce

Namespace: [ECS.Components.Physics](#)

Assembly: ECS.dll

```
public struct WalkForce
```

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

### Value

```
public float Value
```

### Field Value

[float](#)

# Namespace ECS.Components.Random

## Structs

[RandomRange](#)

[RandomlyGeneratedFloat](#)

[RandomlyGeneratedInteger](#)

# Struct RandomRange

Namespace: [ECS.Components.Random](#)

Assembly: ECS.dll

```
public struct RandomRange
```

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

### Maximum

```
public int Maximum
```

#### Field Value

[int](#)

### Minimum

```
public int Minimum
```

#### Field Value

[int](#)

# Struct RandomlyGeneratedFloat

Namespace: [ECS.Components.Random](#)

Assembly: ECS.dll

```
public struct RandomlyGeneratedFloat
```

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

### Value

```
public float Value
```

### Field Value

[float](#)

# Struct RandomlyGeneratedInteger

Namespace: [ECS.Components.Random](#)

Assembly: ECS.dll

```
public struct RandomlyGeneratedInteger
```

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

### Value

```
public int Value
```

#### Field Value

[int](#)

# Namespace ECS.Components.State

## Structs

[GameStateComponent](#)

[PlayerStateComponent](#)

## Enums

[GameState](#)

[PlayerState](#)

# Enum GameState

Namespace: [ECS.Components.State](#)

Assembly: ECS.dll

```
public enum GameState
```

## Fields

Exit = 3

Paused = 1

Reset = 2

Running = 0

# Struct GameStateComponent

Namespace: [ECS.Components.State](#)

Assembly: ECS.dll

```
public struct GameStateComponent
```

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

### CurrentState

```
public GameState CurrentState
```

#### Field Value

[GameState](#)

# Enum PlayerState

Namespace: [ECS.Components.State](#)

Assembly: ECS.dll

```
public enum PlayerState
```

## Fields

Attack = 100

Block = 90

Fall = 20

Idle = 0

Jump = 80

Run = 60

Walk = 50

# Struct PlayerStateComponent

Namespace: [ECS.Components.State](#)

Assembly: ECS.dll

```
public struct PlayerStateComponent
```

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

### CurrentState

```
public PlayerState CurrentState
```

#### Field Value

[PlayerState](#)

# Namespace ECS.Components.Tags

## Structs

[AI Tag](#)

[Item Tag](#)

[Object Tag](#)

[Player Tag](#)

[Projectile Tag](#)

[Singleton Tag](#)

# Struct AITag

Namespace: [ECS.Components.Tags](#)

Assembly: ECS.dll

```
public struct AITag
```

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

# Struct ItemTag

Namespace: [ECS.Components.Tags](#)

Assembly: ECS.dll

```
public struct ItemTag
```

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

# Struct ObjectTag

Namespace: [ECS.Components.Tags](#)

Assembly: ECS.dll

```
public struct ObjectTag
```

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

# Struct PlayerTag

Namespace: [ECS.Components.Tags](#)

Assembly: ECS.dll

```
public struct PlayerTag
```

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

# Struct ProjectileTag

Namespace: [ECS.Components.Tags](#)

Assembly: ECS.dll

```
public struct ProjectileTag
```

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

# Struct SingletonTag

Namespace: [ECS.Components.Tags](#)

Assembly: ECS.dll

```
public struct SingletonTag
```

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

# Namespace ECS.Components.Timer

## Structs

[Timer](#)

[Timers](#)

## Enums

[TimerType](#)

# Struct Timer

Namespace: [ECS.Components.Timer](#)

Assembly: ECS.dll

```
public struct Timer
```

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

### Duration

```
public float Duration
```

#### Field Value

[float](#)

### Elapsed

```
public float Elapsed
```

#### Field Value

[float](#)

### OneShot

```
public bool OneShot
```

Field Value

[bool](#) ↗

Type

`public TimerType Type`

Field Value

[TimerType](#)

# Enum TimerType

Namespace: [ECS.Components.Timer](#)

Assembly: ECS.dll

```
public enum TimerType
```

## Fields

AITimer = 1

None = 0

ProjectileTimer = 3

StateTimer = 2

# Struct Timers

Namespace: [ECS.Components.Timer](#)

Assembly: ECS.dll

```
public struct Timers
```

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

### TimerMap

```
public Dictionary<TimerType, Timer> TimerMap
```

#### Field Value

[Dictionary](#)<[TimerType](#), [Timer](#)>

# Namespace ECS.Components.UI

## Structs

[UIConfig](#)

# Struct UIConfig

Namespace: [ECS.Components.UI](#)

Assembly: ECS.dll

```
public struct UIConfig
```

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

### Color

```
public Color Color
```

#### Field Value

Color

### Font

```
public string Font
```

#### Field Value

[string](#)

### Text

```
public string Text
```

## Field Value

[string](#) ↗

# Namespace ECS.Core

## Namespaces

[ECS.Core.Utilities](#)

## Classes

[AssetLoader](#)

[AssetManager](#)

[CharacterAssetKeys](#)

[ComponentPool<T>](#)

[EntityFactory](#)

[EventBus](#)

The event bus, a central system for managing event publication and subscription. Any subscriber to the type `T` will receive the published event. Each [Action](#) handles an event of type [IEvent](#).

[GameAssets](#)

[GameInitializer](#)

[GameStateManager](#)

[SystemBase](#)

[SystemBuilder](#)

[SystemInfo](#)

[SystemManager](#)

[World](#)

## Structs

[Entity](#)

## Interfaces

[IComponentPool](#)

[ISystem](#)

# Enums

[SystemExecutionPhase](#)

# Namespace ECS.Core.Utilities

## Classes

[EntityUtils](#)

[GameStateHelper](#)

# Class EntityUtils

Namespace: [ECS.Core.Utilities](#)

Assembly: ECS.dll

```
public static class EntityUtils
```

## Inheritance

[object](#) ← EntityUtils

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Methods

### ApplyComponents(World, Entity, EntityConfig)

```
public static void ApplyComponents(World world, Entity entity, EntityConfig config)
```

#### Parameters

world [World](#)

entity [Entity](#)

config [EntityConfig](#)

### ApplyInputConfig(World, Entity, InputConfig)

```
public static void ApplyInputConfig(World world, Entity entity,  
InputConfig inputConfig)
```

#### Parameters

`world` [World](#)

`entity` [Entity](#)

`inputConfig` [InputConfig](#)

## ApplySpriteAndAnimation(World, Entity, Texture2D, AnimationConfig)

```
public static void ApplySpriteAndAnimation(World world, Entity entity, Texture2D  
spriteSheet, AnimationConfig animationConfig)
```

### Parameters

`world` [World](#)

`entity` [Entity](#)

`spriteSheet` Texture2D

`animationConfig` [AnimationConfig](#)

## InitializeCharacterConfig(World, Entity)

```
public static void InitializeCharacterConfig(World world, Entity entity)
```

### Parameters

`world` [World](#)

`entity` [Entity](#)

# Class GameStateHelper

Namespace: [ECS.Core.Utilities](#)

Assembly: ECS.dll

```
public static class GameStateHelper
```

## Inheritance

[object](#) ← GameStateHelper

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Methods

### IsPaused(World)

```
public static bool IsPaused(World world)
```

#### Parameters

world [World](#)

#### Returns

[bool](#)

# Class AssetLoader

Namespace: [ECS.Core](#)

Assembly: ECS.dll

```
public static class AssetLoader
```

## Inheritance

[object](#) ← AssetLoader

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Methods

### LoadAssets(ContentManager)

```
public static GameAssets LoadAssets(ContentManager content)
```

#### Parameters

content ContentManager

#### Returns

[GameAssets](#)

# Class AssetManager

Namespace: [ECS.Core](#)

Assembly: ECS.dll

```
public static class AssetManager
```

## Inheritance

[object](#) ← AssetManager

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Methods

### LoadEntityConfig(GameAssets, string, string)

```
public static void LoadEntityConfig(GameAssets assets, string key, string path)
```

#### Parameters

assets [GameAssets](#)

key [string](#)

path [string](#)

### LoadFont(GameAssets, ContentManager, string, string)

```
public static void LoadFont(GameAssets assets, ContentManager content, string key,  
string path)
```

#### Parameters

assets [GameAssets](#)

content ContentManager

key [string](#)

path [string](#)

## LoadInputConfig(GameAssets, string, string)

```
public static void LoadInputConfig(GameAssets assets, string key, string path)
```

### Parameters

assets [GameAssets](#)

key [string](#)

path [string](#)

## LoadSpriteSheet(GameAssets, string, string)

```
public static void LoadSpriteSheet(GameAssets assets, string key, string path)
```

### Parameters

assets [GameAssets](#)

key [string](#)

path [string](#)

## LoadTexture(GameAssets, ContentManager, string, string)

```
public static void LoadTexture(GameAssets assets, ContentManager content, string key, string path)
```

## Parameters

assets [GameAssets](#)

content ContentManager

key [string](#) ↴

path [string](#) ↴

# Class CharacterAssetKeys

Namespace: [ECS.Core](#)

Assembly: ECS.dll

```
public record CharacterAssetKeys : IEquatable<CharacterAssetKeys>
```

## Inheritance

[object](#) ← CharacterAssetKeys

## Implements

[IEquatable](#)<[CharacterAssetKeys](#)>

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Constructors

### CharacterAssetKeys(string, string, string)

```
public CharacterAssetKeys(string SpriteKey, string AnimationKey, string ConfigKey)
```

## Parameters

SpriteKey [string](#)

AnimationKey [string](#)

ConfigKey [string](#)

## Properties

### AnimationKey

```
public string AnimationKey { get; init; }
```

Property Value

[string](#) ↗

## ConfigKey

```
public string ConfigKey { get; init; }
```

Property Value

[string](#) ↗

## SpriteKey

```
public string SpriteKey { get; init; }
```

Property Value

[string](#) ↗

# Class ComponentPool<T>

Namespace: [ECS.Core](#)

Assembly: ECS.dll

```
public sealed class ComponentPool<T> : IComponentPool where T : struct
```

## Type Parameters

T

### Inheritance

[object](#) ← ComponentPool<T>

### Implements

[IComponentPool](#)

### Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Properties

### Count

```
public int Count { get; }
```

## Property Value

[int](#)

## Methods

### EnsureCapacity(int)

```
public void EnsureCapacity(int newCapacity)
```

Parameters

`newCapacity int`

## Get(Entity)

```
public ref T Get(Entity entity)
```

Parameters

`entity Entity`

Returns

`T`

## Has(Entity)

```
public bool Has(Entity entity)
```

Parameters

`entity Entity`

Returns

`bool`

## Remove(Entity)

```
public void Remove(Entity entity)
```

Parameters

`entity Entity`

## Set(Entity, T)

```
public void Set(Entity entity, T component)
```

### Parameters

entity [Entity](#)

component T

# Struct Entity

Namespace: [ECS.Core](#)

Assembly: ECS.dll

```
public readonly struct Entity
```

## Inherited Members

[ValueType.ToString\(\)](#) , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Constructors

### Entity(int)

```
public Entity(int id)
```

## Parameters

**id** [int](#)

## Fields

### Id

```
public readonly int Id
```

## Field Value

[int](#)

## Methods

## Equals(object)

Indicates whether this instance and a specified object are equal.

```
public override bool Equals(object obj)
```

Parameters

**obj** [object](#)

The object to compare with the current instance.

Returns

[bool](#)

[true](#) if **obj** and this instance are the same type and represent the same value; otherwise, [false](#).

## GetHashCode()

Returns the hash code for this instance.

```
public override int GetHashCode()
```

Returns

[int](#)

A 32-bit signed integer that is the hash code for this instance.

# Class EntityFactory

Namespace: [ECS.Core](#)

Assembly: ECS.dll

```
public class EntityFactory
```

## Inheritance

[object](#) ← EntityFactory

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Constructors

### EntityFactory(World)

```
public EntityFactory(World world)
```

## Parameters

world [World](#)

## Methods

### CreateAIFromConfig(EntityConfig, Texture2D, AnimationConfig)

```
public Entity CreateAIFromConfig(EntityConfig config, Texture2D spriteSheet = null,  
AnimationConfig animationConfig = default)
```

## Parameters

`config EntityConfig`

`spriteSheet Texture2D`

`animationConfig AnimationConfig`

Returns

[Entity](#)

## CreateEntityFromConfig(EntityConfig, Texture2D, AnimationConfig, InputConfig)

```
public Entity CreateEntityFromConfig(EntityConfig config, Texture2D spriteSheet =  
null, AnimationConfig animationConfig = default, InputConfig inputConfig = default)
```

Parameters

`config EntityConfig`

`spriteSheet Texture2D`

`animationConfig AnimationConfig`

`inputConfig InputConfig`

Returns

[Entity](#)

## CreateGameStateEntity()

```
public Entity CreateGameStateEntity()
```

Returns

[Entity](#)

## CreateLine(Vector2, Vector2)

```
public Entity CreateLine(Vector2 start, Vector2 end)
```

Parameters

**start** Vector2

**end** Vector2

Returns

[Entity](#)

## CreatePlayerFromConfig(EntityConfig, Texture2D, AnimationConfig, InputConfig)

```
public Entity CreatePlayerFromConfig(EntityConfig config, Texture2D spriteSheet = null, AnimationConfig animationConfig = default, InputConfig inputConfig = default)
```

Parameters

**config** [EntityConfig](#)

**spriteSheet** Texture2D

**animationConfig** [AnimationConfig](#)

**inputConfig** [InputConfig](#)

Returns

[Entity](#)

## CreateProjectile(Texture2D, AnimationConfig, Vector2, bool)

```
public Entity CreateProjectile(Texture2D spriteSheet, AnimationConfig animConfig,  
Vector2 pos, bool isFacingLeft)
```

## Parameters

spriteSheet Texture2D

animConfig [AnimationConfig](#)

pos Vector2

isFacingLeft [bool](#)

## Returns

[Entity](#)

## CreateProjectileFromConfig(EntityConfig, Texture2D, AnimationConfig, Vector2, bool)

```
public Entity CreateProjectileFromConfig(EntityConfig config, Texture2D spriteSheet  
= null, AnimationConfig animationConfig = default, Vector2 position = default, bool  
isFacingLeft = false)
```

## Parameters

config [EntityConfig](#)

spriteSheet Texture2D

animationConfig [AnimationConfig](#)

position Vector2

isFacingLeft [bool](#)

## Returns

[Entity](#)

## CreateWorldBoundaries(EntityFactory, int, int)

```
public void CreateWorldBoundaries(EntityFactory entityFactory, int screenWidth,  
int screenHeight)
```

### Parameters

entityFactory [EntityFactory](#)

screenWidth [int](#)

screenHeight [int](#)

# Class EventBus

Namespace: [ECS.Core](#)

Assembly: ECS.dll

The event bus, a central system for managing event publication and subscription. Any subscriber to the type **T** will receive the published event. Each [Action](#) handles an event of type [IEvent](#).

```
public class EventBus
```

## Inheritance

[object](#) ← EventBus

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

# Methods

## Publish<T>(T)

Publishes an [IEvent](#) to all subscribers of that event type **T**. Iterates over the list of subscribers for the event type and invokes each handler with the event data.

```
public void Publish<T>(T eventData) where T : IEvent
```

## Parameters

**eventData** **T**

The data associated with the event being published.

## Type Parameters

**T**

The type of the event being published.

## Subscribe<T>(Action<IEvent>)

Subscribes a handler to a specific event type **T**.

```
public void Subscribe<T>(Action<IEvent> handler) where T : IEvent
```

### Parameters

**handler** [Action<IEvent>](#)

The delegate to be executed when the event is published.

### Type Parameters

**T**

The type of the event being subscribed to.

# Class GameAssets

Namespace: [ECS.Core](#)

Assembly: ECS.dll

```
public class GameAssets
```

## Inheritance

[object](#) ← GameAssets

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Methods

### AddAsset<T>(string, T)

```
public void AddAsset<T>(string key, T asset)
```

#### Parameters

key [string](#)

asset T

#### Type Parameters

T

### GetAnimation(string)

```
public AnimationConfig GetAnimation(string path)
```

Parameters

path [string](#)

Returns

[AnimationConfig](#)

## GetAsset<T>(string)

```
public T GetAsset<T>(string key)
```

Parameters

key [string](#)

Returns

T

Type Parameters

T

## GetEntityConfig(string)

```
public EntityConfig GetEntityConfig(string path)
```

Parameters

path [string](#)

Returns

[EntityConfig](#)

## GetFont(string)

```
public SpriteFont GetFont(string path)
```

Parameters

path [string](#)

Returns

SpriteFont

## GetInputConfig(string)

```
public InputConfig GetInputConfig(string path)
```

Parameters

path [string](#)

Returns

[InputConfig](#)

## GetTexture(string)

```
public Texture2D GetTexture(string path)
```

Parameters

path [string](#)

Returns

Texture2D

## HasAsset<T>(string)

```
public bool HasAsset<T>(string key)
```

Parameters

key [string](#)

Returns

[bool](#)

Type Parameters

T

# Class GameInitializer

Namespace: [ECS.Core](#)

Assembly: ECS.dll

```
public class GameInitializer
```

## Inheritance

[object](#) ← GameInitializer

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Constructors

### GameInitializer(World, EntityFactory)

```
public GameInitializer(World world, EntityFactory entityFactory)
```

## Parameters

world [World](#)

entityFactory [EntityFactory](#)

## Methods

### InitializeGame(GameAssets, int, int)

```
public void InitializeGame(GameAssets assets, int screenWidth, int screenHeight)
```

## Parameters

assets [GameAssets](#)

screenWidth [int](#)

screenHeight [int](#)

# Class GameStateManager

Namespace: [ECS.Core](#)

Assembly: ECS.dll

```
public class GameStateManager
```

## Inheritance

[object](#) ← GameStateManager

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Constructors

GameStateManager(World, GameAssets, EntityFactory, Game, int, int)

```
public GameStateManager(World world, GameAssets assets, EntityFactory entityFactory,  
Game game, int screenWidth, int screenHeight)
```

## Parameters

world [World](#)

assets [GameAssets](#)

entityFactory [EntityFactory](#)

game Game

screenWidth [int](#)

screenHeight [int](#)

# Methods

## Exit()

```
public void Exit()
```

## Initialize()

```
public void Initialize()
```

## Reset()

```
public void Reset()
```

## TearDown()

```
public void TearDown()
```

## TogglePause()

```
public void TogglePause()
```

## Update()

```
public void Update()
```

# Interface IComponentPool

Namespace: [ECS.Core](#)

Assembly: ECS.dll

```
public interface IComponentPool
```

## Methods

### Remove(Entity)

```
void Remove(Entity entity)
```

## Parameters

entity [Entity](#)

# Interface ISystem

Namespace: [ECS.Core](#)

Assembly: ECS.dll

```
public interface ISystem
```

## Properties

### Pausible

```
bool Pausible { get; }
```

Property Value

[bool](#)

## Methods

### Initialize(World)

```
void Initialize(World world)
```

Parameters

[world](#) [World](#)

### Update(World, GameTime)

```
void Update(World world, GameTime gameTime)
```

Parameters

world [World](#)

gameTime GameTime

# Class SystemBase

Namespace: [ECS.Core](#)

Assembly: ECS.dll

```
public abstract class SystemBase : ISystem
```

## Inheritance

[object](#) ← SystemBase

## Implements

[ISystem](#)

## Derived

[AISystem](#), [AnimationSystem](#), [FacingSystem](#), [RenderSystem](#), [CharacterSwitchSystem](#), [CollisionDetectionSystem](#), [CollisionResponseSystem](#), [ActionDebugSystem](#), [ActionEventDebugSystem](#), [DebugGroundedSystem](#), [DebugRenderSystem](#), [RawInputDebugSystem](#), [InputMappingSystem](#), [RawInputSystem](#), [ItemSwitchSystem](#), [ObjectSwitchSystem](#), [AirControlSystem](#), [AirResistanceSystem](#), [AttackSystem](#), [BlockSystem](#), [ForceSystem](#), [FrictionSystem](#), [GravitySystem](#), [JumpSystem](#), [PositionSystem](#), [VelocitySystem](#), [DespawnSystem](#), [ProjectileShootingSystem](#), [ProjectileSpawningSystem](#), [ProjectileSystem](#), [GameStateSystem](#), [PlayerStateSystem](#), [DamageSystem](#), [UIRenderSystem](#), [RandomSystem](#), [TimerSystem](#)

## Inherited Members

[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#), [object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

# Properties

## Pausible

```
public virtual bool Pausible { get; }
```

## Property Value

[bool](#)

# World

```
protected World World { get; }
```

Property Value

[World](#)

## Methods

### GetComponent<T>(Entity)

```
protected ref T GetComponent<T>(Entity entity) where T : struct
```

Parameters

entity [Entity](#)

Returns

T

Type Parameters

T

### GetEntitiesWith<T>(Entity)

```
protected IEnumerable<Entity> GetEntitiesWith<T>(Entity entity) where T : struct
```

Parameters

entity [Entity](#)

Returns

[IEnumerable](#)<[Entity](#)>

Type Parameters

T

## HasComponents<T>(Entity)

```
protected bool HasComponents<T>(Entity entity) where T : struct
```

Parameters

entity [Entity](#)

Returns

[bool](#)

Type Parameters

T

## Initialize(World)

```
public virtual void Initialize(World world)
```

Parameters

world [World](#)

## Publish<T>(T)

```
protected void Publish<T>(T evt) where T : IEvent
```

Parameters

evt T

Type Parameters

T

## Subscribe<T>(Action<IEvent>)

```
protected void Subscribe<T>(Action<IEvent> handler) where T : IEvent
```

Parameters

handler Action<IEvent>

Type Parameters

T

## Update(World, GameTime)

```
public abstract void Update(World world, GameTime gameTime)
```

Parameters

world World

gameTime GameTime

# Class SystemBuilder

Namespace: [ECS.Core](#)

Assembly: ECS.dll

```
public static class SystemBuilder
```

## Inheritance

[object](#) ← SystemBuilder

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Methods

**BuildSystems**(World, EntityFactory, GameStateManager,  
GameAssets, SpriteBatch, GraphicsDevice)

```
public static void BuildSystems(World world, EntityFactory entityFactory,  
GameStateManager gameStateManager, GameAssets assets, SpriteBatch spriteBatch,  
GraphicsDevice graphicsDevice)
```

## Parameters

world [World](#)

entityFactory [EntityFactory](#)

gameStateManager [GameManager](#)

assets [GameAssets](#)

spriteBatch SpriteBatch

graphicsDevice GraphicsDevice

# Enum SystemExecutionPhase

Namespace: [ECS.Core](#)

Assembly: ECS.dll

```
public enum SystemExecutionPhase
```

## Fields

Input = 0

PostUpdate = 3

PreUpdate = 1

Render = 4

Update = 2

# Class SystemInfo

Namespace: [ECS.Core](#)

Assembly: ECS.dll

```
public class SystemInfo
```

## Inheritance

[object](#) ← SystemInfo

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Constructors

### SystemInfo(ISystem, SystemExecutionPhase, int)

```
public SystemInfo(ISystem system, SystemExecutionPhase phase, int priority = 0)
```

## Parameters

system [ISystem](#)

phase [SystemExecutionPhase](#)

priority [int](#)

## Properties

### Phase

```
public SystemExecutionPhase Phase { get; }
```

Property Value

[SystemExecutionPhase](#)

Priority

```
public int Priority { get; }
```

Property Value

[int](#)

System

```
public ISystem System { get; }
```

Property Value

[ISystem](#)

# Class SystemManager

Namespace: [ECS.Core](#)

Assembly: ECS.dll

```
public class SystemManager
```

## Inheritance

[object](#) ← SystemManager

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Constructors

### SystemManager(World)

```
public SystemManager(World world)
```

## Parameters

world [World](#)

## Properties

### ProfilingEnabled

```
public bool ProfilingEnabled { get; set; }
```

## Property Value

[bool](#)

# Methods

## AddSystem(ISystem, SystemExecutionPhase, int)

```
public void AddSystem(ISystem system, SystemExecutionPhase phase, int priority = 0)
```

### Parameters

system [ISystem](#)

phase [SystemExecutionPhase](#)

priority [int](#)

## GetAllSystems()

```
public IEnumerable<ISystem> GetAllSystems()
```

### Returns

[IEnumerable](#)<[ISystem](#)>

## RemoveSystem(ISystem)

```
public void RemoveSystem(ISystem system)
```

### Parameters

system [ISystem](#)

## UpdatePhase(SystemExecutionPhase, GameTime)

```
public void UpdatePhase(SystemExecutionPhase phase, GameTime gameTime)
```

### Parameters

phase [SystemExecutionPhase](#)

gameTime GameTime

# Class World

Namespace: [ECS.Core](#)

Assembly: ECS.dll

```
public class World
```

## Inheritance

[object](#) ← World

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Constructors

World()

```
public World()
```

## Properties

EventBus

```
public EventBus EventBus { get; }
```

Property Value

[EventBus](#)

## Methods

AddSystem(ISystem, SystemExecutionPhase, int)

```
public void AddSystem(ISystem system, SystemExecutionPhase phase, int priority = 0)
```

## Parameters

system [ISystem](#)

phase [SystemExecutionPhase](#)

priority [int](#)

## CreateEntity()

```
public Entity CreateEntity()
```

## Returns

[Entity](#)

## DestroyEntity(Entity)

```
public void DestroyEntity(Entity entity)
```

## Parameters

entity [Entity](#)

## Draw(GameTime, SpriteBatch)

```
public void Draw(GameTime gameTime, SpriteBatch spriteBatch)
```

## Parameters

gameTime [GameTime](#)

spriteBatch [SpriteBatch](#)

## GetEntities()

```
public HashSet<Entity> GetEntities()
```

Returns

[HashSet](#)<[Entity](#)>

## GetPool<T>()

```
public ComponentPool<T> GetPool<T>() where T : struct
```

Returns

[ComponentPool](#)<T>

Type Parameters

T

## Update(GameTime)

```
public void Update(GameTime gameTime)
```

Parameters

gameTime GameTime

# Namespace ECS.Events

## Structs

[ActionEvent](#)

[AnimationStateEvent](#)

[CollisionEvent](#)

[DespawnEvent](#)

[GameExitEvent](#)

[PlayerStateEvent](#)

[RawInputEvent](#)

[SpawnEvent](#)

[TimerEvent](#)

## Interfaces

[IEvent](#)

# Struct ActionEvent

Namespace: [ECS.Events](#)

Assembly: ECS.dll

```
public struct ActionEvent : IEvent
```

## Implements

[IEvent](#)

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

### ActionName

```
public string ActionName
```

Field Value

[string](#)

### Entity

```
public Entity Entity
```

Field Value

[Entity](#)

### IsEnded

```
public bool IsEnded
```

Field Value

[bool](#) ↗

## IsHeld

```
public bool IsHeld
```

Field Value

[bool](#) ↗

## IsStarted

```
public bool IsStarted
```

Field Value

[bool](#) ↗

# Struct AnimationStateEvent

Namespace: [ECS.Events](#)

Assembly: ECS.dll

```
public struct AnimationStateEvent : IEvent
```

## Implements

[IEvent](#)

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

### Entity

```
public Entity Entity
```

#### Field Value

[Entity](#)

### NewState

```
public string NewState
```

#### Field Value

[string](#)

# Struct CollisionEvent

Namespace: [ECS.Events](#)

Assembly: ECS.dll

```
public struct CollisionEvent : IEvent
```

## Implements

[IEvent](#)

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

### EntityA

```
public Entity EntityA
```

Field Value

[Entity](#)

### EntityB

```
public Entity EntityB
```

Field Value

[Entity](#)

### Normal

```
public Vector2 Normal
```

Field Value

Vector2

## Penetration

```
public float Penetration
```

Field Value

[float](#)

## Sides

```
public CollisionFlags Sides
```

Field Value

[CollisionFlags](#)

# Struct DespawnEvent

Namespace: [ECS.Events](#)

Assembly: ECS.dll

```
public struct DespawnEvent : IEvent
```

## Implements

[IEvent](#)

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

### Entity

```
public Entity Entity
```

### Field Value

[Entity](#)

# Struct GameExitEvent

Namespace: [ECS.Events](#)

Assembly: ECS.dll

```
public struct GameExitEvent : IEvent
```

## Implements

[IEvent](#)

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

### Entity

```
public Entity Entity
```

### Field Value

[Entity](#)

# Interface IEvent

Namespace: [ECS.Events](#)

Assembly: ECS.dll

```
public interface IEvent
```

# Struct PlayerStateEvent

Namespace: [ECS.Events](#)

Assembly: ECS.dll

```
public struct PlayerStateEvent : IEvent
```

## Implements

[IEvent](#)

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

### Duration

```
public float? Duration
```

#### Field Value

[float](#)?

### Entity

```
public Entity Entity
```

#### Field Value

[Entity](#)

### Force

```
public bool Force
```

Field Value

[bool](#) ↗

## RequestedState

```
public PlayerState RequestedState
```

Field Value

[PlayerState](#)

# Struct RawInputEvent

Namespace: [ECS.Events](#)

Assembly: ECS.dll

```
public struct RawInputEvent : IEvent
```

## Implements

[IEvent](#)

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

### Entity

```
public Entity Entity
```

#### Field Value

[Entity](#)

### IsPressed

```
public bool IsPressed
```

#### Field Value

[bool](#)

### RawKey

```
public Keys RawKey
```

Field Value

Keys

# Struct SpawnEvent

Namespace: [ECS.Events](#)

Assembly: ECS.dll

```
public struct SpawnEvent : IEvent
```

## Implements

[IEvent](#)

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

### Entity

```
public Entity Entity
```

#### Field Value

[Entity](#)

### World

```
public World World
```

#### Field Value

[World](#)

### typeSpawned

```
public string typeSpawned
```

Field Value

[string](#) ↗

# Struct TimerEvent

Namespace: [ECS.Events](#)

Assembly: ECS.dll

```
public struct TimerEvent : IEvent
```

## Implements

[IEvent](#)

## Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

### Entity

```
public Entity Entity
```

#### Field Value

[Entity](#)

### TimerType

```
public TimerType TimerType
```

#### Field Value

[TimerType](#)

# Namespace ECS.Resources

## Classes

[ColorJsonConverter](#)

[EntityConfig](#)

[EntityConfigLoader](#)

[InputConfigLoader](#)

[JsonLoaderBase<T>](#)

[SpriteSheetLoader](#)

[Vector2JsonConverter](#)

## Interfaces

[IJsonLoader<T>](#)

# Class ColorJsonConverter

Namespace: [ECS.Resources](#)

Assembly: ECS.dll

```
public class ColorJsonConverter : JsonConverter<Color>
```

## Inheritance

[object](#) ← [JsonConverter](#) ← [JsonConverter](#)<Color> ← ColorJsonConverter

## Inherited Members

[JsonConverter<Color>.CanConvert\(Type\)](#) ,  
[JsonConverter<Color>.ReadAsPropertyName\(ref Utf8JsonReader, Type, JsonSerializerOptions\)](#) ,  
[JsonConverter<Color>.WriteAsPropertyName\(Utf8JsonWriter, Color, JsonSerializerOptions\)](#) ,  
  
[JsonConverter<Color>.HandleNull](#) , [object.Equals\(object\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Methods

### Read(ref Utf8JsonReader, Type, JsonSerializerOptions)

Reads and converts the JSON to type Microsoft.Xna.Framework.Color.

```
public override Color Read(ref Utf8JsonReader reader, Type typeToConvert,  
JsonSerializerOptions options)
```

#### Parameters

reader [Utf8JsonReader](#)

The reader.

typeToConvert [Type](#)

The type to convert.

## `options` [JsonSerializerOptions](#)

An object that specifies serialization options to use.

Returns

Color

The converted value.

## `Write(Utf8JsonWriter, Color, JsonSerializerOptions)`

Writes a specified value as JSON.

```
public override void Write(Utf8JsonWriter writer, Color value,  
JsonSerializerOptions options)
```

Parameters

### `writer` [Utf8JsonWriter](#)

The writer to write to.

### `value` Color

The value to convert to JSON.

### `options` [JsonSerializerOptions](#)

An object that specifies serialization options to use.

# Class EntityConfig

Namespace: [ECS.Resources](#)

Assembly: ECS.dll

```
public class EntityConfig
```

## Inheritance

[object](#) ← EntityConfig

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Properties

### Assets

```
public Dictionary<string, string> Assets { get; set; }
```

#### Property Value

[Dictionary](#)<[string](#), [string](#)>

### Components

```
public Dictionary<Type, object> Components { get; }
```

#### Property Value

[Dictionary](#)<[Type](#), [object](#)>

# Class EntityConfigLoader

Namespace: [ECS.Resources](#)

Assembly: ECS.dll

```
public class EntityConfigLoader : JsonLoaderBase<EntityConfig>,  
IJsonLoader<EntityConfig>
```

## Inheritance

[object](#) ← [JsonLoaderBase<EntityConfig>](#) ← EntityConfigLoader

## Implements

[IJsonLoader<EntityConfig>](#)

## Inherited Members

[JsonLoaderBase<EntityConfig>.DefaultOptions](#) ,  
[JsonLoaderBase<EntityConfig>.LoadFromJson\(string\)](#) ,  
[JsonLoaderBase<EntityConfig>.LoadFromFile\(string\)](#) ,  
[JsonLoaderBase<EntityConfig>.GetRequiredValue< TValue >\(JsonElement, string\)](#) ,  
[JsonLoaderBase<EntityConfig>.GetOptionalValue< TValue >\(JsonElement, string, TValue\)](#) ,  
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Methods

### ParseJson(string)

```
protected override EntityConfig ParseJson(string jsonContent)
```

#### Parameters

jsonContent [string](#)

#### Returns

[EntityConfig](#)

# Interface IJsonLoader<T>

Namespace: [ECS.Resources](#)

Assembly: ECS.dll

```
public interface IJsonLoader<T>
```

Type Parameters

T

## Methods

### LoadFromFile(string)

```
T LoadFromFile(string filePath)
```

Parameters

filePath [string](#)

Returns

T

### LoadFromJson(string)

```
T LoadFromJson(string jsonContent)
```

Parameters

jsonContent [string](#)

Returns



# Class InputConfigLoader

Namespace: [ECS.Resources](#)

Assembly: ECS.dll

```
public class InputConfigLoader : JsonLoaderBase<InputConfig>,
IJsonLoader<InputConfig>
```

## Inheritance

[object](#) ← [JsonLoaderBase<InputConfig>](#) ← [InputConfigLoader](#)

## Implements

[IJsonLoader<InputConfig>](#)

## Inherited Members

[JsonLoaderBase<InputConfig>.DefaultOptions](#) ,  
[JsonLoaderBase<InputConfig>.LoadFromJson\(string\)](#) ,  
[JsonLoaderBase<InputConfig>.LoadFromFile\(string\)](#) ,  
[JsonLoaderBase<InputConfig>.GetRequiredValue< TValue >\(JsonElement, string\)](#) ,  
[JsonLoaderBase<InputConfig>.GetOptionalValue< TValue >\(JsonElement, string, TValue\)](#) ,  
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Methods

### ParseJson(string)

```
protected override InputConfig ParseJson(string jsonContent)
```

#### Parameters

jsonContent [string](#)

#### Returns

[InputConfig](#)

# Class JsonLoaderBase<T>

Namespace: [ECS.Resources](#)

Assembly: ECS.dll

```
public abstract class JsonLoaderBase<T> : IJsonLoader<T>
```

## Type Parameters

T

### Inheritance

[object](#) ← JsonLoaderBase<T>

### Implements

[IJsonLoader](#)<T>

### Derived

[EntityConfigLoader](#), [InputConfigLoader](#), [SpriteSheetLoader](#)

### Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Fields

### DefaultOptions

```
protected static readonly JsonSerializerOptions DefaultOptions
```

## Field Value

[JsonSerializerOptions](#)

## Methods

## GetOptionalValue<TValue>(JsonElement, string, TValue)

```
protected TValue GetOptionalValue<TValue>(JsonElement element, string propertyName,  
TValue defaultValue)
```

### Parameters

element [JsonElement](#)

propertyName [string](#)

defaultValue [TValue](#)

### Returns

[TValue](#)

### Type Parameters

[TValue](#)

## GetRequiredValue<TValue>(JsonElement, string)

```
protected TValue GetRequiredValue<TValue>(JsonElement element, string propertyName)
```

### Parameters

element [JsonElement](#)

propertyName [string](#)

### Returns

[TValue](#)

### Type Parameters

[TValue](#)

## LoadFromFile(string)

```
public T LoadFromFile(string filePath)
```

Parameters

filePath [string](#)

Returns

T

## LoadFromJson(string)

```
public T LoadFromJson(string jsonContent)
```

Parameters

jsonContent [string](#)

Returns

T

## ParseJson(string)

```
protected abstract T ParseJson(string jsonContent)
```

Parameters

jsonContent [string](#)

Returns

T

# Class SpriteSheetLoader

Namespace: [ECS.Resources](#)

Assembly: ECS.dll

```
public class SpriteSheetLoader : JsonLoaderBase<AnimationConfig>,
IJsonLoader<AnimationConfig>
```

## Inheritance

[object](#) ← [JsonLoaderBase<AnimationConfig>](#) ← [SpriteSheetLoader](#)

## Implements

[IJsonLoader<AnimationConfig>](#)

## Inherited Members

[JsonLoaderBase<AnimationConfig>.DefaultOptions](#) ,  
[JsonLoaderBase<AnimationConfig>.LoadFromJson\(string\)](#) ,  
[JsonLoaderBase<AnimationConfig>.LoadFromFile\(string\)](#) ,  
[JsonLoaderBase<AnimationConfig>.GetRequiredValue< TValue >\(JsonElement, string\)](#) ,  
[JsonLoaderBase<AnimationConfig>.GetOptionalValue< TValue >\(JsonElement, string, TValue\)](#) ,  
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Methods

### [GetSourceRect\(AnimationConfig, string\)](#)

```
public static Rectangle GetSourceRect(AnimationConfig config, string stateName)
```

#### Parameters

config [AnimationConfig](#)

stateName [string](#)

#### Returns

Rectangle

## ParseJson(string)

```
protected override AnimationConfig ParseJson(string jsonContent)
```

Parameters

jsonContent [string](#)

Returns

[AnimationConfig](#)

# Class Vector2JsonConverter

Namespace: [ECS.Resources](#)

Assembly: ECS.dll

```
public class Vector2JsonConverter : JsonConverter<Vector2>
```

## Inheritance

[object](#) ← [JsonConverter](#) ← [JsonConverter](#)<Vector2> ← Vector2JsonConverter

## Inherited Members

[JsonConverter<Vector2>.CanConvert\(Type\)](#) ,  
[JsonConverter<Vector2>.ReadAsPropertyName\(ref Utf8JsonReader, Type,](#)  
[JsonSerializerOptions\)](#) ,  
[JsonConverter<Vector2>.WriteAsPropertyName\(Utf8JsonWriter, Vector2,](#)  
[JsonSerializerOptions\)](#) ,  
[JsonConverter<Vector2>.HandleNull](#) , [object.Equals\(object\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Methods

### Read(ref Utf8JsonReader, Type, JsonSerializerOptions)

Reads and converts the JSON to type Microsoft.Xna.Framework.Vector2.

```
public override Vector2 Read(ref Utf8JsonReader reader, Type typeToConvert,  
JsonSerializerOptions options)
```

#### Parameters

reader [Utf8JsonReader](#)

The reader.

typeToConvert [Type](#)

The type to convert.

`options` [JsonSerializerOptions](#)

An object that specifies serialization options to use.

Returns

`Vector2`

The converted value.

## Write(Utf8JsonWriter, Vector2, JsonSerializerOptions)

Writes a specified value as JSON.

```
public override void Write(Utf8JsonWriter writer, Vector2 value,  
JsonSerializerOptions options)
```

Parameters

`writer` [Utf8JsonWriter](#)

The writer to write to.

`value` `Vector2`

The value to convert to JSON.

`options` [JsonSerializerOptions](#)

An object that specifies serialization options to use.

# Namespace ECS.Systems

## Namespaces

[ECS.Systems.AI](#)

[ECS.Systems.Animation](#)

[ECS.Systems.Characters](#)

[ECS.Systems.Collision](#)

[ECS.Systems.Debug](#)

[ECS.Systems.Input](#)

[ECS.Systems.Items](#)

[ECS.Systems.Objects](#)

[ECS.Systems.Physics](#)

[ECS.Systems.Projectile](#)

[ECS.Systems.State](#)

[ECS.Systems.UI](#)

[ECS.Systems.Utilities](#)

# Namespace ECS.Systems.AI

## Classes

[AISystem](#)

# Class AISystem

Namespace: [ECS.Systems.AI](#)

Assembly: ECS.dll

```
public class AISystem : SystemBase, ISystem
```

## Inheritance

[object](#) ← [SystemBase](#) ← AISystem

## Implements

[ISystem](#)

## Inherited Members

[SystemBase.World](#) , [SystemBase.HasComponents<T>\(Entity\)](#) ,  
[SystemBase.GetEntitiesWith<T>\(Entity\)](#) , [SystemBase.GetComponent<T>\(Entity\)](#) ,  
[SystemBase.Subscribe<T>\(Action<IEvent>\)](#) , [SystemBase.Publish<T>\(T\)](#) ,  
[SystemBase.Pausable](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,  
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Methods

### Initialize(World)

```
public override void Initialize(World world)
```

#### Parameters

world [World](#)

### Update(World, GameTime)

```
public override void Update(World world, GameTime gameTime)
```

## Parameters

`world` [World](#)

`gameTime` GameTime

# Namespace ECS.Systems.Animation

## Classes

[AnimationSystem](#)

[FacingSystem](#)

[RenderSystem](#)

# Class AnimationSystem

Namespace: [ECS.Systems.Animation](#)

Assembly: ECS.dll

```
public class AnimationSystem : SystemBase, ISystem
```

## Inheritance

[object](#) ← [SystemBase](#) ← AnimationSystem

## Implements

[ISystem](#)

## Inherited Members

[SystemBase.World](#) , [SystemBase.HasComponents<T>\(Entity\)](#) ,  
[SystemBase.GetEntitiesWith<T>\(Entity\)](#) , [SystemBase.GetComponent<T>\(Entity\)](#) ,  
[SystemBase.Subscribe<T>\(Action<IEvent>\)](#) , [SystemBase.Publish<T>\(T\)](#) ,  
[SystemBase.Pausable](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,  
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Methods

### Initialize(World)

```
public override void Initialize(World world)
```

#### Parameters

world [World](#)

### Update(World, GameTime)

```
public override void Update(World world, GameTime gameTime)
```

## Parameters

`world` [World](#)

`gameTime` GameTime

# Class FacingSystem

Namespace: [ECS.Systems.Animation](#)

Assembly: ECS.dll

```
public class FacingSystem : SystemBase, ISystem
```

## Inheritance

[object](#) ← [SystemBase](#) ← FacingSystem

## Implements

[ISystem](#)

## Inherited Members

[SystemBase.World](#) , [SystemBase.HasComponents<T>\(Entity\)](#) ,  
[SystemBase.GetEntitiesWith<T>\(Entity\)](#) , [SystemBase.GetComponent<T>\(Entity\)](#) ,  
[SystemBase.Subscribe<T>\(Action<IEvent>\)](#) , [SystemBase.Publish<T>\(T\)](#) ,  
[SystemBase.Pausable](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,  
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Methods

### Initialize(World)

```
public override void Initialize(World world)
```

#### Parameters

world [World](#)

### Update(World, GameTime)

```
public override void Update(World world, GameTime gameTime)
```

## Parameters

`world` [World](#)

`gameTime` GameTime

# Class RenderSystem

Namespace: [ECS.Systems.Animation](#)

Assembly: ECS.dll

```
public class RenderSystem : SystemBase, ISystem
```

## Inheritance

[object](#) ← [SystemBase](#) ← RenderSystem

## Implements

[ISystem](#)

## Inherited Members

[SystemBase.World](#) , [SystemBase.Initialize\(World\)](#) ,  
[SystemBase.HasComponents<T>\(Entity\)](#) , [SystemBase.GetEntitiesWith<T>\(Entity\)](#) ,  
[SystemBase.GetComponent<T>\(Entity\)](#) , [SystemBase.Subscribe<T>\(Action<IEvent>\)](#) ,  
[SystemBase.Publish<T>\(T\)](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,  
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Constructors

### RenderSystem(SpriteBatch)

```
public RenderSystem(SpriteBatch spriteBatch)
```

## Parameters

**spriteBatch** SpriteBatch

## Properties

### Pausable

```
public override bool Pausible { get; }
```

Property Value

[bool](#) ↗

## Methods

### Update(World, GameTime)

```
public override void Update(World world, GameTime gameTime)
```

Parameters

[world](#) [World](#)

[gameTime](#) GameTime

# Namespace ECS.Systems.Characters

## Classes

[CharacterSwitchSystem](#)

# Class CharacterSwitchSystem

Namespace: [ECS.Systems.Characters](#)

Assembly: ECS.dll

```
public class CharacterSwitchSystem : SystemBase, ISystem
```

## Inheritance

[object](#) ← [SystemBase](#) ← CharacterSwitchSystem

## Implements

[ISystem](#)

## Inherited Members

[SystemBase.World](#) , [SystemBase.HasComponents<T>\(Entity\)](#) ,  
[SystemBase.GetEntitiesWith<T>\(Entity\)](#) , [SystemBase.GetComponent<T>\(Entity\)](#) ,  
[SystemBase.Subscribe<T>\(Action<IEvent>\)](#) , [SystemBase.Publish<T>\(T\)](#) ,  
[SystemBase.Pausable](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,  
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Constructors

### CharacterSwitchSystem(GameAssets, EntityFactory)

```
public CharacterSwitchSystem(GameAssets assets, EntityFactory factory)
```

## Parameters

assets [GameAssets](#)

factory [EntityFactory](#)

## Methods

### Initialize(World)

```
public override void Initialize(World world)
```

Parameters

world [World](#)

## Update(World, GameTime)

```
public override void Update(World world, GameTime gameTime)
```

Parameters

world [World](#)

gameTime GameTime

# Namespace ECS.Systems.Collision

## Classes

[CollisionDetectionSystem](#)

[CollisionResponseSystem](#)

# Class CollisionDetectionSystem

Namespace: [ECS.Systems.Collision](#)

Assembly: ECS.dll

```
public class CollisionDetectionSystem : SystemBase, ISystem
```

## Inheritance

[object](#) ← [SystemBase](#) ← CollisionDetectionSystem

## Implements

[ISystem](#)

## Inherited Members

[SystemBase.World](#) , [SystemBase.HasComponents<T>\(Entity\)](#) ,  
[SystemBase.GetEntitiesWith<T>\(Entity\)](#) , [SystemBase.GetComponent<T>\(Entity\)](#) ,  
[SystemBase.Subscribe<T>\(Action<IEvent>\)](#) , [SystemBase.Publish<T>\(T\)](#) ,  
[SystemBase.Pausable](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,  
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Methods

### Initialize(World)

```
public override void Initialize(World world)
```

#### Parameters

world [World](#)

### Update(World, GameTime)

```
public override void Update(World world, GameTime gameTime)
```

## Parameters

`world` [World](#)

`gameTime` GameTime

# Class CollisionResponseSystem

Namespace: [ECS.Systems.Collision](#)

Assembly: ECS.dll

```
public class CollisionResponseSystem : SystemBase, ISystem
```

## Inheritance

[object](#) ← [SystemBase](#) ← CollisionResponseSystem

## Implements

[ISystem](#)

## Inherited Members

[SystemBase.World](#) , [SystemBase.HasComponents<T>\(Entity\)](#) ,  
[SystemBase.GetEntitiesWith<T>\(Entity\)](#) , [SystemBase.GetComponent<T>\(Entity\)](#) ,  
[SystemBase.Subscribe<T>\(Action<IEvent>\)](#) , [SystemBase.Publish<T>\(T\)](#) ,  
[SystemBase.Pausable](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,  
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Methods

### HandleCollision(IEvent)

```
public void HandleCollision(IEvent evt)
```

#### Parameters

evt [IEvent](#)

### Initialize(World)

```
public override void Initialize(World world)
```

Parameters

`world` [World](#)

## Update(World, GameTime)

```
public override void Update(World world, GameTime gameTime)
```

Parameters

`world` [World](#)

`gameTime` GameTime

# Namespace ECS.Systems.Debug

## Classes

[ActionDebugSystem](#)

[ActionEventDebugSystem](#)

[DebugGroundedSystem](#)

[DebugRenderSystem](#)

[RawInputDebugSystem](#)

# Class ActionDebugSystem

Namespace: [ECS.Systems.Debug](#)

Assembly: ECS.dll

```
public class ActionDebugSystem : SystemBase, ISystem
```

## Inheritance

[object](#) ← [SystemBase](#) ← ActionDebugSystem

## Implements

[ISystem](#)

## Inherited Members

[SystemBase.World](#) , [SystemBase.HasComponents<T>\(Entity\)](#) ,  
[SystemBase.GetEntitiesWith<T>\(Entity\)](#) , [SystemBase.GetComponent<T>\(Entity\)](#) ,  
[SystemBase.Subscribe<T>\(Action<IEvent>\)](#) , [SystemBase.Publish<T>\(T\)](#) ,  
[SystemBase.Pausable](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,  
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Methods

### Initialize(World)

```
public override void Initialize(World world)
```

#### Parameters

world [World](#)

### Update(World, GameTime)

```
public override void Update(World world, GameTime gameTime)
```

## Parameters

`world` [World](#)

`gameTime` GameTime

# Class ActionEventDebugSystem

Namespace: [ECS.Systems.Debug](#)

Assembly: ECS.dll

```
public class ActionEventDebugSystem : SystemBase, ISystem
```

## Inheritance

[object](#) ← [SystemBase](#) ← ActionEventDebugSystem

## Implements

[ISystem](#)

## Inherited Members

[SystemBase.World](#) , [SystemBase.Initialize\(World\)](#) ,  
[SystemBase.HasComponents<T>\(Entity\)](#) , [SystemBase.GetEntitiesWith<T>\(Entity\)](#) ,  
[SystemBase.GetComponent<T>\(Entity\)](#) , [SystemBase.Subscribe<T>\(Action<IEvent>\)](#) ,  
[SystemBase.Publish<T>\(T\)](#) , [SystemBase.Pausible](#) , [object.Equals\(object\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Methods

### Update(World, GameTime)

```
public override void Update(World world, GameTime gameTime)
```

## Parameters

world [World](#)

gameTime GameTime

# Class DebugGroundedSystem

Namespace: [ECS.Systems.Debug](#)

Assembly: ECS.dll

```
public class DebugGroundedSystem : SystemBase, ISystem
```

## Inheritance

[object](#) ← [SystemBase](#) ← DebugGroundedSystem

## Implements

[ISystem](#)

## Inherited Members

[SystemBase.World](#) , [SystemBase.Initialize\(World\)](#) ,  
[SystemBase.HasComponents<T>\(Entity\)](#) , [SystemBase.GetEntitiesWith<T>\(Entity\)](#) ,  
[SystemBase.GetComponent<T>\(Entity\)](#) , [SystemBase.Subscribe<T>\(Action<IEvent>\)](#) ,  
[SystemBase.Publish<T>\(T\)](#) , [SystemBase.Pausible](#) , [object.Equals\(object\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Methods

### Update(World, GameTime)

```
public override void Update(World world, GameTime gameTime)
```

## Parameters

world [World](#)

gameTime GameTime

# Class DebugRenderSystem

Namespace: [ECS.Systems.Debug](#)

Assembly: ECS.dll

```
public class DebugRenderSystem : SystemBase, ISystem
```

## Inheritance

[object](#) ← [SystemBase](#) ← DebugRenderSystem

## Implements

[ISystem](#)

## Inherited Members

[SystemBase.World](#) , [SystemBase.HasComponents<T>\(Entity\)](#) ,  
[SystemBase.GetEntitiesWith<T>\(Entity\)](#) , [SystemBase.GetComponent<T>\(Entity\)](#) ,  
[SystemBase.Subscribe<T>\(Action<IEvent>\)](#) , [SystemBase.Publish<T>\(T\)](#) ,  
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Constructors

DebugRenderSystem(SpriteBatch, GraphicsDevice, GameAssets)

```
public DebugRenderSystem(SpriteBatch spriteBatch, GraphicsDevice graphicsDevice,  
GameAssets assets)
```

## Parameters

**spriteBatch** SpriteBatch

**graphicsDevice** GraphicsDevice

**assets** [GameAssets](#)

# Properties

## Pausible

```
public override bool Pausible { get; }
```

### Property Value

[bool](#) ↗

# Methods

## Initialize(World)

```
public override void Initialize(World world)
```

### Parameters

[world](#) [World](#)

## Update(World, GameTime)

```
public override void Update(World world, GameTime gameTime)
```

### Parameters

[world](#) [World](#)

[gameTime](#) [GameTime](#)

# Class RawInputDebugSystem

Namespace: [ECS.Systems.Debug](#)

Assembly: ECS.dll

```
public class RawInputDebugSystem : SystemBase, ISystem
```

## Inheritance

[object](#) ← [SystemBase](#) ← RawInputDebugSystem

## Implements

[ISystem](#)

## Inherited Members

[SystemBase.World](#) , [SystemBase.HasComponents<T>\(Entity\)](#) ,  
[SystemBase.GetEntitiesWith<T>\(Entity\)](#) , [SystemBase.GetComponent<T>\(Entity\)](#) ,  
[SystemBase.Subscribe<T>\(Action<IEvent>\)](#) , [SystemBase.Publish<T>\(T\)](#) ,  
[SystemBase.Pausable](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,  
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Methods

### Initialize(World)

```
public override void Initialize(World world)
```

#### Parameters

world [World](#)

### Update(World, GameTime)

```
public override void Update(World world, GameTime gameTime)
```

## Parameters

`world` [World](#)

`gameTime` GameTime

# Namespace ECS.Systems.Input

## Classes

[InputMappingSystem](#)

[RawInputSystem](#)

# Class InputMappingSystem

Namespace: [ECS.Systems.Input](#)

Assembly: ECS.dll

```
public class InputMappingSystem : SystemBase, ISystem
```

## Inheritance

[object](#) ↵ [SystemBase](#) ↵ InputMappingSystem

## Implements

[ISystem](#)

## Inherited Members

[SystemBase.World](#) , [SystemBase.HasComponents<T>\(Entity\)](#) ,  
[SystemBase.GetEntitiesWith<T>\(Entity\)](#) , [SystemBase.GetComponent<T>\(Entity\)](#) ,  
[SystemBase.Subscribe<T>\(Action<IEvent>\)](#) , [SystemBase.Publish<T>\(T\)](#) ,  
[object.Equals\(object\)](#) ↵ , [object.Equals\(object, object\)](#) ↵ , [object.GetHashCode\(\)](#) ↵ ,  
[object.GetType\(\)](#) ↵ , [object.MemberwiseClone\(\)](#) ↵ , [object.ReferenceEquals\(object, object\)](#) ↵ ,  
[object.ToString\(\)](#) ↵

## Properties

### Pausible

```
public override bool Pausible { get; }
```

Property Value

[bool](#) ↵

## Methods

### Initialize(World)

```
public override void Initialize(World world)
```

Parameters

world [World](#)

## Update(World, GameTime)

```
public override void Update(World world, GameTime gameTime)
```

Parameters

world [World](#)

gameTime GameTime

# Class RawInputSystem

Namespace: [ECS.Systems.Input](#)

Assembly: ECS.dll

```
public class RawInputSystem : SystemBase, ISystem
```

## Inheritance

[object](#) ← [SystemBase](#) ← RawInputSystem

## Implements

[ISystem](#)

## Inherited Members

[SystemBase.World](#) , [SystemBase.Initialize\(World\)](#) ,  
[SystemBase.HasComponents<T>\(Entity\)](#) , [SystemBase.GetEntitiesWith<T>\(Entity\)](#) ,  
[SystemBase.GetComponent<T>\(Entity\)](#) , [SystemBase.Subscribe<T>\(Action<IEvent>\)](#) ,  
[SystemBase.Publish<T>\(T\)](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,  
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Properties

### Pausible

```
public override bool Pausible { get; }
```

Property Value

[bool](#)

## Methods

### Update(World, GameTime)

```
public override void Update(World world, GameTime gameTime)
```

## Parameters

`world` [World](#)

`gameTime` GameTime

# Namespace ECS.Systems.Items

## Classes

[ItemSwitchSystem](#)

# Class ItemSwitchSystem

Namespace: [ECS.Systems.Items](#)

Assembly: ECS.dll

```
public class ItemSwitchSystem : SystemBase, ISystem
```

## Inheritance

[object](#) ← [SystemBase](#) ← ItemSwitchSystem

## Implements

[ISystem](#)

## Inherited Members

[SystemBase.World](#) , [SystemBase.HasComponents<T>\(Entity\)](#) ,  
[SystemBase.GetEntitiesWith<T>\(Entity\)](#) , [SystemBase.GetComponent<T>\(Entity\)](#) ,  
[SystemBase.Subscribe<T>\(Action<IEvent>\)](#) , [SystemBase.Publish<T>\(T\)](#) ,  
[SystemBase.Pausable](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,  
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Methods

### Initialize(World)

```
public override void Initialize(World world)
```

#### Parameters

world [World](#)

### Update(World, GameTime)

```
public override void Update(World world, GameTime gameTime)
```

## Parameters

`world` [World](#)

`gameTime` GameTime

# Namespace ECS.Systems.Objects

## Classes

[ObjectSwitchSystem](#)

# Class ObjectSwitchSystem

Namespace: [ECS.Systems.Objects](#)

Assembly: ECS.dll

```
public class ObjectSwitchSystem : SystemBase, ISystem
```

## Inheritance

[object](#) ← [SystemBase](#) ← ObjectSwitchSystem

## Implements

[ISystem](#)

## Inherited Members

[SystemBase.World](#) , [SystemBase.HasComponents<T>\(Entity\)](#) ,  
[SystemBase.GetEntitiesWith<T>\(Entity\)](#) , [SystemBase.GetComponent<T>\(Entity\)](#) ,  
[SystemBase.Subscribe<T>\(Action<IEvent>\)](#) , [SystemBase.Publish<T>\(T\)](#) ,  
[SystemBase.Pausable](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,  
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Methods

### Initialize(World)

```
public override void Initialize(World world)
```

#### Parameters

world [World](#)

### Update(World, GameTime)

```
public override void Update(World world, GameTime gameTime)
```

## Parameters

`world` [World](#)

`gameTime` GameTime

# Namespace ECS.Systems.Physics

## Classes

[AirControlSystem](#)

[AirResistanceSystem](#)

[AttackSystem](#)

[BlockSystem](#)

[ForceSystem](#)

[FrictionSystem](#)

[GravitySystem](#)

[JumpSystem](#)

[PositionSystem](#)

[VelocitySystem](#)

# Class AirControlSystem

Namespace: [ECS.Systems.Physics](#)

Assembly: ECS.dll

```
public class AirControlSystem : SystemBase, ISystem
```

## Inheritance

[object](#) ← [SystemBase](#) ← AirControlSystem

## Implements

[ISystem](#)

## Inherited Members

[SystemBase.World](#) , [SystemBase.HasComponents<T>\(Entity\)](#) ,  
[SystemBase.GetEntitiesWith<T>\(Entity\)](#) , [SystemBase.GetComponent<T>\(Entity\)](#) ,  
[SystemBase.Subscribe<T>\(Action<IEvent>\)](#) , [SystemBase.Publish<T>\(T\)](#) ,  
[SystemBase.Pausable](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,  
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Methods

### Initialize(World)

```
public override void Initialize(World world)
```

#### Parameters

world [World](#)

### Update(World, GameTime)

```
public override void Update(World world, GameTime gameTime)
```

## Parameters

`world` [World](#)

`gameTime` GameTime

# Class AirResistanceSystem

Namespace: [ECS.Systems.Physics](#)

Assembly: ECS.dll

```
public class AirResistanceSystem : SystemBase, ISystem
```

## Inheritance

[object](#) ← [SystemBase](#) ← AirResistanceSystem

## Implements

[ISystem](#)

## Inherited Members

[SystemBase.World](#) , [SystemBase.Initialize\(World\)](#) ,  
[SystemBase.HasComponents<T>\(Entity\)](#) , [SystemBase.GetEntitiesWith<T>\(Entity\)](#) ,  
[SystemBase.GetComponent<T>\(Entity\)](#) , [SystemBase.Subscribe<T>\(Action<IEvent>\)](#) ,  
[SystemBase.Publish<T>\(T\)](#) , [SystemBase.Pausible](#) , [object.Equals\(object\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Methods

### Update(World, GameTime)

```
public override void Update(World world, GameTime gameTime)
```

## Parameters

world [World](#)

gameTime GameTime

# Class AttackSystem

Namespace: [ECS.Systems.Physics](#)

Assembly: ECS.dll

```
public class AttackSystem : SystemBase, ISystem
```

## Inheritance

[object](#) ← [SystemBase](#) ← AttackSystem

## Implements

[ISystem](#)

## Inherited Members

[SystemBase.World](#) , [SystemBase.HasComponents<T>\(Entity\)](#) ,  
[SystemBase.GetEntitiesWith<T>\(Entity\)](#) , [SystemBase.GetComponent<T>\(Entity\)](#) ,  
[SystemBase.Subscribe<T>\(Action<IEvent>\)](#) , [SystemBase.Publish<T>\(T\)](#) ,  
[SystemBase.Pausable](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,  
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Methods

### Initialize(World)

```
public override void Initialize(World world)
```

#### Parameters

world [World](#)

### Update(World, GameTime)

```
public override void Update(World world, GameTime gameTime)
```

## Parameters

`world` [World](#)

`gameTime` GameTime

# Class BlockSystem

Namespace: [ECS.Systems.Physics](#)

Assembly: ECS.dll

```
public class BlockSystem : SystemBase, ISystem
```

## Inheritance

[object](#) ← [SystemBase](#) ← BlockSystem

## Implements

[ISystem](#)

## Inherited Members

[SystemBase.World](#) , [SystemBase.HasComponents<T>\(Entity\)](#) ,  
[SystemBase.GetEntitiesWith<T>\(Entity\)](#) , [SystemBase.GetComponent<T>\(Entity\)](#) ,  
[SystemBase.Subscribe<T>\(Action<IEvent>\)](#) , [SystemBase.Publish<T>\(T\)](#) ,  
[SystemBase.Pausable](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,  
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Methods

### Initialize(World)

```
public override void Initialize(World world)
```

#### Parameters

world [World](#)

### Update(World, GameTime)

```
public override void Update(World world, GameTime gameTime)
```

## Parameters

`world` [World](#)

`gameTime` GameTime

# Class ForceSystem

Namespace: [ECS.Systems.Physics](#)

Assembly: ECS.dll

```
public class ForceSystem : SystemBase, ISystem
```

## Inheritance

[object](#) ← [SystemBase](#) ← ForceSystem

## Implements

[ISystem](#)

## Inherited Members

[SystemBase.World](#) , [SystemBase.Initialize\(World\)](#) ,  
[SystemBase.HasComponents<T>\(Entity\)](#) , [SystemBase.GetEntitiesWith<T>\(Entity\)](#) ,  
[SystemBase.GetComponent<T>\(Entity\)](#) , [SystemBase.Subscribe<T>\(Action<IEvent>\)](#) ,  
[SystemBase.Publish<T>\(T\)](#) , [SystemBase.Pausable](#) , [object.Equals\(object\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Methods

### Update(World, GameTime)

```
public override void Update(World world, GameTime gameTime)
```

#### Parameters

world [World](#)

gameTime [GameTime](#)

# Class FrictionSystem

Namespace: [ECS.Systems.Physics](#)

Assembly: ECS.dll

```
public class FrictionSystem : SystemBase, ISystem
```

## Inheritance

[object](#) ← [SystemBase](#) ← FrictionSystem

## Implements

[ISystem](#)

## Inherited Members

[SystemBase.World](#) , [SystemBase.Initialize\(World\)](#) ,  
[SystemBase.HasComponents<T>\(Entity\)](#) , [SystemBase.GetEntitiesWith<T>\(Entity\)](#) ,  
[SystemBase.GetComponent<T>\(Entity\)](#) , [SystemBase.Subscribe<T>\(Action<IEvent>\)](#) ,  
[SystemBase.Publish<T>\(T\)](#) , [SystemBase.Pausible](#) , [object.Equals\(object\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Methods

### Update(World, GameTime)

```
public override void Update(World world, GameTime gameTime)
```

## Parameters

world [World](#)

gameTime [GameTime](#)

# Class GravitySystem

Namespace: [ECS.Systems.Physics](#)

Assembly: ECS.dll

```
public class GravitySystem : SystemBase, ISystem
```

## Inheritance

[object](#) ← [SystemBase](#) ← GravitySystem

## Implements

[ISystem](#)

## Inherited Members

[SystemBase.World](#) , [SystemBase.Initialize\(World\)](#) ,  
[SystemBase.HasComponents<T>\(Entity\)](#) , [SystemBase.GetEntitiesWith<T>\(Entity\)](#) ,  
[SystemBase.GetComponent<T>\(Entity\)](#) , [SystemBase.Subscribe<T>\(Action<IEvent>\)](#) ,  
[SystemBase.Publish<T>\(T\)](#) , [SystemBase.Pausible](#) , [object.Equals\(object\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Methods

### Update(World, GameTime)

```
public override void Update(World world, GameTime gameTime)
```

## Parameters

world [World](#)

gameTime GameTime

# Class JumpSystem

Namespace: [ECS.Systems.Physics](#)

Assembly: ECS.dll

```
public class JumpSystem : SystemBase, ISystem
```

## Inheritance

[object](#) ← [SystemBase](#) ← JumpSystem

## Implements

[ISystem](#)

## Inherited Members

[SystemBase.World](#) , [SystemBase.HasComponents<T>\(Entity\)](#) ,  
[SystemBase.GetEntitiesWith<T>\(Entity\)](#) , [SystemBase.GetComponent<T>\(Entity\)](#) ,  
[SystemBase.Subscribe<T>\(Action<IEvent>\)](#) , [SystemBase.Publish<T>\(T\)](#) ,  
[SystemBase.Pausable](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,  
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Methods

### Initialize(World)

```
public override void Initialize(World world)
```

#### Parameters

world [World](#)

### Update(World, GameTime)

```
public override void Update(World world, GameTime gameTime)
```

## Parameters

`world` [World](#)

`gameTime` GameTime

# Class PositionSystem

Namespace: [ECS.Systems.Physics](#)

Assembly: ECS.dll

```
public class PositionSystem : SystemBase, ISystem
```

## Inheritance

[object](#) ← [SystemBase](#) ← PositionSystem

## Implements

[ISystem](#)

## Inherited Members

[SystemBase.World](#) , [SystemBase.Initialize\(World\)](#) ,  
[SystemBase.HasComponents<T>\(Entity\)](#) , [SystemBase.GetEntitiesWith<T>\(Entity\)](#) ,  
[SystemBase.GetComponent<T>\(Entity\)](#) , [SystemBase.Subscribe<T>\(Action<IEvent>\)](#) ,  
[SystemBase.Publish<T>\(T\)](#) , [SystemBase.Pausable](#) , [object.Equals\(object\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Methods

### Update(World, GameTime)

```
public override void Update(World world, GameTime gameTime)
```

#### Parameters

world [World](#)

gameTime GameTime

# Class VelocitySystem

Namespace: [ECS.Systems.Physics](#)

Assembly: ECS.dll

```
public class VelocitySystem : SystemBase, ISystem
```

## Inheritance

[object](#) ← [SystemBase](#) ← VelocitySystem

## Implements

[ISystem](#)

## Inherited Members

[SystemBase.World](#) , [SystemBase.Initialize\(World\)](#) ,  
[SystemBase.HasComponents<T>\(Entity\)](#) , [SystemBase.GetEntitiesWith<T>\(Entity\)](#) ,  
[SystemBase.GetComponent<T>\(Entity\)](#) , [SystemBase.Subscribe<T>\(Action<IEvent>\)](#) ,  
[SystemBase.Publish<T>\(T\)](#) , [SystemBase.Pausable](#) , [object.Equals\(object\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Methods

### Update(World, GameTime)

```
public override void Update(World world, GameTime gameTime)
```

#### Parameters

world [World](#)

gameTime GameTime

# Namespace ECS.Systems.Projectile

## Classes

[DespawnSystem](#)

[ProjectileShootingSystem](#)

[ProjectileSpawningSystem](#)

[ProjectileSystem](#)

# Class DespawnSystem

Namespace: [ECS.Systems.Projectile](#)

Assembly: ECS.dll

```
public class DespawnSystem : SystemBase, ISystem
```

## Inheritance

[object](#) ← [SystemBase](#) ← DespawnSystem

## Implements

[ISystem](#)

## Inherited Members

[SystemBase.World](#) , [SystemBase.HasComponents<T>\(Entity\)](#) ,  
[SystemBase.GetEntitiesWith<T>\(Entity\)](#) , [SystemBase.GetComponent<T>\(Entity\)](#) ,  
[SystemBase.Subscribe<T>\(Action<IEvent>\)](#) , [SystemBase.Publish<T>\(T\)](#) ,  
[SystemBase.Pausable](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,  
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Methods

### Initialize(World)

```
public override void Initialize(World world)
```

#### Parameters

world [World](#)

### Update(World, GameTime)

```
public override void Update(World world, GameTime gameTime)
```

## Parameters

`world` [World](#)

`gameTime` GameTime

# Class ProjectileShootingSystem

Namespace: [ECS.Systems.Projectile](#)

Assembly: ECS.dll

```
public class ProjectileShootingSystem : SystemBase, ISystem
```

## Inheritance

[object](#) ← [SystemBase](#) ← ProjectileShootingSystem

## Implements

[ISystem](#)

## Inherited Members

[SystemBase.World](#) , [SystemBase.HasComponents<T>\(Entity\)](#) ,  
[SystemBase.GetEntitiesWith<T>\(Entity\)](#) , [SystemBase.GetComponent<T>\(Entity\)](#) ,  
[SystemBase.Subscribe<T>\(Action<IEvent>\)](#) , [SystemBase.Publish<T>\(T\)](#) ,  
[SystemBase.Pausable](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,  
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Methods

### Initialize(World)

```
public override void Initialize(World world)
```

#### Parameters

world [World](#)

### Update(World, GameTime)

```
public override void Update(World world, GameTime gameTime)
```

## Parameters

`world` [World](#)

`gameTime` GameTime

# Class ProjectileSpawningSystem

Namespace: [ECS.Systems.Projectile](#)

Assembly: ECS.dll

```
public class ProjectileSpawningSystem : SystemBase, ISystem
```

## Inheritance

[object](#) ← [SystemBase](#) ← ProjectileSpawningSystem

## Implements

[ISystem](#)

## Inherited Members

[SystemBase.World](#) , [SystemBase.HasComponents<T>\(Entity\)](#) ,  
[SystemBase.GetEntitiesWith<T>\(Entity\)](#) , [SystemBase.GetComponent<T>\(Entity\)](#) ,  
[SystemBase.Subscribe<T>\(Action<IEvent>\)](#) , [SystemBase.Publish<T>\(T\)](#) ,  
[SystemBase.Pausable](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,  
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Constructors

### ProjectileSpawningSystem(GameAssets, EntityFactory)

```
public ProjectileSpawningSystem(GameAssets assets, EntityFactory entityFactory)
```

## Parameters

assets [GameAssets](#)

entityFactory [EntityFactory](#)

## Methods

### Initialize(World)

```
public override void Initialize(World world)
```

Parameters

world [World](#)

## Update(World, GameTime)

```
public override void Update(World world, GameTime gameTime)
```

Parameters

world [World](#)

gameTime GameTime

# Class ProjectileSystem

Namespace: [ECS.Systems.Projectile](#)

Assembly: ECS.dll

```
public class ProjectileSystem : SystemBase, ISystem
```

## Inheritance

[object](#) ← [SystemBase](#) ← ProjectileSystem

## Implements

[ISystem](#)

## Inherited Members

[SystemBase.World](#) , [SystemBase.HasComponents<T>\(Entity\)](#) ,  
[SystemBase.GetEntitiesWith<T>\(Entity\)](#) , [SystemBase.GetComponent<T>\(Entity\)](#) ,  
[SystemBase.Subscribe<T>\(Action<IEvent>\)](#) , [SystemBase.Publish<T>\(T\)](#) ,  
[SystemBase.Pausable](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,  
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Methods

### Initialize(World)

```
public override void Initialize(World world)
```

#### Parameters

world [World](#)

### Update(World, GameTime)

```
public override void Update(World world, GameTime gameTime)
```

## Parameters

`world` [World](#)

`gameTime` GameTime

# Namespace ECS.Systems.State

## Classes

[GameStateSystem](#)

[PlayerStateSystem](#)

# Class GameStateSystem

Namespace: [ECS.Systems.State](#)

Assembly: ECS.dll

```
public class GameStateSystem : SystemBase, ISystem
```

## Inheritance

[object](#) ← [SystemBase](#) ← GameStateSystem

## Implements

[ISystem](#)

## Inherited Members

[SystemBase.World](#) , [SystemBase.HasComponents<T>\(Entity\)](#) ,  
[SystemBase.GetEntitiesWith<T>\(Entity\)](#) , [SystemBase.GetComponent<T>\(Entity\)](#) ,  
[SystemBase.Subscribe<T>\(Action<IEvent>\)](#) , [SystemBase.Publish<T>\(T\)](#) ,  
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Constructors

### GameStateSystem(GameStateManager)

```
public GameStateSystem(GameStateManager gameStateManager)
```

## Parameters

gameStateManager [GameManager](#)

## Properties

### Pausible

```
public override bool Pausible { get; }
```

Property Value

[bool](#) ↗

## Methods

### Initialize(World)

```
public override void Initialize(World world)
```

Parameters

[world](#) [World](#)

### Update(World, GameTime)

```
public override void Update(World world, GameTime gameTime)
```

Parameters

[world](#) [World](#)

[gameTime](#) [GameTime](#)

# Class PlayerStateSystem

Namespace: [ECS.Systems.State](#)

Assembly: ECS.dll

```
public class PlayerStateSystem : SystemBase, ISystem
```

## Inheritance

[object](#) ← [SystemBase](#) ← PlayerStateSystem

## Implements

[ISystem](#)

## Inherited Members

[SystemBase.World](#) , [SystemBase.HasComponents<T>\(Entity\)](#) ,  
[SystemBase.GetEntitiesWith<T>\(Entity\)](#) , [SystemBase.GetComponent<T>\(Entity\)](#) ,  
[SystemBase.Subscribe<T>\(Action<IEvent>\)](#) , [SystemBase.Publish<T>\(T\)](#) ,  
[SystemBase.Pausable](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,  
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Methods

### Initialize(World)

```
public override void Initialize(World world)
```

#### Parameters

world [World](#)

### Update(World, GameTime)

```
public override void Update(World world, GameTime gameTime)
```

## Parameters

`world` [World](#)

`gameTime` GameTime

# Namespace ECS.Systems.UI

## Classes

[DamageSystem](#)

[UIRenderSystem](#)

# Class DamageSystem

Namespace: [ECS.Systems.UI](#)

Assembly: ECS.dll

```
public class DamageSystem : SystemBase, ISystem
```

## Inheritance

[object](#) ← [SystemBase](#) ← DamageSystem

## Implements

[ISystem](#)

## Inherited Members

[SystemBase.World](#) , [SystemBase.HasComponents<T>\(Entity\)](#) ,  
[SystemBase.GetEntitiesWith<T>\(Entity\)](#) , [SystemBase.GetComponent<T>\(Entity\)](#) ,  
[SystemBase.Subscribe<T>\(Action<IEvent>\)](#) , [SystemBase.Publish<T>\(T\)](#) ,  
[SystemBase.Pausable](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,  
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Methods

### Initialize(World)

```
public override void Initialize(World world)
```

#### Parameters

world [World](#)

### Update(World, GameTime)

```
public override void Update(World world, GameTime gameTime)
```

## Parameters

`world` [World](#)

`gameTime` GameTime

# Class UIRenderSystem

Namespace: [ECS.Systems.UI](#)

Assembly: ECS.dll

```
public class UIRenderSystem : SystemBase, ISystem
```

## Inheritance

[object](#) ← [SystemBase](#) ← UIRenderSystem

## Implements

[ISystem](#)

## Inherited Members

[SystemBase.World](#) , [SystemBase.Initialize\(World\)](#) ,  
[SystemBase.HasComponents<T>\(Entity\)](#) , [SystemBase.GetEntitiesWith<T>\(Entity\)](#) ,  
[SystemBase.GetComponent<T>\(Entity\)](#) , [SystemBase.Subscribe<T>\(Action<IEvent>\)](#) ,  
[SystemBase.Publish<T>\(T\)](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,  
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Constructors

### UIRenderSystem(GameAssets, SpriteBatch)

```
public UIRenderSystem(GameAssets assets, SpriteBatch spriteBatch)
```

## Parameters

assets [GameAssets](#)

spriteBatch SpriteBatch

## Properties

### Pausable

```
public override bool Pausible { get; }
```

Property Value

[bool](#) ↗

## Methods

Update(World, GameTime)

```
public override void Update(World world, GameTime gameTime)
```

Parameters

[world](#) [World](#)

[gameTime](#) GameTime

# Namespace ECS.Systems.Utilities

## Classes

[RandomSystem](#)

[TimerSystem](#)

# Class RandomSystem

Namespace: [ECS.Systems.Utilities](#)

Assembly: ECS.dll

```
public class RandomSystem : SystemBase, ISystem
```

## Inheritance

[object](#) ← [SystemBase](#) ← RandomSystem

## Implements

[ISystem](#)

## Inherited Members

[SystemBase.World](#) , [SystemBase.Initialize\(World\)](#) ,  
[SystemBase.HasComponents<T>\(Entity\)](#) , [SystemBase.GetEntitiesWith<T>\(Entity\)](#) ,  
[SystemBase.GetComponent<T>\(Entity\)](#) , [SystemBase.Subscribe<T>\(Action<IEvent>\)](#) ,  
[SystemBase.Publish<T>\(T\)](#) , [SystemBase.Pausable](#) , [object.Equals\(object\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Methods

### Update(World, GameTime)

```
public override void Update(World world, GameTime gameTime)
```

#### Parameters

world [World](#)

gameTime GameTime

# Class TimerSystem

Namespace: [ECS.Systems.Utilities](#)

Assembly: ECS.dll

```
public class TimerSystem : SystemBase, ISystem
```

## Inheritance

[object](#) ← [SystemBase](#) ← TimerSystem

## Implements

[ISystem](#)

## Inherited Members

[SystemBase.World](#) , [SystemBase.Initialize\(World\)](#) ,  
[SystemBase.HasComponents<T>\(Entity\)](#) , [SystemBase.GetEntitiesWith<T>\(Entity\)](#) ,  
[SystemBase.GetComponent<T>\(Entity\)](#) , [SystemBase.Subscribe<T>\(Action<IEvent>\)](#) ,  
[SystemBase.Publish<T>\(T\)](#) , [SystemBase.Pausable](#) , [object.Equals\(object\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Methods

### Update(World, GameTime)

```
public override void Update(World world, GameTime gameTime)
```

#### Parameters

world [World](#)

gameTime [GameTime](#)

# Class Game1

Namespace: [ECS](#)

Assembly: ECS.dll

```
public class Game1 : Game, IDisposable
```

## Inheritance

[object](#) ← Game ← Game1

## Implements

[IDisposable](#)

## Inherited Members

Game.Dispose() , [Game.Dispose\(bool\)](#) , Game.Exit() , Game.ResetElapsedTime() ,  
Game.SuppressDraw() , Game.RunOneFrame() , Game.Run() ,  
Game.Run(GameRunBehavior) , Game.Tick() , Game.BeginDraw() , Game.EndDraw() ,  
Game.BeginRun() , Game.EndRun() , Game.UnloadContent() ,  
[Game.OnExiting\(object, EventArgs\)](#) , [Game.OnActivated\(object, EventArgs\)](#) ,  
[Game.OnDeactivated\(object, EventArgs\)](#) , Game.LaunchParameters , Game.Components ,  
Game.InactiveSleepTime , Game.MaxValueElapsed , Game.IsActive , Game.IsMouseVisible ,  
Game.TargetElapsedTime , Game.IsFixedTimeStep , Game.Services , Game.Content ,  
Game.GraphicsDevice , Game.Window , Game.Activated , Game.Deactivated ,  
Game.Disposed , Game.Exiting , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,  
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Constructors

### Game1()

```
public Game1()
```

## Methods

### Draw(GameTime)

```
protected override void Draw(GameTime gameTime)
```

## Parameters

gameTime GameTime

## Initialize()

```
protected override void Initialize()
```

## LoadContent()

```
protected override void LoadContent()
```

## Update(GameTime)

```
protected override void Update(GameTime gameTime)
```

## Parameters

gameTime GameTime

# Class Program

Namespace: [ECS](#)

Assembly: ECS.dll

```
public static class Program
```

## Inheritance

[object](#) ← Program

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Methods

### Main(string[])

```
public static void Main(string[] args)
```

## Parameters

args [string](#)[]