Candera System

Data-oriented Entity Component System

The internal structure of Candera's Entity Component System has been improved to make it fully data-oriented for the user. Components are stored in arrays and can be access via iterators. These iterators can group components together by user defined types, and access them serially to exploit the data cache. Components can now be any struct or class, and do no longer have to be derived from a component base class. The user can also decide if user implemented components should be stored by value or by reference.

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