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## **High-level Subjectives**

Subjectives are basically containers for Details. Unlike their lower-level Subjects, Subjectives are actually U0bjects and are part of Unreal's own infrastructure. Different kinds of Subjectives are provided by Apparatus, depending on their relation to UE entities:

- Subjective Actor base level actor.
- Subjective Actor Component a somewhat modular Subjective functionality for actors.
- Subjective User Widget for graphical user interface handling.

Please, also note that Subjectives can actually be cloned with the help of SpawnActor (using the STemplate field).

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