Detail

Details are the main building data blocks in Apparatus. They are high-level entities (unlike Traits), which support some additional ECS+ functionality like multi-iterating and inheritance.

Details do derive from UObject and are subject to garbage collecting and Unreal's general memory model.

Creating Details

C++ Workflow

In order to create a Detail visible in your C++ source code you have to do the following:

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Last update: **2021/06/11 09:55**