

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:

From:
<http://turbanov.ru/wiki/> - **Turbopedia**

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<http://turbanov.ru/wiki/en/toolworks/docs/apparatus/detail?rev=1623405330>

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

