Enchaining

Enchaining is the process of selecting a subset of Chunks (or Belts) based on a certain Filter criteria. Once enchained Belts and Chunks become locked, the structural changes become minimized for the sake of consistent iterating.

C++ Workflow

That's pretty basic, really. You don't create (instantiate) Chains manually but those are actually managed by the Machine class. Assuming you've already assembled the needed Filter all you have to do is call a global (static) Machine method named Enchain passing it a filter and a reference for a unique Chain identifier to be filled.

```
int32 ChainId;
UMachine::Enchain(Filter, ChainId);
```

You are now ready to obtain the chain designated by this unique identifier and use its methods later:

```
FChain& Chain = UMachine::ObtainChain(ChainId);
```

Make sure you're actually assigning it to a reference (&), and not copying an entire chain.

You're now ready to iterate the resulting Chain.

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