

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 to call a global (static) Machine method named 🤖 [Enchain](#) passing it the applied filter.

```
FChain* Chain = UMachine::Enchain(Filter);
```

You're now ready to [iterate](#) the resulting Chain, but there is more.

Solid Chains

You can also enchain to a special type of Chains called *solid*. Solid chains provide some additional features like getting direct references to Traits and Concurrency but they also limit the operations possible on the Subjects to only non-structural ones. That is, you can't add or remove any traits to/from the Subjects during some active solid enchainings. Enchaining to a solid chain is as easy as:

```
FSolidChain* Chain = UMachine::EnchainSolid(Filter);
```

From:

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Last update: **2021/08/29 00:07**

