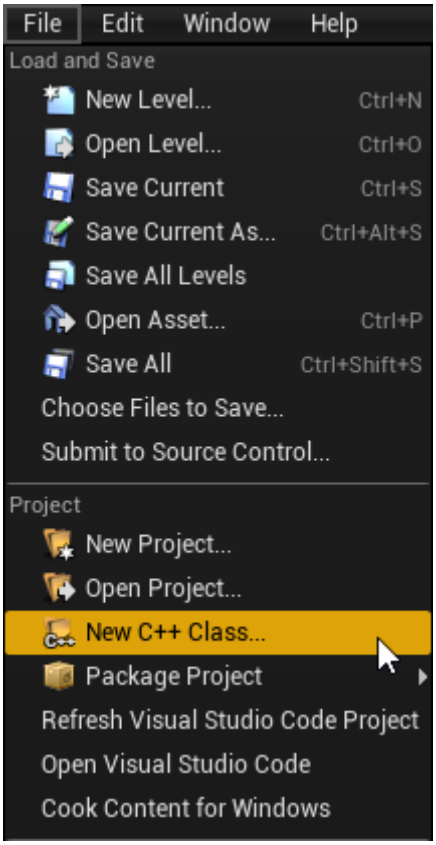
Mechanical

ECS clearly separates the data and the logic operating on that data. This logic in turn is usually executed on an iterative per-frame basis. Apparatus implements this animation-like functionality via a concept called *Mechanical*. Mechanicals are complex in nature and comprise multiple Mechanics that are executed inside of them.

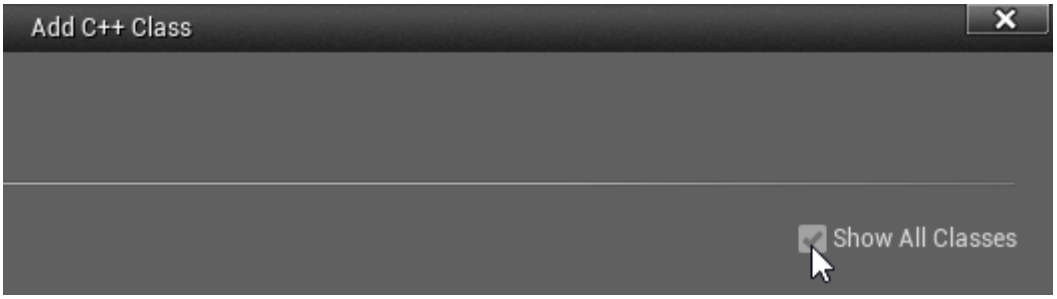
C++ Workflow

If you’re going the C++ way, creating your Mechanicals goes like this.

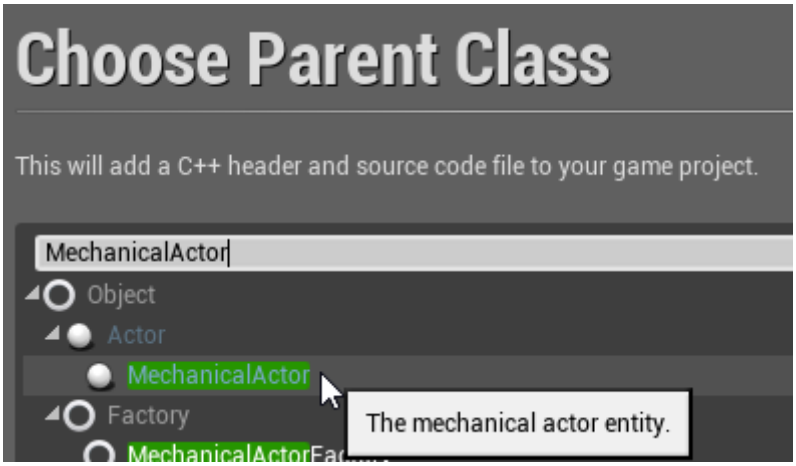
- Open the main UE File menu and choose the “New C++ Class...” option:



- In the opened window mark the “Show All Classes” checkbox:



- Now you can select any of the base classes available including the Apparatus ones. Choose the Mechanical Actor as a base class:



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Last update: **2021/06/08 10:34**