

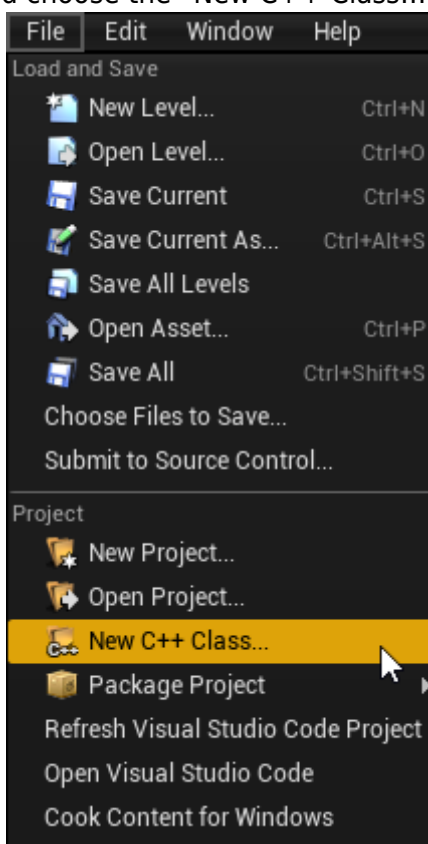
Mechanical

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.

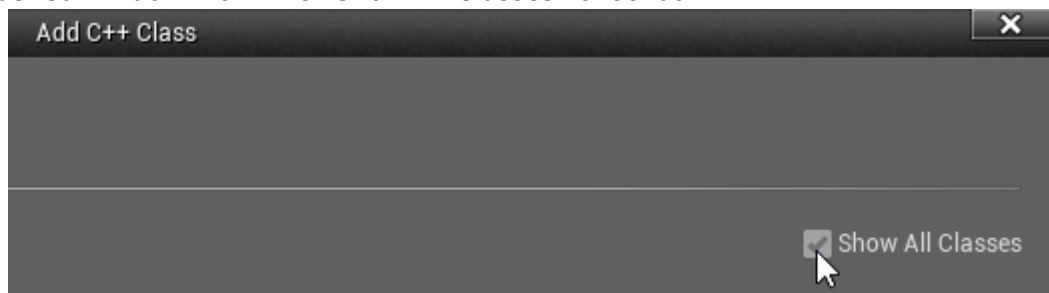
C++ Workflow

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

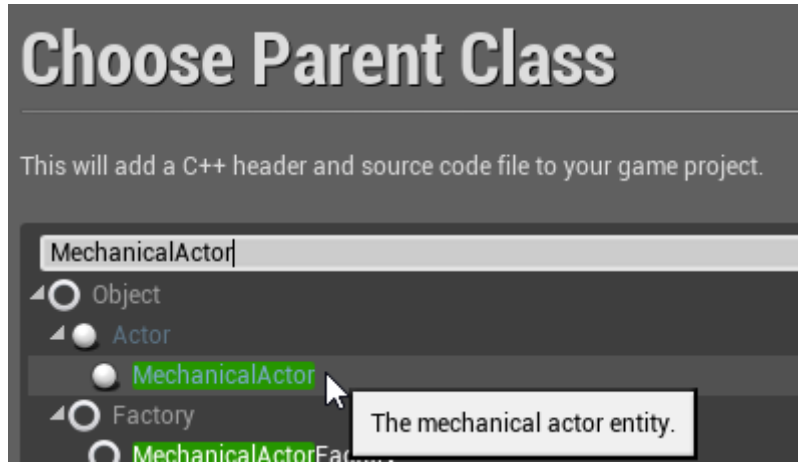
1. Open the main UE File menu and choose the "New C++ Class..." option:



2. In the opened window mark the "Show All Classes" checkbox:



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



From:

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

Permanent link:

<http://turbanov.ru/wiki/en/toolworks/docs/apparatus/mechanical?rev=1623148486>

Last update: **2021/06/08 13:34**

