2025/09/04 18:58 1/2 Mechanical

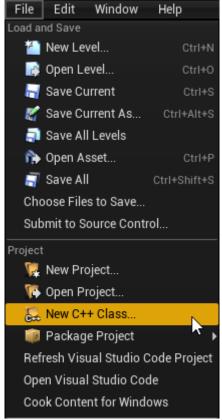
Mechanical

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.

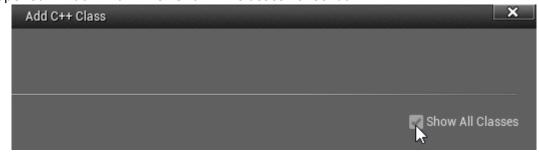
C++ Workflow

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:

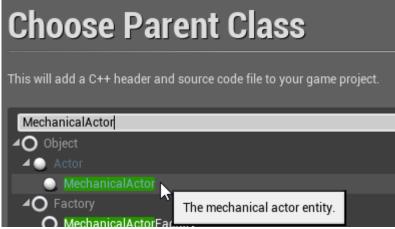


2. In the opened window mark the "Show All Classes" checkbox:

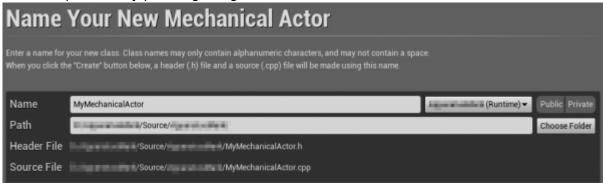


3. Now you can select any of the base classes available including the Apparatus ones. Choose the Mechanical Actor as a base class:

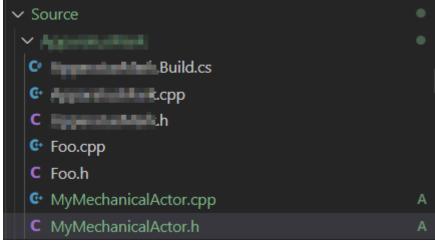
2025/09/04 18:58 2/2 Mechanical



4. Click "Next" and you should see a name choosing dialog. Adjust the name of the class as needed and proceed by pressing the green "Create Class" button at the bottom:



5. The new class gets created as a combo of its header (.h) and a source file (.cpp). All in the Source (sub)folder of your project. You should now see them in the IDE of your choice:



6. Note that you may have to recompile and/or restart the Editor after that.

From

http://turbanov.ru/wiki/ - Turbopedia

Permanent link:

http://turbanov.ru/wiki/en/toolworks/docs/apparatus/mechanical?rev=1623153574

Last update: 2021/06/08 14:59

