

Solidity

Apparatus implements an additional compile-time and runtime semantic which is called *solidity* (or being *solid*).

The solidity state is assigned per Mechanism. It is managed automatically, during the [enchainment](#). When the Mechanism is in a solid state, you are not allowed to perform any structural changes to your Subjects and Subjectives, i.e. you can't add or remove Traits, can't enable or disable Details. Spawning new Subjects and Subjectives is also prohibited.

While comprising limitations such homogeneous state provides for some very important features like direct memory access to Traits data (essentially eliminating the copying) and being able to operate on Subjects concurrently in a threaded manner.

The opposite of solidity is *liquidity* (or being *liquid*) which is the default behavior. If the liquid (non-solid) enchainment is active on the Mechanism, it can't be made solid and vice versa.

From:
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Last update: **2021/08/29 19:25**