

# Subject Records

[Subjects](#) being low-level are essentially runtime-only entities and can not be serialized directly. A special kind of Subject should be used instead. These are called *Subject Records*.

Subject Records are essentially storable and editable entities which are not [Iterated](#) upon directly, but are used as templates (or prefabs) to create new Subjects and/or capture the state of existing ones. Think of them as of Subjects' immediate replicas.

## Editing Support

The great thing about Records is that they're fully editable within the Unreal Editor, i.e. you can declare class properties with the corresponding type.

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