Low-level Subjects

Subjects are pretty minimalistic entities managed by Apparatus itself. They are mostly UE-independent and consist of Traits.

Spawning

C++ Workflow

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

Permanent link:
http://turbanov.ru/wiki/en/toolworks/docs/apparatus/subject?rev=1634626425

Last update: **2021/10/19 06:53**