

# 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 09:53**

