

Subjects. The Low-Level Entities

Subjects are the foundational lightweight entities managed by Apparatus. They are mostly UE-independent and consist of [Traits](#) and [Flags](#).

Spawning

C++ Workflow

In order to spawn a new Subject within the Mechanism, you should call one of the [SpawnSubject](#) methods. The simplest one would be:

```
FSubjectHandle Subject = Machine::SpawnSubject();
```

If you want to spawn a Subject with some Traits initially attached to it, use the special templated version of the method:

```
FBurning Burning{10, 15.5f};  
FSword Sword{2};  
FSubjectHandle Subject = Machine::SpawnSubject(Burning, Sword);
```

This would pre-allocate a Slot for the Subject in the correct Chunk and initialize it according to the supplied traits.

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