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.

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

Permanent link:
http://turbanov.ru/wiki/en/toolworks/docs/apparatus/subject?rev=1638640046

Last update: **2021/12/04 17:47**