High-level Subjectives

Subjectives are basically containers for [Details](). Unlike their lower-level [Subjects](), Subjectives are actually `UObjects` and are part of Unreal's own infrastructure. Different kinds of Subjectives are provided by Apparatus, depending on their relation to UE entities:

- *Subjective Actor* - base level actor.
- *Subjective Actor Component* - a somewhat modular Subjective functionality for actors.
- *Subjective User Widget* - for graphical user interface handling.

Please, also note that Subjectives can actually be cloned with the help of [SpawnActor]() (using the [Template]() field).

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

Permanent link:
http://turbanov.ru/wiki/en/toolworks/docs/apparatus/subjective

Last update: **2021/09/20 17:58**