

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).

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