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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