

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**

