

Executable Objects – Subsystem



Executable Object Subsystem

Keeps track of all active *Executable Objects*



UGameInstanceSubsystem (automatically spawned and destroyed with Game Instance)



Stored *Executable Objects* can be accessed based on:

- The class of the Executable Object
- Its *Reference Objects*
- Its *Storage Slot*

A conflict arises when multiple Executable Objects are activated with the same *Storage Slot* and overlapping *Reference Objects*.

In that case, the Subsystem will resolve the conflict based on the Exclusivity Rule:

- **Independent** will keep both objects active
- **Replace Old** will keep only the new object
- **Block New** will keep only the old object

	Actor X	Actor Y	Object X	...
"Default"				
"Repositioning"				
"Ability"				
"DamageOverTime"				