

# 1 Components

Components are a special type of objects that Actors can attach to themselves as sub-objects. For example, a project with user-controllable cars, aircraft, and boats could implement the differences in vehicle control and movement by changing which Component a vehicle Actor uses.

## 1.1 USphereComponent

A sphere generally used for simple collision

# 2 FTransform

In Unreal ist alles, was den F-Prefix hat eine Struct, so auch FTransform