

Upcoming Apparatus Features

These are features planned for Apparatus, our most beloved data-driven ECS framework for Unreal Engine.

- A simple **client/server game sample** to demonstrate the framework usage in a network scenario. January+
- High-count **game project** to demonstrate the performance capabilities of the tech. January+
- More **documentation, articles, tutorials, samples** to cover different usage scenarios and help the user to bootstrap their projects the Apparatus way.
- Official Apparatus **Utility Kit**.

From:

<http://turbanov.ru/wiki/> - Turbopedia

Permanent link:

<http://turbanov.ru/wiki/en/toolworks/docs/apparatus/features/upcoming?rev=1638648303>

Last update: **2021/12/04 23:05**

