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.
- High-count **game project** to demonstrate the performance capabilities of the tech.
- More **documentation, articles, tutorials, samples** to cover different usage scenarios and help the user to bootstrap their projects the Apparatus way.

From:
http://turbanov.ru/wiki/ - **Turbopedia**

Permanent link:
http://turbanov.ru/wiki/en/toolworks/docs/apparatus/features/upcoming

Last update: **2022/07/31 12:17**