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**

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

Last update: **2021/12/04 20:05**