Apparatus Features

The current list of features includes:

- Fundamentally ECS. A complete Unreal Engine integration of the [data-oriented](#) workflow.
- Loyal to the ecosystem. Both C++ and Blueprint development paths are supported.
- Best of two worlds. Flexible UObject-based [Details](#) and firm, performant [Traits](#).
- Pedal to the metal. Featuring the Chunk-based data storage that is hardware-friendly and [cache](#)-oriented by design. Quite a bit of performance optimizations on top: lookup tables for a faster Filtering, bitarray-based matching, mainline Component indexing and more.
- Power at your fingertips. Our [lambda](#)-based [operating](#) with an argument dependency injection is your next favorite shorthand.
- Querying with ease. A versatile Component-including and -excluding filtering for the Mechanics.
- Fine-grained selection. Bitwise [Flagmark](#) filtering support for boolean-based states.
- Straightforward editing. Assign and customize your Component blocks right from the [Details Panel](#) in Unreal Editor.
- Multiple Details of the same class on a single Subjective are supported. All of the available Detail combinations are processed in the Operating body.
- Inheritance at will. The Detail classes can be inherited for extra modularity and flexibility.
- Concurrency scaling. Full multi-threaded iterating support with a dedicated compile-time [Solid](#) semantic for extra safety. Supports [deferred](#) execution of the transactions.
- Ready to speak traffic. An elegant and versatile custom [networking](#) solution built upon the Unreal's replication and RPC functionality.
- Dedicated in-Editor user experience touches for some clear reading, validation and overall ease of use.
- Stable clockwork. The [steady-ticking](#) implementation provides for some extra stability of your frame-dependent logic.
- Thoroughly documented [API](#) with a dedicated [user manual wiki pages](#).

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Last update: **2023/01/12 13:01**