

Apparatus Features

The current list of features includes:

- A complete Unreal Engine integration of the data-driven workflow. Both C++ and Blueprint development is supported.
- [ECS](#) itself provides for some real architectural and development benefits as it's less prone to coupling and a lot more type-dynamic in its nature.
- Assign and customize your detail blocks right from the Detail Panel in Unreal Editor.
- Dedicated user-friendly Blueprint node is provided as a center of mechanic evaluation.
- Versatile detail-including and detail-excluding subject filtering in the mechanics.
- Multiple details of the same type on a single subject are allowed. All of the available detail combinations are processed in the evaluation body.
- The detail classes can be inherited for extra modularity and flexibility. Just create a common mechanics with a common ancestor in the filter.
- Dedicated user experience touches for some clear reading, validation and overall ease of use.
- Several performance optimizations: caching, fast bit-array lookups, manual belt assignment.
- [Steady-ticking](#) implementation for some extra stability of your game frame-dependent logic.
- Thoroughly documented [API](#) with a dedicated [user manual wiki pages](#).

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