




Apparatus

A complete ECS implementation for Unreal Engine featuring multi-threading, networking and Blueprint support.

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This is the official documentation for the Apparatus framework, an innovative data-driven ECS workflow for  Unreal Engine.

- [Features](#)
- [Introduction to ECS](#)
- [Glossary](#)
- [Beginner's Guide](#)
- [Architecture Overview](#)
- [Naming Conventions](#)
- [Flagmarks](#)
- [Traits](#)
- [Details](#)
- [Subjects](#)
- [Subjectives](#)
- [Filtering](#)
- [Mechanisms](#)
- [Solidity](#)
- [Enchaining](#)
- [Iterating](#)
- [Operating](#)
- [Mechanical](#)
- [Deferreds](#)
- [Subject Records](#)
- [Steady Ticking](#)
- [Networking](#)
- [Common Patterns](#)
- [Blueprint Nativization Support](#)
- [Upcoming Features](#)

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Last update: **2022/05/29 15:50**

