



# 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.

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The documentation is still being written and revised. Don't hesitate to visit our [dedicated forums](#) to ask your questions and share your Apparatus experience. We'll be most happy to assist you personally, so also consider [emailing us directly](#).

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