EXIT GAMES

Photon - Getting Started

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1 Overview: Purpose of the Photon Server SDK

The Photon Server SDK enables you to develop server-side applications within the Photon Socket Server and implement logic, persistency, cheat prevention or prediction in a central instance between any number of Photon clients.

2 Documentation

2.1 Online

All relevant documentation for Photon development can be found online on the **Photon Server Docs** site: http://doc.exitgames.com/en/onpremise/current/getting-started/photon-server-intro.

To ask questions and get in touch with other Photon developers, visit our **Developer Forum**: forum.exitgames.com.

The **Release History** for the Photon 4.0 Server SDKs is also online:

http://doc.exitgames.com/en/onpremise/current/reference/version-history/photon-4-0-release

2.2 In this SDK

Aside from this file, the doc folder includes several other documents:

- **photon-configuration.pdf**
  A description of the available Photon configuration options, including all optional parameters.
- **photon-perfcounter.pdf**
  Listing and explanation of the available PerfMon counters.
- **photon-license-terms.txt**
  The terms of using Photon.
- **Photon.SocketServer.chm**
  Reference of the Photon Application class-framework. All applications are built on top of this.

In the doc\applications folder, you will find the application-related material:

- **Photon.MmoDemo.chm**
  Reference documentation for the "MMO Demo". This application implements interest management, items and many other MMO-related classes and operations.

Another major part of documentation is found in the supplied code. Here, the starting point would be the Lite.sln and the classes in its projects.

2.3 Tutorials and News

We are working on a series of tutorials and videos to help you with your first steps. Each will be announced in a post in our blog: blog.exitgames.com.

To find them all and stay up to date with other news, releases and fixes, subscribe to our RSS feed.

3   System Requirements

Check the minimum system requirements for Photon here:

http://doc.exitgames.com/en/onpremise/current/getting-started/requirements

4   Quickstart

Check out the "Photon in 5 Minutes" – Tutorial here:

http://doc.exitgames.com/en/onpremise/current/getting-started/photon-server-in-5min

5   Licenses

Information on Photon's license file handling can be found here:

http://doc.exitgames.com/en/onpremise/current/reference/licenses

5.1   Free Photon License

Photon can be run for 100 concurrent *users for free*. The license for this is not included in the SDK and must be downloaded separately.

Get it here: https://www.exitgames.com/en/OnPremise/Download

6   Included Applications

The Server SDK includes several applications, complete with source code. They are located in folders in sdk/src-server. Each has a different logic, here is a quick introduction:

6.1   Counter Publisher

The Counter Publisher is a "helper application". It collects performance data of Photon and your server and sends it to the Photon Dashboard service, where it can be displayed in a convenient way.

The Counter Publisher application is started by the default configuration but is not strictly required to run.

See the **Photon Dashboard** documentation for details:

http://doc.exitgames.com/en/onpremise/current/reference/photon-dashboard

6.2   Lite & Lite Lobby

These applications implement a basic "room based" game-server logic. Players can connect, join rooms and send messages to everyone else in a room.
The Lite Lobby extends this logic with a special room that lists existing ones. This way, players can chose which room to join.

This application is a good base for any game with smaller groups of players in separate rooms. Lite Lobby shows how to extend Lite and can be extended itself.
The Realtime Demo in client SDKs uses this application.
Check the **"Lite & Lite Lobby"** section in Photon's online reference for more info:
http://doc.exitgames.com/en/onpremise/current/reference/lite/lite-concepts

6.3 MMO

This server-logic implementation is geared towards bigger worlds in which a big number of players can seamlessly move and interact. The MMO application implements Worlds, Regions (parts of the world), Items and Actors (for players and NPCs). Interest areas are used to manage subscriptions of updates
The MMO folder includes server sources and different demo clients.
Check the "**MMO**" section in Photon's online reference for more info:
http://doc.exitgames.com/en/onpremise/current/reference/mmo/mmo-concept

6.4 LoadBalancing

The "LoadBalancing" application doesn't add a lot of in-game features but allows you to run multiple "game servers" to handle more games. A "master server" is the partner for clients to connect to, find or create games. Game servers continuously report how busy they are and the master assigns a server per room.
This is covered by a LoadBalancing API on the client side.
The Photon Cloud runs a similar code to this.
Check Photon's online reference for more info:
http://doc.exitgames.com/en/onpremise/current/reference/load-balancing

6.5 Policy

Web Player platforms like Unity Web Player, Flash and Silverlight request authorization before they contact a server. Photon can be configured to grant this authorization by sending crossdomain.xml files.

Please refer to "Requirements" for a list of commonly used ports.

Check the "Policy Files" section in Photon's online reference for more info:

http://doc.exitgames.com/en/onpremise/current/reference/policy-files/