Edgegap Game Server & Hosting

More information can be found https://docs.edgegap.com/docs/tools-and-integrations/unity-plugin

V 2.0

Introducing an improved UI for the Edgegap Server Manager

Edgegap's Unity plugin makes game servers & orchestration easy and simple - the integration takes minutes.
Built for projects of any size, it works seamlessly with your favorite netcode; including Mirror Networking, Fish-Net Networking, Photon, Unity for Game Objects, or your own.
Instantly stop cheater and hackers with DDoS attack protection. Plus, overcome NAT issues due to peer-to-peer networking.
Additionally, access fully managed game servers, cross-platform compatibility, limitless rapid-scaling, instant global distribution on a multi-cloud distributed network.

Here's what to expect, with our simple step-by-step guide to get your game online.

- **Register** your Free Edgegap account
- Grab your **Edgegap token** from the Unity plugin
- **Hit Build & Push** when you're ready to package your game server
- **Deploy and Manage Your Server**: With a simple click, deploy your game server and manage it directly from the Unity engine.