Use of Server Mesh in the Context of Games

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***Abstract*—.The current architecture of online multiplayer games faces significant limitations regarding seamless data transfer, often forcing players to endure loading screens between transitions and server lag. Additionally, issues such as limited server capacity and poor scalability in distributed systems hinder the overall gaming experience. Addressing these challenges has become a focal point of technological innovation in the gaming industry, with several companies competing to develop solutions. One of the most promising approaches is server meshing, which enables dynamic load distribution and horizontal scalability across multiple servers. Cloud Imperium Games (CIG) is at the forefront of this innovation, demonstrating the potential of server meshing to revolutionize gaming. By enabling near-limitless scalability and reducing server load bottlenecks, this technology represents a significant leap toward creating vast, persistent game worlds with seamless player experiences. This paper explores the technological foundations of server meshing, its potential impact on game design, and its implications for the future of distributed systems in the gaming industry. .**

***Index Terms*—Distributed systems, Dynamic server loading, Server mesh, Static server mesh, Dynamic Server Mesh, Static Server mesh, Start Citizen, Ashes of Creation, Usefulness.**

# I. INTRODUCTION

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V. Conclusion

A conclusion section is not required. Although a conclusion may review the main points of the article, do not replicate the abstract as the conclusion. A conclusion might elaborate on the importance of the work or suggest applications and extensions.

# Appendix

Appendixes, if needed, appear before the acknowledgment.

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