EXIT GAMES®

What: **Photon Performance Counters**
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Group	Counter		Description
Photon Socket Server			
	Bytes in		How many bytes that the server has received.
	Bytes in/sec		How many bytes are arriving per second.
	Bytes out		How many bytes that the server has sent.
	Bytes out/sec		How many bytes are sent out per second.
	Peers		The total number of peers connected to the server
	Peers +/sec		The total number of new peers connected to the server, per second
	Peers -/sec		The total number of peers removed from the server, per second
	Peers (all time)		The total number of peers that have ever connected to the server
	Disconnected Peers		The total number of peers disconnected but not cleaned up
	Disconnected Peers +/sec		The total number of new peers disconnected, per second
	Disconnected Peers -/sec		The total number of disconnected peers cleaned up, per second
	Disconnected Peers (all time)		The total number of peers that have ever been disconnected
	Disconnected Peers (C)		The total number of peers disconnected by the client but not cleaned up
	Disconnected Peers (C) +/sec		The total number of new peers disconnected by the client, per second
	Disconnected Peers (C) -/sec		The total number of peers disconnected by the client cleaned up, per second
	Disconnected Peers (C) (all time)		The total number of peers that have ever been disconnected by the client
	Disconnected Peers (S)		The total number of peers disconnected by the server but not cleaned up
	Disconnected Peers (S) +/sec		The total number of new peers disconnected by the server, per second
	Disconnected Peers (S) -/sec		The total number of peers disconnected by the server cleaned up, per second
	Disconnected Peers (S) (all time)		The total number of peers that have ever been disconnected by the server
	Disconnected Peers (M)		The total number of peers disconnected by managed apps but not cleaned up
	Disconnected Peers (M) +/sec		The total number of new peers disconnected by managed apps, per second
	Disconnected Peers (M) -/sec		The total number of peers disconnected by managed apps cleaned up, per second
	Disconnected Peers (M) (all time)		The total number of peers that have ever been disconnected by managed apps
	Disconnected Peers (T)		The total number of peers disconnected due to timeouts but not cleaned up
	Disconnected Peers (T) +/sec		The total number of new peers disconnected due to timeouts, per second
	Disconnected Peers (T) -/sec		The total number of peers disconnected due to timeouts cleaned up, per second
	Disconnected Peers (T) (all time)		The total number of peers that have ever been disconnected due to timeouts
	Connections Active		The total number of connections to the server.
	Messages in		The total number of messages into the server.
	Messages in/sec		The total number of messages into the server per second.
	Messages out		The total number of messages out of the server.
	Messages out/sec		The total number of messages out of the server per second.
	IO Buffers Total		Total: this number represents all of the I/O data buffers that are actively being used plus all of those that are in the pool waiting to be reused.
	IO Buffers Total +/sec		The increase in the total number of IO buffers available per second.
	IO Buffers Total -/sec		The decrease in the total number of IO buffers available per second.
	IO Buffers In Use		In Use: The number of I/O data buffers that are currently being used for data flow purposes.
	IO Buffers In Use +/sec		Increase of IO buffers in use per second.
	IO Buffers In Use -/sec		Decrease of IO buffers in use per second.
	Sockets Total		Total: As with the buffers, the server pools sockets. This is the total of all sockets in use and all sockets in the pool waiting for reuse.
	Sockets Total +/sec		The increase in the total number of sockets in the socket pool per second.
	Sockets Total -/sec		The decrease in the total number of sockets in the socket pool per second.
	Sockets In Use		In Use: The number of sockets currently in use. Note that this includes sockets that are waiting for connections and sockets that have connections.
	Sockets In Use +/sec		Increase of sockets in use per second.
	Sockets In Use -/sec		Decrease of sockets in use per second.

Photon Socket Server: UDP			
	UDP: Bytes in		The total number of bytes recieved via UDP.
	UDP: Bytes in/sec		The total number of bytes recieved via UDP per second.
	UDP: Bytes out		The total number of bytes sent out via UDP.
	UDP: Bytes out/sec		The total number of bytes sent out via UDP per second.
	UDP: Datagrams in		The total number of datagrams recieved.
	UDP: Datagrams in/sec		The total number of datagrams recieved per second.
	UDP: Datagrams out		The total number of datagrams sent out.
	UDP: Datagrams out/sec		The total number of datagrams sent out per second.
	UDP: Pending Recvs		The total number of pending recvs posted (in effect, the listen backlog).
	UDP: Peers		The total number of peers connected to the server, via UDP.
	UDP: Peers +/sec		The total number of new peers connected to the server, via UDP, per second.
	UDP: Peers -/sec		The total number of peers removed from the server, via UDP, per second.
	UDP: Peers (all time)		The total number of peers that have ever connected to the server, via UDP.
	UDP: Disconnected Peers		The total number of peers disconnected but not cleaned up, via UDP.
	UDP: Disconnected Peers +/sec		The total number of new peers disconnected, via UDP, per second.
	UDP: Disconnected Peers -/sec		The total number of disconnected peers cleaned up, via UDP, per second.
	UDP: Disconnected Peers (all time)		The total number of peers that have ever been disconnected, via UDP.
	UDP: Disconnected Peers (C)		The total number of peers disconnected by the client but not cleaned up, via UDP.
	UDP: Disconnected Peers (C) +/sec		The total number of new peers disconnected by the client, via UDP, per second.
	UDP: Disconnected Peers (C) -/sec		The total number of peers disconnected by the client cleaned up, via UDP, per second.
	UDP: Disconnected Peers (C) (all time)		The total number of peers that have ever been disconnected by the client, via UDP.
	UDP: Disconnected Peers (S)		The total number of peers disconnected by the server but not cleaned up, via UDP.
	UDP: Disconnected Peers (S) +/sec		The total number of new peers disconnected by the server, via UDP, per second.
	UDP: Disconnected Peers (S) -/sec		The total number of peers disconnected by the server cleaned up, via UDP, per second.
	UDP: Disconnected Peers (S) (all time)		The total number of peers that have ever been disconnected by the server, via UDP.
	UDP: Disconnected Peers (M)		The total number of peers disconnected by managed apps but not cleaned up, via UDP.
	UDP: Disconnected Peers (M) +/sec		The total number of new peers disconnected by managed apps, via UDP, per second.
	UDP: Disconnected Peers (M) -/sec		The total number of peers disconnected by managed apps cleaned up, via UDP, per second.
	UDP: Disconnected Peers (M) (all time)		The total number of peers that have ever been disconnected by managed apps, via UDP.
	UDP: Disconnected Peers (T)		The total number of peers disconnected due to timeouts but not cleaned up, via UDP.
	UDP: Disconnected Peers (T) +/sec		The total number of new peers disconnected due to timeouts, via UDP, per second.
	UDP: Disconnected Peers (T) -/sec		The total number of peers disconnected due to timeouts cleaned up, via UDP, per second.
	UDP: Disconnected Peers (T) (all time)		The total number of peers that have ever been disconnected due to timeouts, via UDP.
	UDP: Connections Active		The number of UDP connections to the server.
	UDP: Messages in		The number of messages recieved via UDP.
	UDP: Messages in/sec		The number of messages recieved via UDP per second.
	UDP: Messages out		The number of messages sent out via UDP.
	UDP: Messages out/sec		The number of messages sent out via UDP per second.

Photon Socket Server: TCP			
	TCP: Bytes in		The total number of bytes into the server via TCP.
	TCP: Bytes in/sec		The total number of bytes into the server via TCP per second.
	TCP: Bytes out		The total number of bytes out of the server via TCP.
	TCP: Bytes out/sec		The total number of bytes out of the server via TCP per second.
	TCP: Peers		The total number of peers connected to the server via TCP.
	TCP: Peers +/sec		The total number of new peers connected to the server, via TCP, per second.
	TCP: Peers -/sec		The total number of peers removed from the server, via TCP, per second.
	TCP: Peers (all time)		The total number of peers that have ever connected to the server, via TCP.
	TCP: Disconnected Peers		The total number of peers disconnected but not cleaned up, via TCP.
	TCP: Disconnected Peers +/sec		The total number of new peers disconnected, via TCP, per second.
	TCP: Disconnected Peers -/sec		The total number of disconnected peers cleaned up, via TCP, per second.
	TCP: Disconnected Peers (all time)		The total number of peers that have ever been disconnected, via TCP.
	TCP: Disconnected Peers (C)		The total number of peers disconnected by the client but not cleaned up, via TCP.
	TCP: Disconnected Peers (C) +/sec		The total number of new peers disconnected by the client, via TCP, per second.
	TCP: Disconnected Peers (C) -/sec		The total number of peers disconnected by the client cleaned up, via TCP, per second.
	TCP: Disconnected Peers (C) (all time)		The total number of peers that have ever been disconnected by the client, via TCP.
	TCP: Disconnected Peers (S)		The total number of peers disconnected by the server but not cleaned up, via TCP.
	TCP: Disconnected Peers (S) +/sec		The total number of new peers disconnected by the server, via TCP, per second.
	TCP: Disconnected Peers (S) -/sec		The total number of peers disconnected by the server cleaned up, via TCP, per second.
	TCP: Disconnected Peers (S) (all time)		The total number of peers that have ever been disconnected by the server, via TCP.
	TCP: Disconnected Peers (M)		The total number of peers disconnected by managed apps but not cleaned up, via TCP.
	TCP: Disconnected Peers (M) +/sec		The total number of new peers disconnected by managed apps, via TCP, per second.
	TCP: Disconnected Peers (M) -/sec		The total number of peers disconnected by managed apps cleaned up, via TCP, per second.
	TCP: Disconnected Peers (M) (all time)		The total number of peers that have ever been disconnected by managed apps, via TCP.
	TCP: Disconnected Peers (T)		The total number of peers disconnected due to timeouts but not cleaned up, via TCP.
	TCP: Disconnected Peers (T) +/sec		The total number of new peers disconnected due to timeouts, via TCP, per second.
	TCP: Disconnected Peers (T) -/sec		The total number of peers disconnected due to timeouts cleaned up, via TCP, per second.
	TCP: Disconnected Peers (T) (all time)		The total number of peers that have ever been disconnected due to timeouts, via TCP.
	TCP: Connections Active		The number of TCP connections to the server. Useful for internal debugging, should normally be the same as the Peers counter.
	TCP: Messages in		The number of messages into the server via TCP.
	TCP: Messages in/sec		The number of messages into the server via TCP per second.
	TCP: Messages out		The number of messages out of the server via TCP.
	TCP: Messages out/sec		The number of messages out of the server via TCP per second.
	TCP: Flow Control Buffer Queue		The total number of buffers queued for flow control for connections.
	TCP: Flow Control Buffer Queue +/sec		The total number of buffers added to the flow control queued for connections, per second.
	TCP: Flow Control Buffer Queue -/sec		The total number of buffers removed from the flow control queued for connections, per second.
	TCP: Flow Control Active		The total number of connections on which flow control is active.
	TCP: Flow Control 25%		The total number of connections on which flow control is at 25% of buffer capactity.
	TCP: Flow Control 50%		The total number of connections on which flow control is at 50% of buffer capactity.
	TCP: Flow Control 75%		The total number of connections on which flow control is at 75% of buffer capactity.
	TCP: Flow Control Buffer Full Events		The total number of flow control buffer full events for connections.

Photon Socket Server: Threads and Queues			
	IO Threads Active		The number of threads in the I/O thread pool. Note that this number should stay static for the life of the server. If it doesn't there's a bug that's causing threads to die!
	IO Threads Processing		The number of I/O threads that are currently working on I/O requests. This should be a low number and it should go up and down. If it ever sticks at one place for a long time and doesn't go down then it's likely that the server has deadlocked.
	IO Threads Events/sec		The number of I/O events processed per second.
	Business Logic Threads Active		The total number of business logic threads in the business logic thread pool. If the pool is a fixed size then this shows the number of threads that the server was configured with and if it changes whilst the server is running then it's VERY bad news. If, however, the server is configured with a dynamic pool then this shows the current size of the thread pool.
	Business Logic Threads Processing		The number of business logic threads currently processing. Gives an idea (subject to the sample rate of the tool viewing the counter) of how busy the thread pool is. Useful on graphs that cover a long period of time to show trends in server load.
	Business Logic Threads Events/sec		The number of business logic events processed per second.
	Business Logic Queue		The total number of requests in the business logic queue.
	Business Logic Queue +/sec		The total number of requests added to the business logic queue per second.
	Business Logic Queue -/sec		The total number of requests removed from the business logic queue per second.
	ENet Threads Active		The total number of ENet threads in the ENet thread pool.
	ENet Threads Processing		The number of ENet threads currently processing.
	ENet Threads Events/sec		The number of ENet thread events processed per second.
	ENet Queue		The total number of requests in the ENet queue
	ENet Queue +/sec		The total number of requests added to the ENet queue per second.
	ENet Queue -/sec		The total number of requests removed from the ENet queue per second.
	ENet Timer Threads Processing		The number of timer threads processing.
	ENet Timer Thread Events/sec		How often the timer queue is checked for expired timers per second.

Photon Socket Server: ENet

Datagram validation failures		The number datagrams that fail validation and are discarded.
Datagram validation failures/sec		The number datagrams that fail validation and are discarded per second.
Port changes		The number of times that a peer's port changes (usually due to the NAT that they are behind).
Port changes/sec		The number of times that a peer's port changes (usually due to the NAT that they are behind) per second.
Commands in/sec		The total number of incoming ENet commands per second.
Commands out/sec		The number of outgoing ENet commands per second.
Reliable commands in/sec		The number of incoming reliable ENet commands per second.
Reliable commands out/sec		The number of outgoing reliable ENet commands per second.
Reliable commands (in) dropped/sec		The number of incoming reliable commands ENet dropped (due to sequence number errors) per second. Shows some measure of network congestion. Clients are retransmitting needlessly as we already have seen the reliable commands that are arriving.
Reliable commands (in, fragments) queued		The number of reliable ENet commands currently queued for processing. This tends to only rise if fragmented data is being sent and the server is waiting for further fragments to arrive before delivering the whole message.
Reliable commands (out) queued		The number of reliable ENet commands that have been sent and are currently awaiting ACKs. The more this counter grows the more memory Photon is using to track reliable data in transit.
Reliable Commands (out) resent		The total number of ENet commands resent due to ACK timeouts.
Reliable Commands (out) resent/sec		The number of ENet commands resent due to ACK timeouts per second.
Unreliable commands in/sec		The number of incoming unreliable ENet commands per second.
Unreliable commands out/sec		The number of outgoing unreliable ENet commands per second.
Unreliable commands (in) dropped/sec		The number of incoming unreliable commands ENet dropped (due to sequence number errors) per second. Shows some measure of network congestion. Unreliable data is arriving after the next reliable command on that channel and so has been invalidated and is thus discarded.
Unreliable commands (out) throttled/sec		The number of outgoing unreliable ENet commands throttled (not sent!) per second. Unreliable commands are throttled when the server decides that too much bandwidth is being used for a peer. Adjust your per peer bandwidth limits to reduce throttling.
Acknowledgements in		The total number of incoming acknowledgements received.
Acknowledgements in/sec		The number of incoming acknowledgements per second.
Acknowledgements out		The total number of outgoing acknowledgements sent.
Acknowledgements out/sec		The number of outgoing acknowledgements per second.
Pings in		The total number of incoming pings received.
Pings in/sec		The number of incoming pings per second.
Pings out		The total number of outgoing pings sent.
Pings out/sec		The number of outgoing pings per second.
Timeout disconnects		The total number of disconnects due timeouts.
Timeout disconnects/sec		The number of disconnects due timeouts per second.
Transmit Rate Limit Bytes Queued +/sec		The number of bytes per second that were added to the transmit rate limit queue.
Transmit Rate Limit Bytes Queued -/sec		The number of bytes per second that were removed from the transmit rate limit queue.
Transmit Rate Limit Bytes Queued		The total number of bytes currently in the transmit rate limit queue.
Transmit Rate Limit Bytes Discarded		The total number of bytes in the transmit rate limit queue when a peer was reset.
Transmit Rate Limit Messages Queued +/sec		The number of messages per second that were added to the transmit rate limit queue.
Transmit Rate Limit Messages Queued -/sec		The number of messages per second that were removed from the transmit rate limit queue.
Transmit Rate Limit Messages Queued		The total number of messages currently in the transmit rate limit queue.
Transmit Rate Limit Messages Discarded		The total number of messages in the transmit rate limit queue when a peer was reset.
Transmit Window Limit Bytes Queued +/sec		The number of bytes per second that were added to the transmit window limit queue.
Transmit Window Limit Bytes Queued -/sec		The number of bytes per second that were removed from the transmit window limit queue.
Transmit Window Limit Bytes Queued		The total number of bytes currently in the transmit window limit queue.
Transmit Window Limit Bytes Discarded		The total number of bytes in the transmit window limit queue when a peer was reset.
Transmit Window Limit Messages Queued +/sec		The number of messages per second that were added to the transmit window limit queue.
Transmit Window Limit Messages Queued -/sec		The number of messages per second that were removed from the transmit window limit queue.
Transmit Window Limit Messages Queued		The total number of messages currently in the transmit window limit queue.
Transmit Window Limit Messages Discarded		The total number of messages in the transmit window limit queue when a peer was reset.
Timers Active		The total number of ENet timers currently active.
Timers Created/sec		The number of ENet timers created per second.
Timers Destroyed/sec		The number of ENet timers destroyed per second.
Timers Set		The total number of ENet timers currently set.
Timers Set/sec		The number of ENet timers set per second.
Timers Reset/sec		The number of ENet timers reset per second.
Timer Events/sec		The number of ENet timers firing per second.
Timers Cancelled/sec		The number of ENet timers cancelled per second.
Time Spent In Server: In (ms)		The time an inbound datagram spends in the server before being passed to the CLR
Time Spent In Server: Out (ms)		The time an outbound datagram spends in the server before being sent

Photon Socket Server: Proxy			
	ProxyIn: Bytes in		The total number of bytes into the client facing side of the proxy server.
	ProxyIn: Bytes in/sec		The total number of bytes into the client facing side of the proxy server per second.
	ProxyIn: Bytes out		The total number of bytes out of the client facing side of the proxy server.
	ProxyIn: Bytes out/sec		The total number of bytes out of the client facing side of the proxy server per second.
	ProxyIn: Connections Active		The total number of connections to the client facing side of the proxy server.
	ProxyIn: Timeout Disconnects		The total number of timeout disconnects for connections to the client facing side of the proxy server.
	ProxyIn: Flow Control Buffer Queue		The total number of buffers queued for flow control for connections to the client facing side of the proxy server.
	ProxyIn: Flow Control Buffer Queue +/sec		The total number of buffers added to the flow control queued for connections to client facing side of the proxy server, per second.
	ProxyIn: Flow Control Buffer Queue -/sec		The total number of buffers removed from the flow control queued for connections to client facing side of the proxy server, per second.
	ProxyIn: Flow Control Active		The total number of connections to the client facing side of the proxy server on which flow control is active.
	ProxyIn: Flow Control 25%		The total number of connections to the client facing side of the proxy server on which flow control is at 25% of buffer capactity.
	ProxyIn: Flow Control 50%		The total number of connections to the client facing side of the proxy server on which flow control is at 50% of buffer capactity.
	ProxyIn: Flow Control 75%		The total number of connections to the client facing side of the proxy server on which flow control is at 75% of buffer capactity.
	ProxyIn: Flow Control Buffer Full Events		The total number of flow control buffer full events for connections to the client facing side of the proxy server.
	ProxyOut: Bytes in		The total number of bytes into the end-node facing side of the proxy server.
	ProxyOut: Bytes in/sec		The total number of bytes into the end-node facing side of the proxy server per second.
	ProxyOut: Bytes out		The total number of bytes out of the end-node facing side of the proxy server.
	ProxyOut: Bytes out/sec		The total number of bytes out of the end-node facing side of the proxy server per second.
	ProxyOut: Connections Active		The total number of connections to the end-node facing side of the proxy server.
	ProxyOut: Flow Control Buffer Queue		The total number of buffers queued for flow control for connections to the end-node facing side of the proxy server.
	ProxyOut: Flow Control Buffer Queue +/sec		The total number of buffers added to the flow control queued for connections to end-node facing side of the proxy server, per second.
	ProxyOut: Flow Control Buffer Queue -/sec		The total number of buffers removed from the flow control queued for connections to end-node facing side of the proxy server, per second.
	ProxyOut: Flow Control Active		The total number of connections to the end node facing side of the proxy server on which flow control is active.
	ProxyOut: Flow Control 25%		The total number of connections to the end node facing side of the proxy server on which flow control is at 25% of buffer capactity.
	ProxyOut: Flow Control 50%		The total number of connections to the end node facing side of the proxy server on which flow control is at 50% of buffer capactity.
	ProxyOut: Flow Control 75%		The total number of connections to the end node facing side of the proxy server on which flow control is at 75% of buffer capactity.
	ProxyOut: Flow Control Buffer Full Events		The total number of flow control buffer full events for connections to the end-node facing side of the proxy server.
Photon Socket Server: EndNode			
	EndNode: Bytes in		The total number of bytes into the proxy end node.
	EndNode: Bytes in/sec		The total number of bytes into the proxy end node per second.
	EndNode: Bytes out		The total number of bytes out of the proxy end node.
	EndNode: Bytes out/sec		The total number of bytes out of the proxy end node per second.
	EndNode: Connections Active		The total number of connections to the proxy end node.
	EndNode: Flow Control Buffer Queue		The total number of buffers queued for flow control for connections to the proxy end node.
	EndNode: Flow Control Buffer Queue +/sec		The total number of buffers added to the flow control queued for connections to the proxy end node, per second.
	EndNode: Flow Control Buffer Queue -/sec		The total number of buffers removed from the flow control queued for connections to the proxy end node, per second.
	EndNode: Flow Control Active		The total number of connections on which flow control is active.
	EndNode: Flow Control 25%		The total number of connections on which flow control is at 25% of buffer capactity.
	EndNode: Flow Control 50%		The total number of connections on which flow control is at 50% of buffer capactity.
	EndNode: Flow Control 75%		The total number of connections on which flow control is at 75% of buffer capactity.
	EndNode: Flow Control Buffer Full Events		The total number of flow control buffer full events for connections to the proxy end node.
	EndNode: Peers		The total number of peers connected to the server via a proxy to an end node.

Photon Socket Server: S2S			
	S2S: Bytes in		The total number of bytes into the S2S connection.
	S2S: Bytes in/sec		The total number of bytes into the S2S connection per second.
	S2S: Bytes out		The total number of bytes out of the S2S connection.
	S2S: Bytes out/sec		The total number of bytes out of the S2S connection per second.
	S2S: Connections Active		The total number of S2S connections.
	S2S: Flow Control Buffer Queue		The total number of buffers queued for flow control for S2S connections.
	S2S: Flow Control Buffer Queue +/sec		The total number of buffers added to the flow control queued for S2S connections, per second.
	S2S: Flow Control Buffer Queue -/sec		The total number of buffers removed from the flow control queued for S2S connections, per second.
	S2S: Flow Control Active		The total number of S2S connections on which flow control is active.
	S2S: Flow Control 25%		The total number of S2S connections on which flow control is at 25% of buffer capactity.
	S2S: Flow Control 50%		The total number of S2S connections on which flow control is at 50% of buffer capactity.
	S2S: Flow Control 75%		The total number of S2S connections on which flow control is at 75% of buffer capactity.
	S2S: Flow Control Buffer Full Events		The total number of flow control buffer full events for S2S connections.
	S2S: Peers		The total number of peers connected to the server, via S2S.
	S2S: Peers +/sec		The total number of new peers connected to the server, via S2S, per second.
	S2S: Peers -/sec		The total number of peers removed from the server, via S2S, per second.
	S2S: Peers (all time)		The total number of peers that have ever connected to the server, via S2S.
	S2S: Disconnected Peers		The total number of peers disconnected but not cleaned up, via S2S.
	S2S: Disconnected Peers +/sec		The total number of new peers disconnected, via S2S, per second.
	S2S: Disconnected Peers -/sec		The total number of disconnected peers cleaned up, via S2S, per second.
	S2S: Disconnected Peers (all time)		The total number of peers that have ever been disconnected, via S2S.
	S2S: Disconnected Peers (C)		The total number of peers disconnected by the client but not cleaned up, via S2S
	S2S: Disconnected Peers (C) +/sec		The total number of new peers disconnected by the client, via S2S, per second.
	S2S: Disconnected Peers (C) -/sec		The total number of peers disconnected by the client cleaned up, via S2S, per second.
	S2S: Disconnected Peers (C) (all time)		The total number of peers that hav.e ever been disconnected by the client, via S2S.
	S2S: Disconnected Peers (S)		The total number of peers disconnected by the server but not cleaned up, via S2S.
	S2S: Disconnected Peers (S) +/sec		The total number of new peers disconnected by the server, via S2S, per second.
	S2S: Disconnected Peers (S) -/sec		The total number of peers disconnected by the server cleaned up, via S2S, per second.
	S2S: Disconnected Peers (S) (all time)		The total number of peers that have ever been disconnected by the server, via S2S.
	S2S: Disconnected Peers (M)		The total number of peers disconnected by managed apps but not cleaned up, via S2S.
	S2S: Disconnected Peers (M) +/sec		The total number of new peers disconnected by managed apps, via S2S, per second.
	S2S: Disconnected Peers (M) -/sec		The total number of peers disconnected by managed apps cleaned up, via S2S, per second.
	S2S: Disconnected Peers (M) (all time)		The total number of peers that have ever been disconnected by managed apps, via S2S.
	S2S: Disconnected Peers (T)		The total number of peers disconnected due to timeouts but not cleaned up, via S2S.
	S2S: Disconnected Peers (T) +/sec		The total number of new peers disconnected due to timeouts, via S2S, per second.
	S2S: Disconnected Peers (T) -/sec		The total number of peers disconnected due to timeouts cleaned up, via S2S, per second.
	S2S: Disconnected Peers (T) (all time)		The total number of peers that have ever been disconnected due to timeouts, via S2S.
	S2S: Messages in		The number of messages into the server via S2S connections.
	S2S: Messages in/sec		The number of messages into the server via S2S connections, per second.
	S2S: Messages out		The number of messages out of the server via S2S connections.
	S2S: Messages out/sec		The number of messages out of the server via S2S connections, per second.
Photon Socket Server: CLR			
	CLR: N->M Operations		The number of transitions from native to managed code for Photon Operations.
	CLR: N->M Operations/sec		The number of transitions from native to managed code for Photon Operations per second.
	CLR: N->M COM		The number of transitions from native to managed code for COM Operations.
	CLR: N->M COM/sec		The number of transitions from native to managed code for COM Operations per second.
	CLR: N->M Total		The total number of transitions from native to managed code (excluding COM operations).
	CLR: N->M Total/sec		The total number of transitions from native to managed code per second (excluding COM operations).
	CLR: M->N Other		The number of transitions from managed to native code for Photon Operations.
	CLR: M->N Other/sec		The number of transitions from managed to native code for Photon Operations per second.
	CLR: M->N Send		The number of transitions from managed to native code for Send Operations.
	CLR: M->N Send/sec		The number of transitions from managed to native code for Send Operations per second.
	CLR: M->N Broadcast		The number of transitions from managed to native code for Broadcast Operations.
	CLR: M->N Broadcast/sec		The number of transitions from managed to native code for Broadcast Operations per second.
	CLR: M->N COM		The number of transitions from managed to native code for COM Operations.
	CLR: M->N COM/sec		The number of transitions from managed to native code for COM Operations per second.
	CLR: M->N Total		The total number of transitions from managed to native code (excluding COM operations).
	CLR: M->N Total/sec		The total number of transitions from managed to native code per second (excluding COM operations).

Photon Socket Server: Policy Request			
	Policy: Bytes in		The total number of bytes into the server via Policy File connections
	Policy: Bytes in/sec		The total number of bytes into the server via Policy File connections per second
	Policy: Bytes out		The total number of bytes out of the server via Policy File connections
	Policy: Bytes out/sec		The total number of bytes out of the server via Policy File connections per second
	Policy: Peers		The total number of peers connected to the server, via Policy File connections
	Policy: Peers +/sec		The total number of new peers connected to the server, via Policy File connections, per second
	Policy: Peers -/sec		The total number of peers removed from the server, via Policy File connections, per second
	Policy: Peers (all time)		The total number of peers that have ever connected to the server, via Policy File connections
	Policy: Disconnected Peers		The total number of peers disconnected but not cleaned up, via Policy File connections
	Policy: Disconnected Peers +/sec		The total number of new peers disconnected, via Policy File connections, per second
	Policy: Disconnected Peers -/sec		The total number of disconnected peers cleaned up, via Policy File connections, per second
	Policy: Disconnected Peers (all time)		The total number of peers that have ever been disconnected, via Policy File connections
	Policy: Disconnected Peers (C)		The total number of peers disconnected by the client but not cleaned up, via Policy File connections
	Policy: Disconnected Peers (C) +/sec		The total number of new peers disconnected by the client, via Policy File connections, per second
	Policy: Disconnected Peers (C) -/sec		The total number of peers disconnected by the client cleaned up, via Policy File connections, per second
	Policy: Disconnected Peers (C) (all time)		The total number of peers that have ever been disconnected by the client, via Policy File connections
	Policy: Disconnected Peers (S)		The total number of peers disconnected by the server but not cleaned up, via Policy File connections
	Policy: Disconnected Peers (S) +/sec		The total number of new peers disconnected by the server, via Policy File connections, per second
	Policy: Disconnected Peers (S) -/sec		The total number of peers disconnected by the server cleaned up, via Policy File connections, per second
	Policy: Disconnected Peers (S) (all time)		The total number of peers that have ever been disconnected by the server, via Policy File connections
	Policy: Disconnected Peers (M)		The total number of peers disconnected by managed apps but not cleaned up, via Policy File connections
	Policy: Disconnected Peers (M) +/sec		The total number of new peers disconnected by managed apps, via Policy File connections, per second
	Policy: Disconnected Peers (M) -/sec		The total number of peers disconnected by managed apps cleaned up, via Policy File connections, per second
	Policy: Disconnected Peers (M) (all time)		The total number of peers that have ever been disconnected by managed apps, via Policy File connections
	Policy: Disconnected Peers (T)		The total number of peers disconnected due to timeouts but not cleaned up, via Policy File connections
	Policy: Disconnected Peers (T) +/sec		The total number of new peers disconnected due to timeouts, via Policy File connections, per second
	Policy: Disconnected Peers (T) -/sec		The total number of peers disconnected due to timeouts cleaned up, via Policy File connections, per second
	Policy: Disconnected Peers (T) (all time)		The total number of peers that have ever been disconnected due to timeouts, via Policy File connections
	Policy: Connections Active		The number of TCP connections to the server.
	Policy: Failed requests		The number of failed requests for policy files
	Policy: Failed requests/sec		The number of failed requests for policy files, per second