

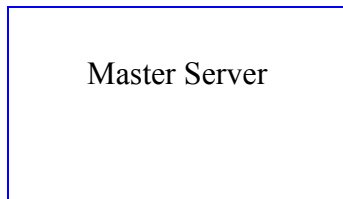
GAME SERVERS



Game Server

- Game Server receives all input from clients, processes all data, and sends out one packet to all the clients with the gameplay data.
- Game server can be either a dedicated console server, or a server created in game via a setup dialog.

MASTER SERVER



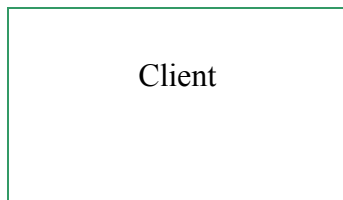
Master Server

Master Server
Server Data

Master Server
Client Data

- Game Servers send packet to Master Server with game data (IP, map, ex.)
- Clients connect to master server to retrieve game server list and chat.
- Master Server handles chat lobby in campaign.

GAME CLIENTS



Client

- Client sends all user input within game to the Game server, which handles all the major processing and returns the data to all clients (see Client-Server, Page 2)
- Major Exceptions:
 1. Mouselook
 2. Ragdolls
 3. Animations