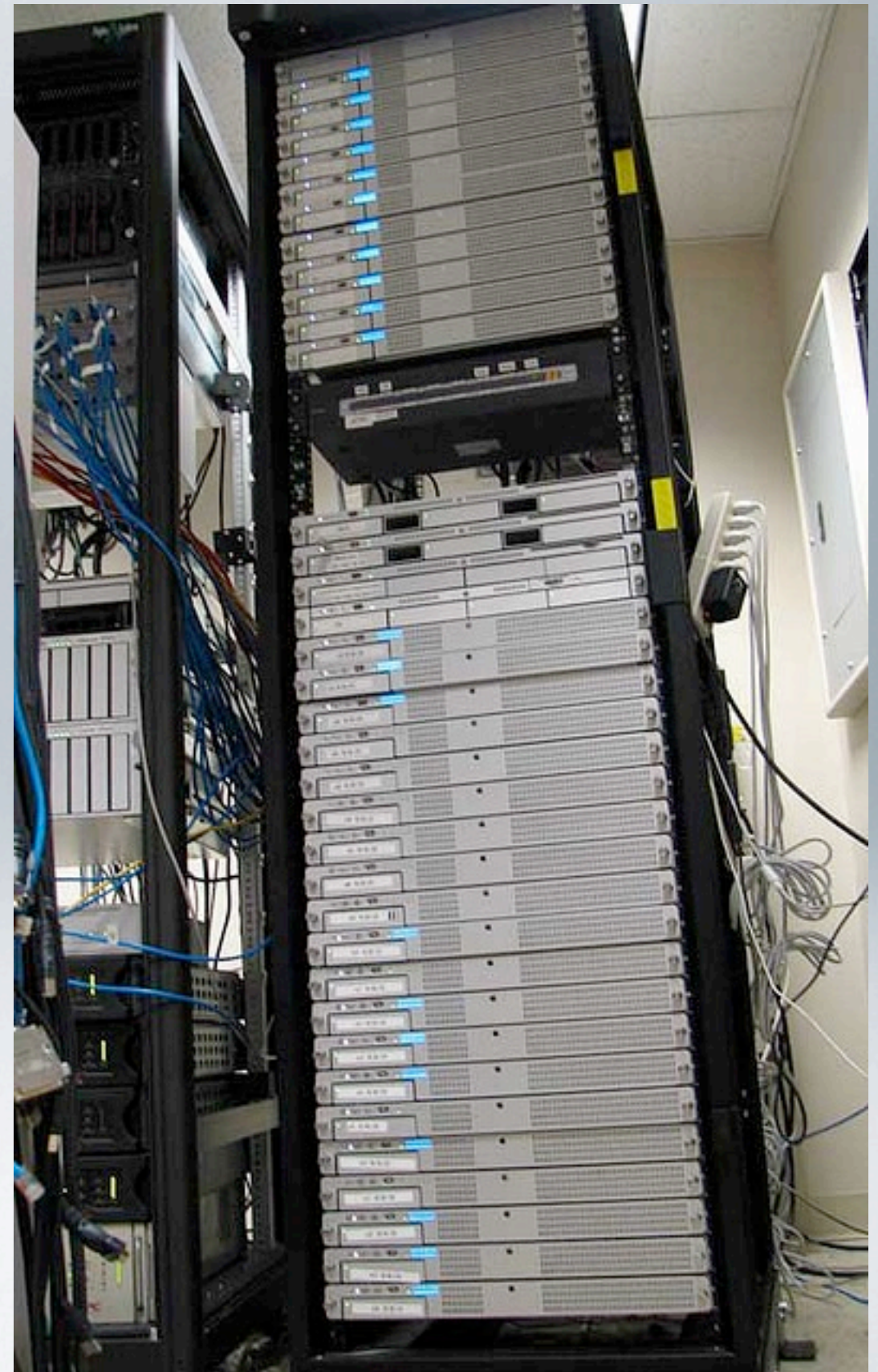


# A GENERIC GAME SERVER (GGS)

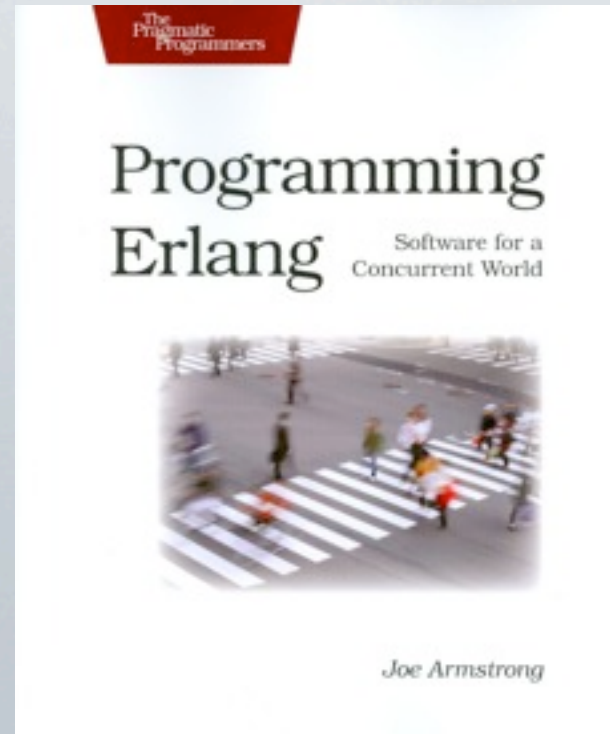






Can game servers be improved with techniques originally developed for the telecom industry?

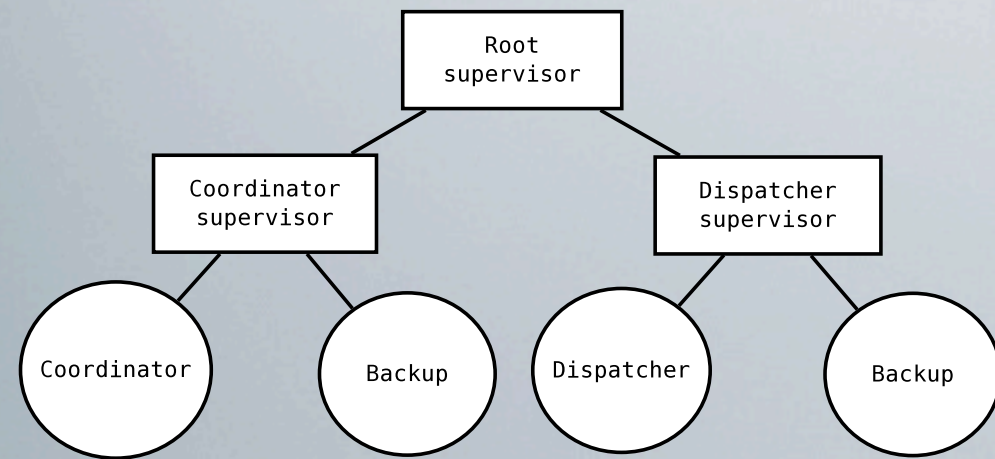




*We think so!*

Can game servers be improved with techniques originally developed for the telecom industry?

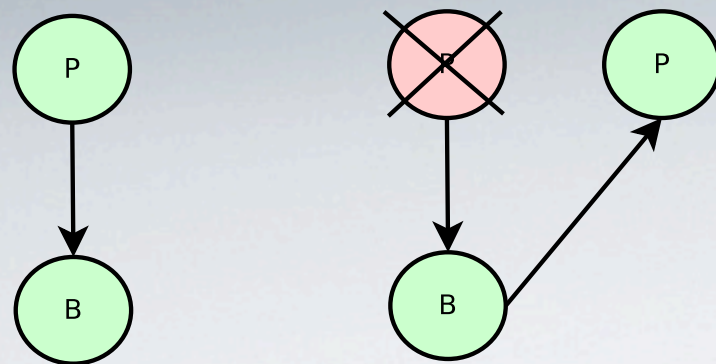
# Supervision



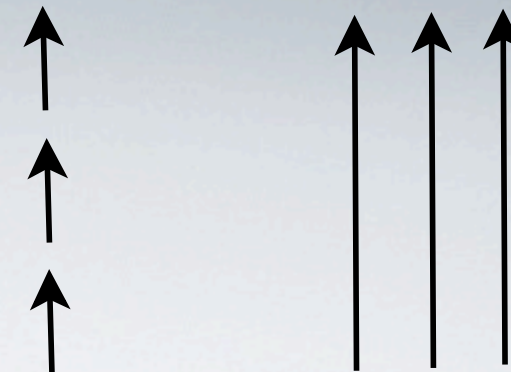
# Isolation



# Redundancy

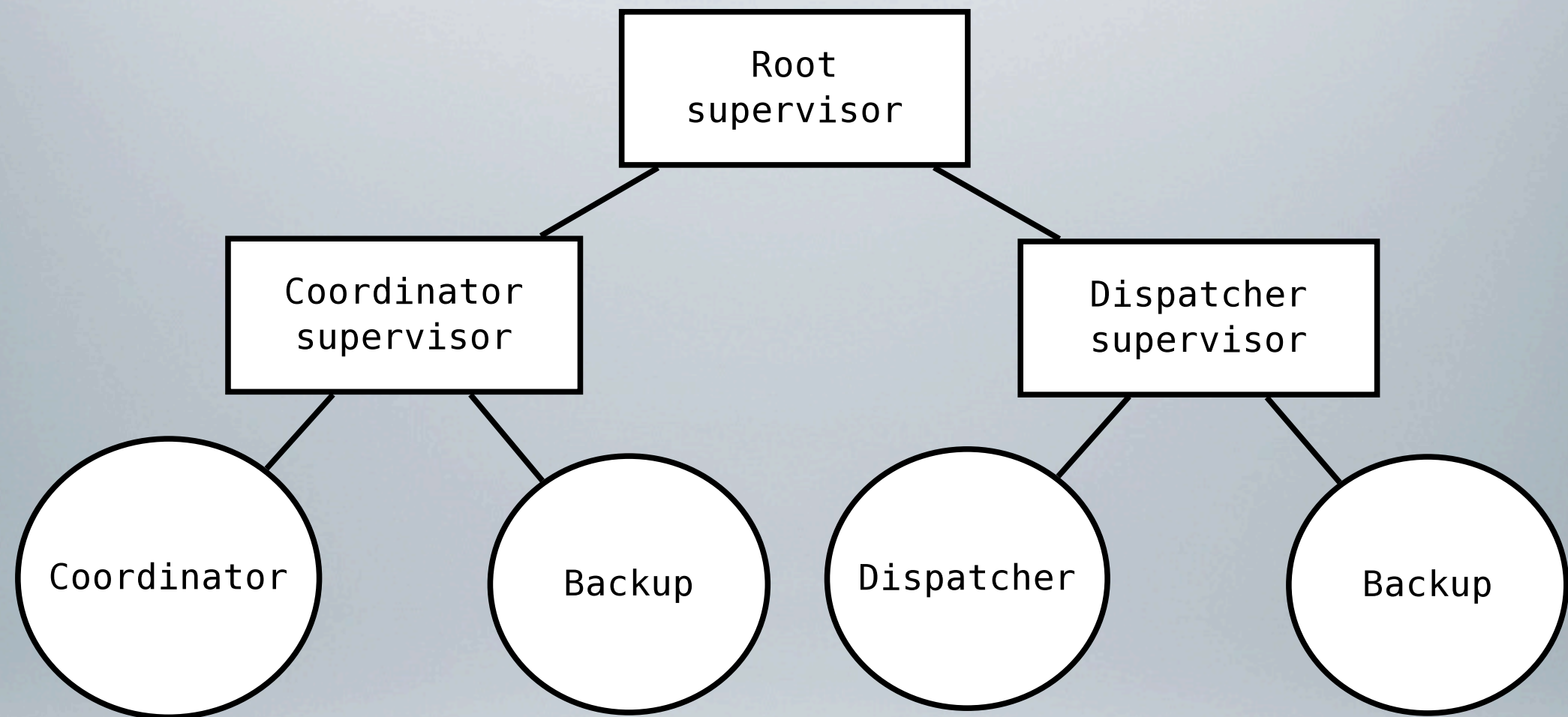


# Parallelism



# WHAT DO THEY USE?

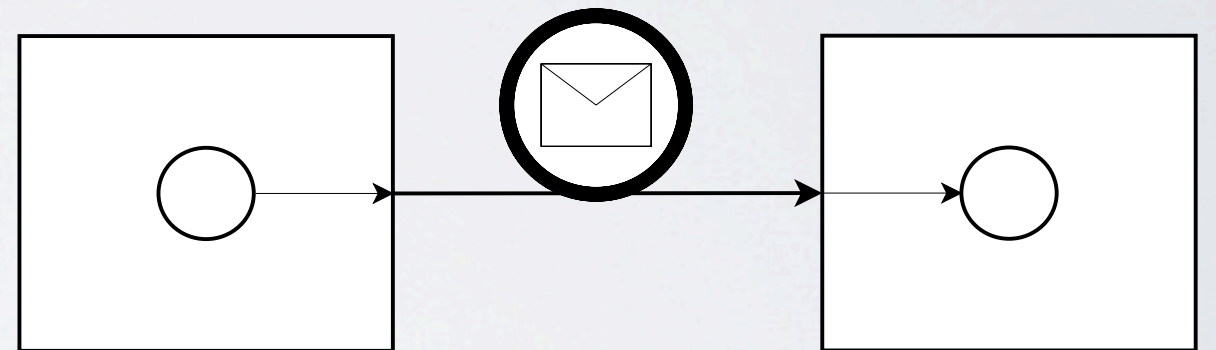


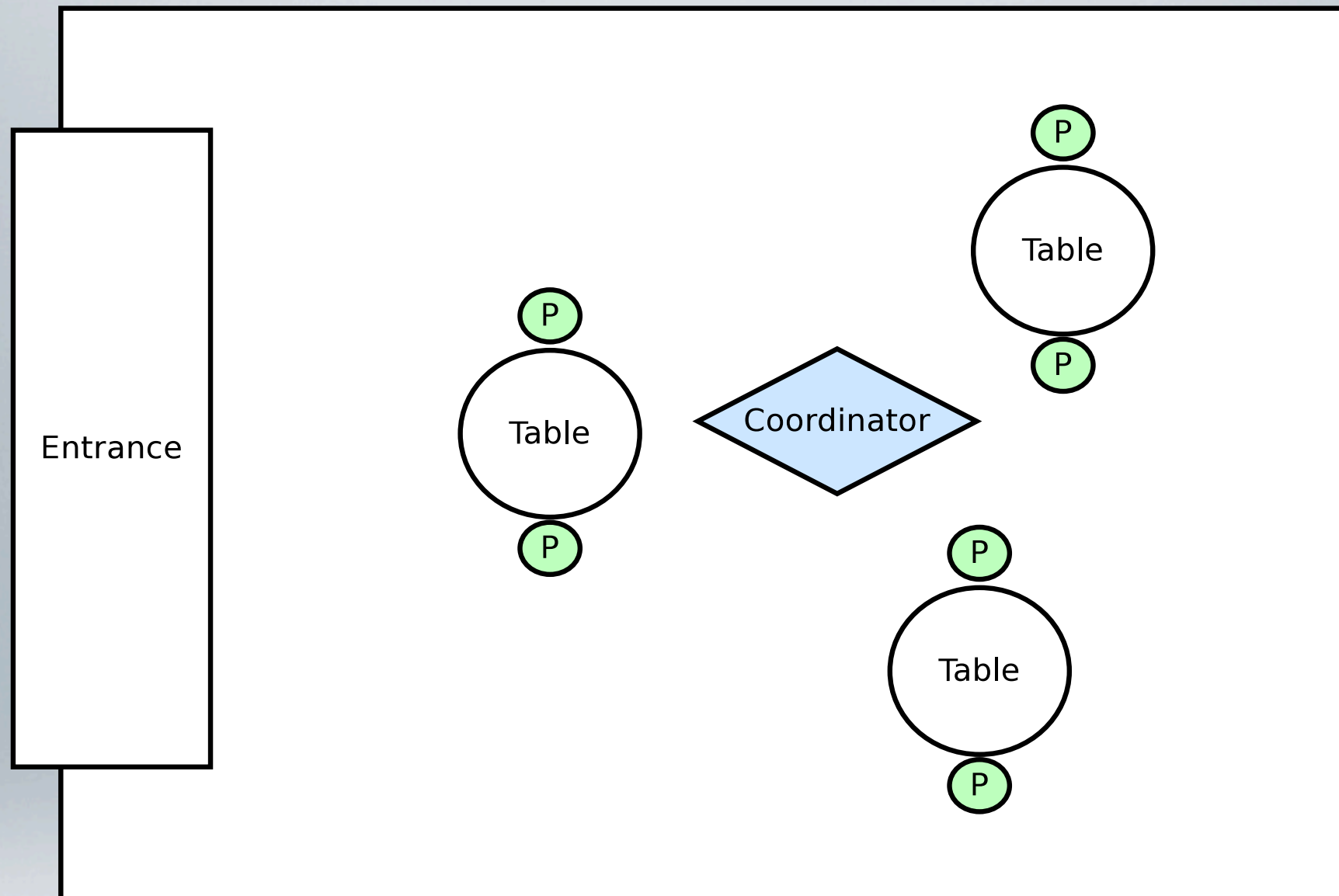


# SUPERVISION

# ISOLATION

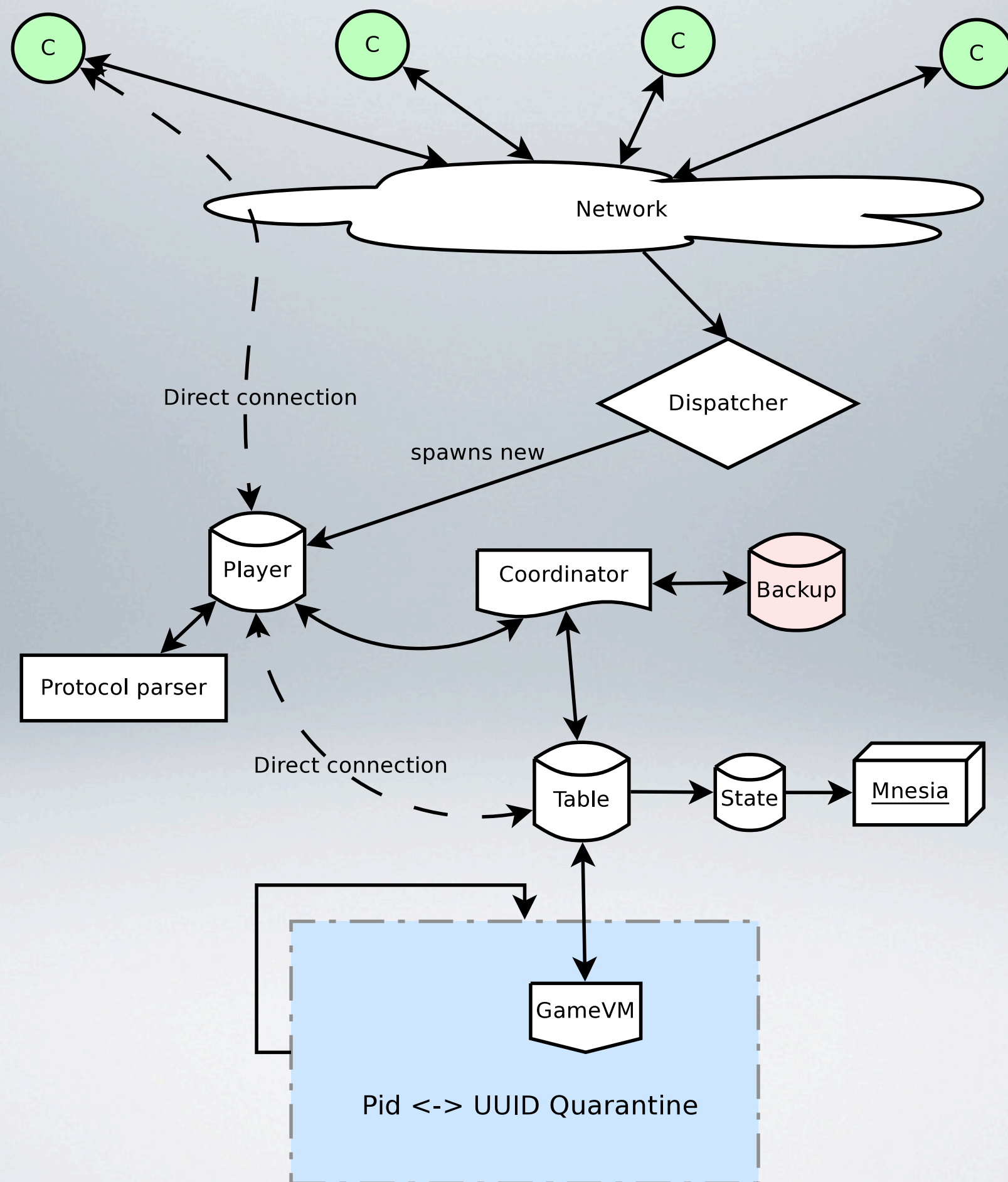
- Processes communicate through messages only
- The location of a process does not matter
- One process can't crash another



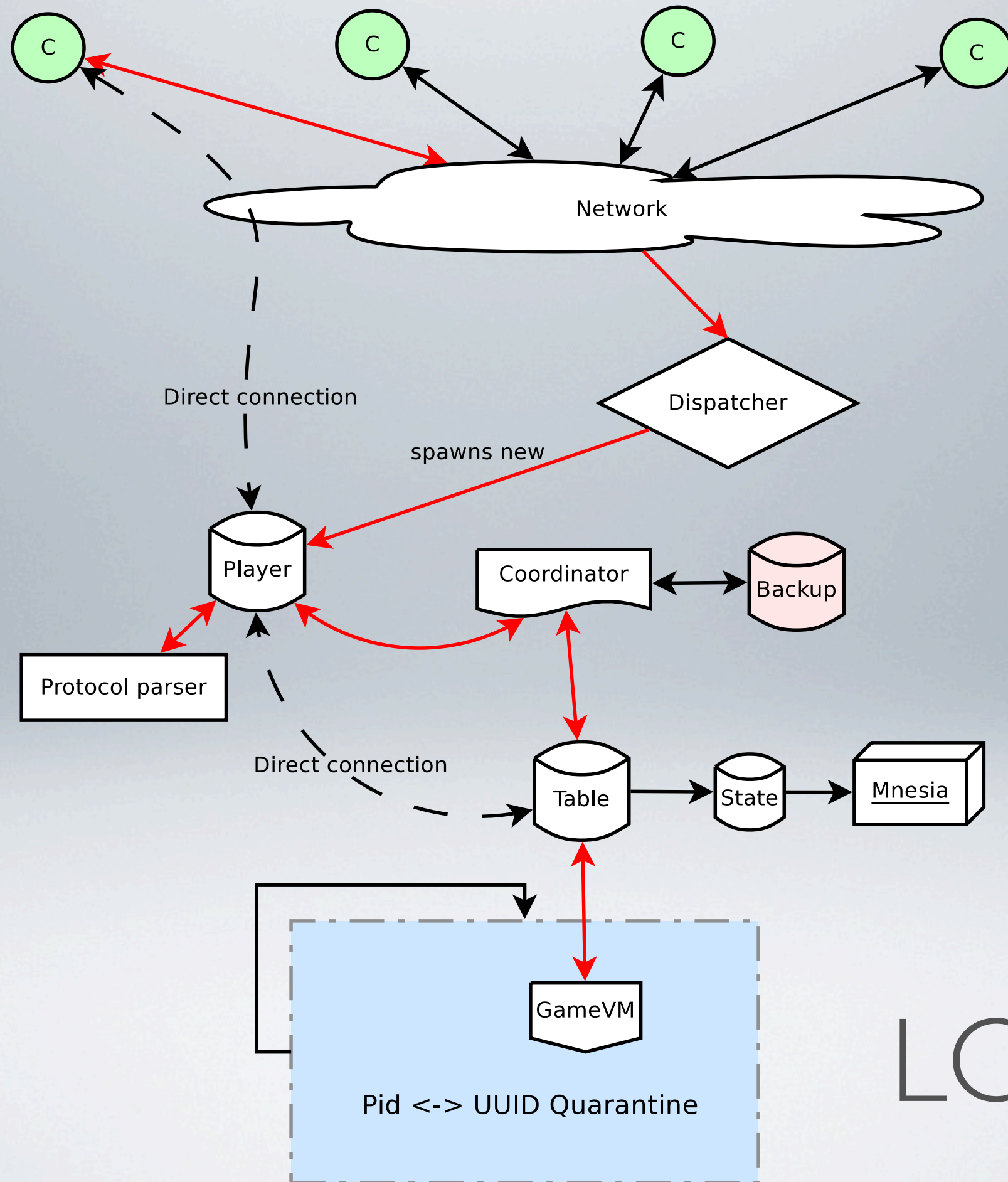


# BASIC CONCEPTS



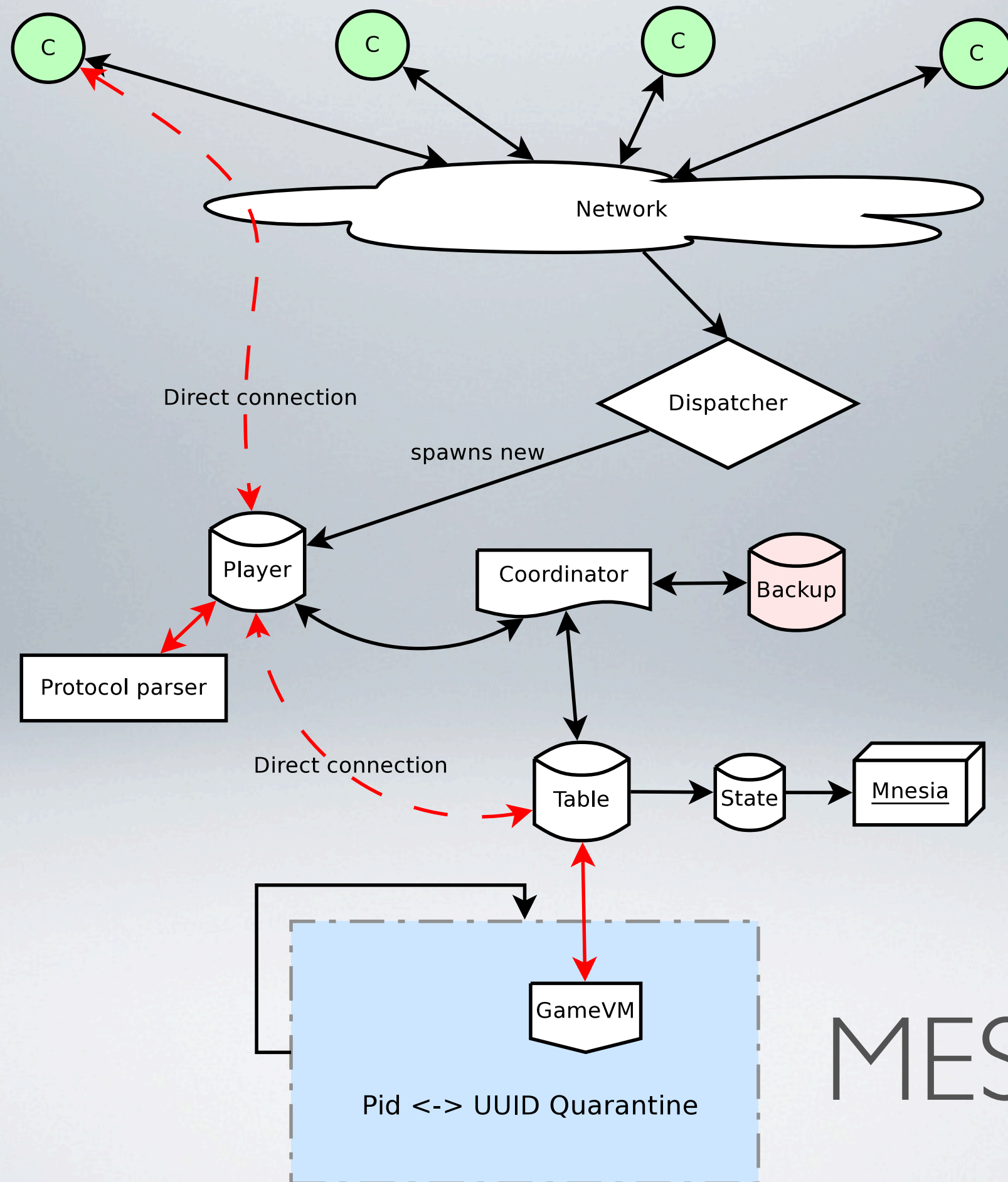






LOGIN





MESSAGE

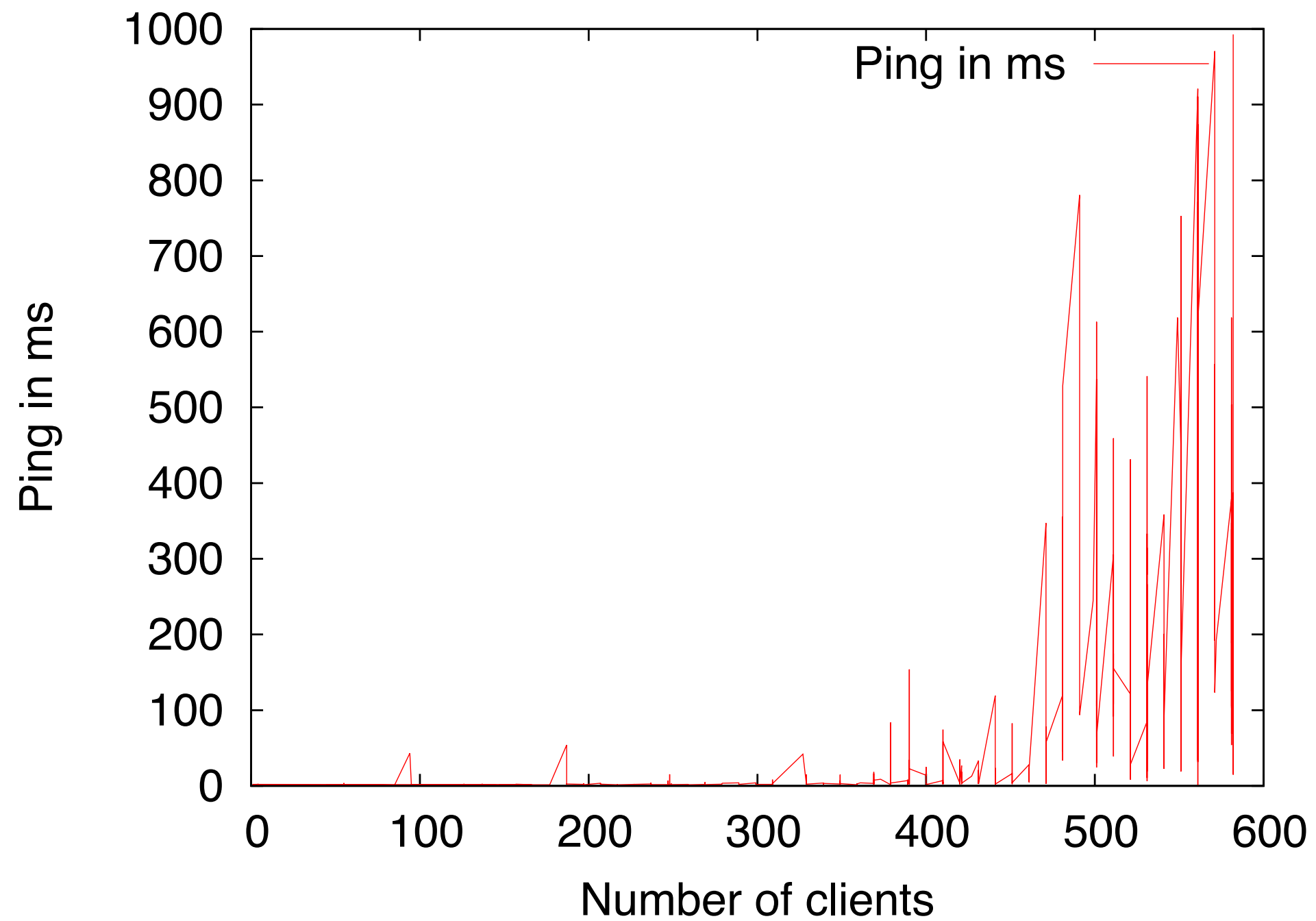


# MEASURING AND RESULTS

- Latency
- Messages per second
- (System load)

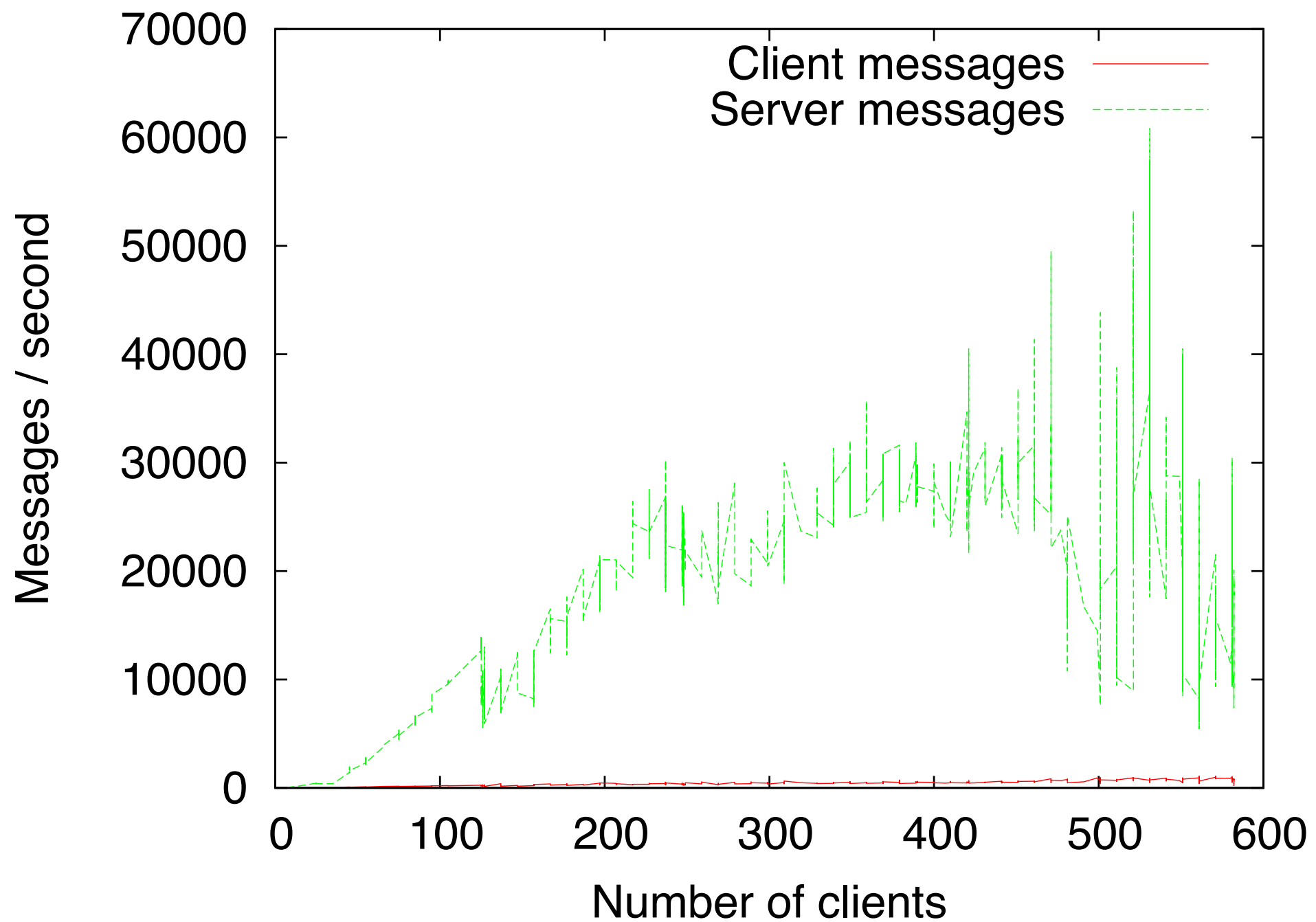






# LATENCY





# MESSAGES PER SECOND



## ELECTROSERVER 5.1 ADDS HTML5!

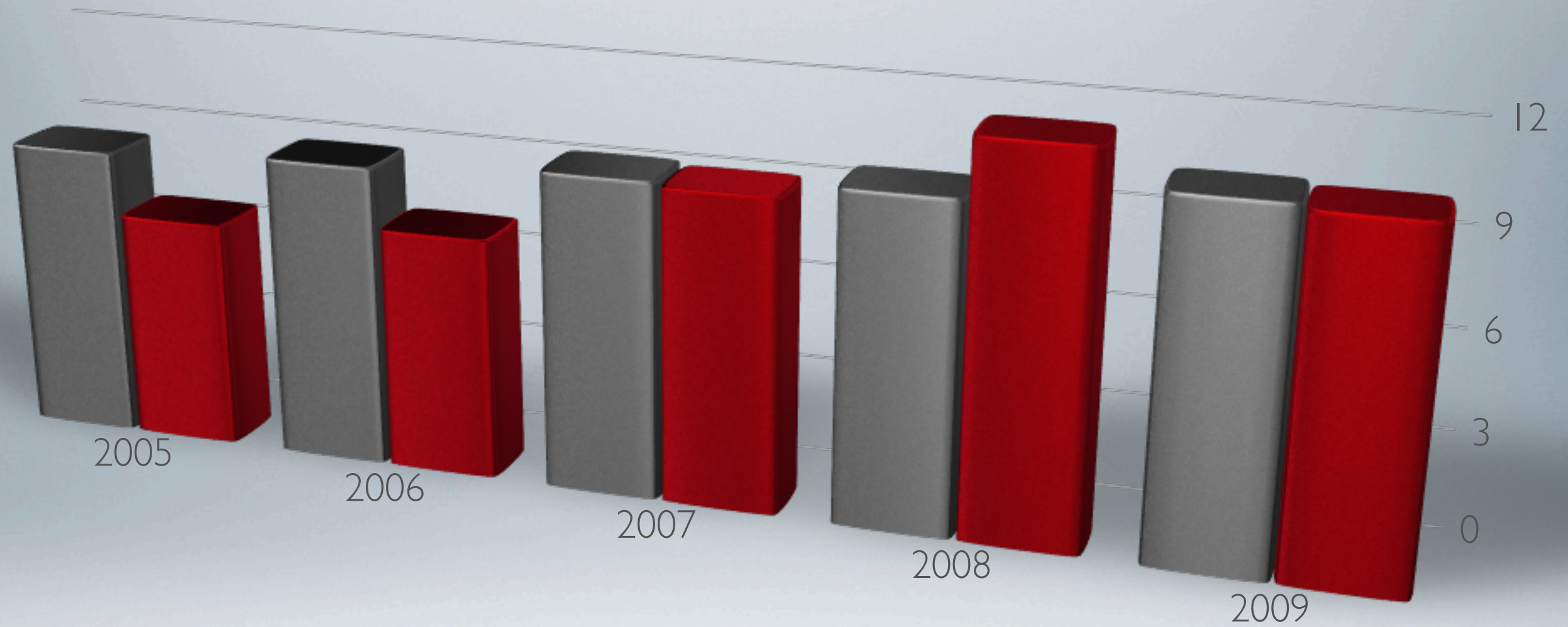
- APIs for Flash, Unity3D, iPhone/iPad, Android, XNA, and Javascript/HTML5.
- **Free 25 CCU license.**
- **1,000 CCU license for \$999.**
- **Unlimited CCU license for \$4,999.**
- Rock solid performance at scale, over 100,000 messages per second.
- UDP support for high packet rates.
- 2nd-generation binary protocol.
- More extension points than ever.
- Enhanced, multi-tiered security.
- Sleek new ES Admin interface.
- Extensive docs, and more than 40 examples.
- More features and innovations on the way!



# MESSAGES PER SECOND

■ Hollywood

■ Games



# BILLION DOLLAR INDUSTRY