

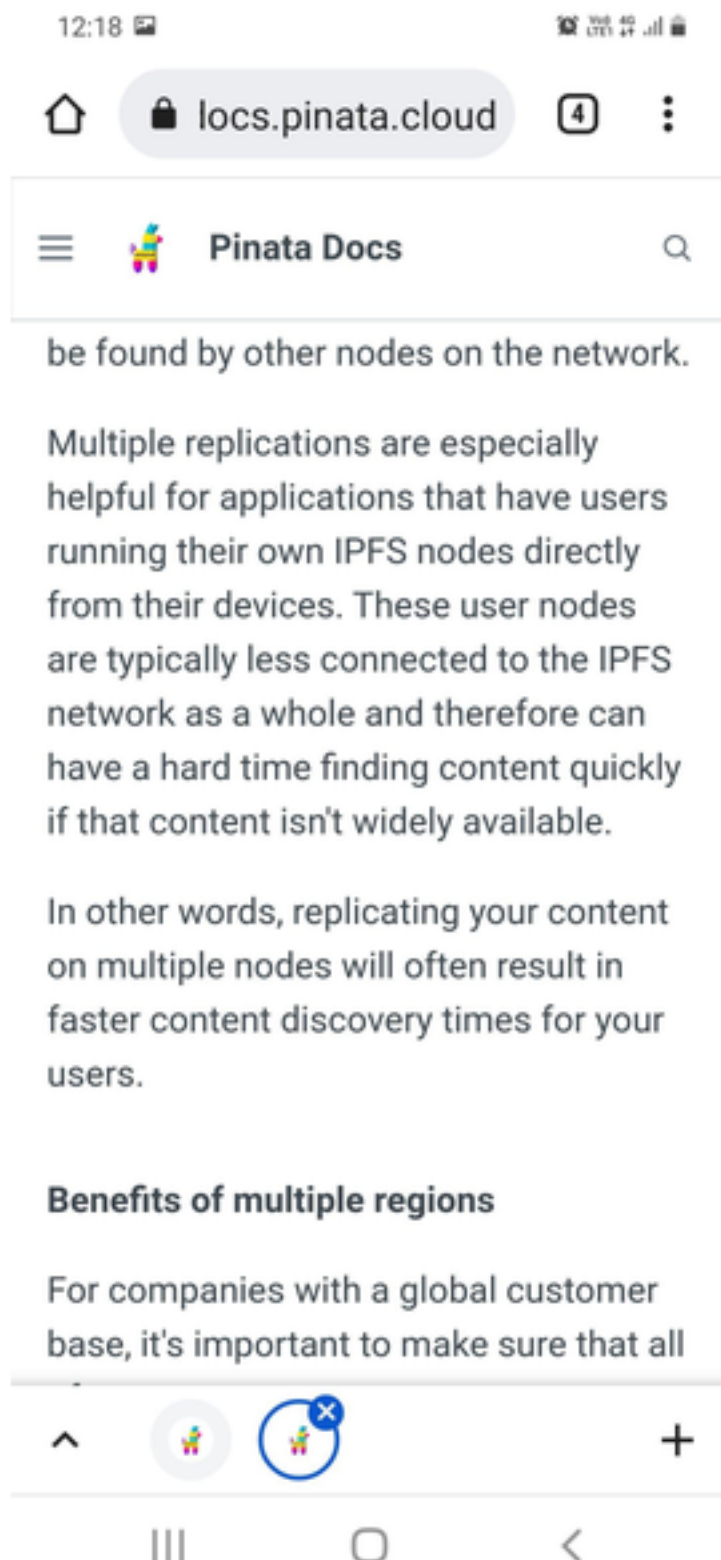
Title: clutching at Pinata straw here but.... these offer something interesting in terms if individual ownership and replication... skins have to replicated whether customised or not.. the same skins are in all games but each skin will need something to relate to the individual ■■■■ yes I'm super smooth

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Url: <https://www.reddit.com/gallery/spy7i0>





## How do I tell Pinata how many replications I want for each region?

Pinata lets users choose how their content is replicated through what's known as a "Pin Policy".

A user's pin policy tells Pinata how many times content should be replicated, and where that content should be replicated at.

To change the pin policy for your account, visit your [Account](#) page.

### Can I set a unique pin



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## Regions and Replications

### More is always better

For users looking for extra redundancy and speed, Pinata allows you to replicate your content on multiple nodes and in multiple regions.

#### Benefits of multiple replications

When retrieving content from IPFS, that content first has to be "found" on the network.

The more IPFS nodes replicating a piece of content, the faster that content can



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of your customers can get content quickly.

By letting you replicate content in multiple regions, Pinata allows you to move your content closer to the end-user.

This means faster retrieval times and a better user experience for users living in regions you've replicated to.

Don't see an area of the world you need? Let us know at [team@pinata.cloud](mailto:team@pinata.cloud)!

## How do I tell Pinata how many replications I want





## Can I set a unique pin policy for each piece of content?

You sure can. Each of our pinning API endpoints allows users to provide a custom pin policy that will be used instead of their account's default pin policy for that individual piece of content.

If you want to change a piece of content's pin policy after upload, you can also do so using the [hashPinPolicy](#) endpoint.

