

What: Photon Performance Counters

Version: 2.2.x

Author: <u>developer@exitgames.com</u>
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Proton Sockes Server Proton Sockes Server	Group	Counter	Dashboard	Description
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	Business Logic Threads Events/sec		The number of business logic events processed per second. Useful on graphs that cover a short period of time to show fluctuations in server load as it
			happens.
	Business Logic Queue	X	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.
		X	Useful on graphs that cover a short period of time to show fluctuations in server load as it happens.
	Business Logic Queue -/sec		The total number of requests removed from the business logic queue per
		x	second. Useful on graphs that cover a short period of time to show fluctuations in server load as it happens.
	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 Frocessing 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.
	·		The total number of requests added to the livet quede per second.
	ENet Queue -/sec		The total number of requests removed from the CNet queue per second
	544.5		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			
	Reliable commands queued {in, out}		
			IN: The number of reliable commands currently queued for processing.
			Out: The number of reliable commands that have been sent and are
			currently awaiting ACKs.
	Outgoing commands/sec		The number of outgoing commands per second.
	Reliable commands out/sec		The number of outgoing reliable commands per second.
	Reliable commands dropped/sec		The number of incoming reliable commands 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.
	Unreliable commands out/sec		The number of outgoing unreliable commands per second.
	Unreliable commands throttled/sec		The number of outgoing unreliable commands throttled (not sent!) per
	officiable community throttleay see		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.
	Unroliable commands dropped/sec		bandwidth lithits to reduce throttimg.
	Unreliable commands dropped/sec		The number of incoming unreliable commands dropped (due to coguence
			The number of incoming unreliable commands 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.
	Acknowledgements (in, out)		The total number of incoming acknowledgements received/sent.
	Acknowledgements {in, out}/sec		The number of incoming/outgoing acknowledgements per second.
	Pings {in, out}		The total number of incoming pings received/sent.
	Pings {in, out}/sec		The number of incoming/outgoing pings per second.
	Commands resent		The total number of commands resent due to ACK timeouts.
	Commands resent/sec		The number of commands resent due to ACK timeouts per second.
	Timeout disconnect		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
	7,000 2,000 4,000		limit queue.
	Transmit Rate Limit Bytes Queued		The total number of bytes currently in the transmit rate limit queue.
	Transmit Rate Limit Bytes Queded Transmit Rate Limit Bytes Discarded		The total number of bytes in the transmit rate limit queue when a peer was
	Transmit Nate Limit Dytes Discarded		reset.
ENET Timers	Timers Active		The total number of ENet timers currently active.
LIVET THIELS	Timers Created/sec		The number of ENet timers currently active. The number of ENet timers created per second.
	•		The number of ENet timers created per second. The number of ENet timers destroyed per second.
	Timers Destroyed/sec		
	Timers Set		The total number of ENet timers currently set.

The number of ENet timers set per second.

the CLR.

The number of ENet timers reset per second. The number of ENet timers firing per second.

The number of ENet timers cancelled per second.

The time an inbound datagram spends in the server before being passed to

The time an outbound datagram spends in the server before being sent.

... Timers Set/sec

... Timers Reset/sec

... Timer Events/sec

... Timers Cancelled/sec
Time Spent In Server: In (ms)

Time Spent In Server: Out (ms)