EXIT GAMES

Photon Server SDK - Getting Started

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Table of Contents

1 Overview: Purpose of the Photon Server SDK

The Photon Server SDK enables you to develop server-side applications within the Photon Socket Server and implement logic, persistency, cheat prevention or prediction in a central instance between any number of Photon clients.

2 Documentation

2.1 Online

All relevant documentation for Photon development can be found online on the **Photon Server Docs** site: **https://doc.photonengine.com/en-us/server/v5**.

To ask questions and get in touch with other Photon developers, visit our **Developer Forum**: **https://forum.photonengine.com/categories/server**.

The **Release History** for the Photon 4.0 Server SDKs is also online:

https://doc.photonengine.com/en-us/server/v5/version-history/photon-5-0-release

Other useful links:

- **Photon Performance Counters: https://doc.photonengine.com/en-us/server/v5/performance/photon-counters-list**
  Listing and explanation of the available PerfMon counters.

- **Photon Configuration: https://doc.photonengine.com/en-us/server/v5/operations/server-config-settings**
  A description of the available Photon configuration options, including all optional parameters.

2.2 In this SDK

Aside from this file, the doc folder includes several other documents:

- **photon-licenses-for-third-party-components.pdf**
  The list of open source and third party software used in Photon Server SDK with their respective licenses. An online version can be found here: **https://doc.photonengine.com/en-us/server/v5/reference/open-source-software**

- **photon-license-terms.txt**
  The terms of using Photon.

- **Photon.SocketServer.chm**
  Reference of the Photon Application class-framework. All applications are built on top of this. An online version can be found here: **https://doc-api.photonengine.com/en/server/v5/index.html**

3 System Requirements

Check the minimum system requirements for Photon here:
https://doc.photonengine.com/en-us/server/v5/operations/requirements

4   Quickstart

Check out the "Photon in 5 Minutes" – Tutorial here:

https://doc.photonengine.com/en-us/server/v5/getting-started/photon-server-in-5min

5   Licenses

Information on Photon's license file handling can be found here:

https://doc.photonengine.com/en-us/server/v5/operations/licenses

5.1   Free Photon License

Photon can be run for 100 concurrent *users for free*. The license for this is not included in the SDK and must be downloaded separately.

Get it here: **https://dashboard.photonengine.com/en-US/SelfHosted**

6   Included Applications

The Server SDK includes several applications, complete with source code. They are located in folders in sdk/src-server. Each has a different logic, here is a quick introduction:

6.1   Counter Publisher

The Counter Publisher is a "helper application". It collects performance data of Photon and your server and sends it to the Photon Dashboard service, where it can be displayed in a convenient way.

The Counter Publisher application is started by the default configuration but is not strictly required to run.

See the **Photon Dashboard** documentation for details:

http://doc.exitgames.com/en/onpremise/current/reference/photon-dashboard

6.2   LoadBalancing

The "LoadBalancing" application doesn't add a lot of in-game features but allows you to run multiple "game servers" to handle more games. A "master server" is the partner for clients to connect to, find or create games. Game servers continuously report how busy they are and the master assigns a server per room.
This is covered by a LoadBalancing API on the client side.
The Photon Cloud runs a similar code to this.
Check Photon's online reference for more info:
https://doc.photonengine.com/en-us/server/v5/applications/loadbalancing

6.3   NameServer

NameServer is useful to configure your different deployed regions or clusters. So load balancing is done at another level.
Check Photon's online reference for more info:
https://doc.photonengine.com/en-us/server/v5/applications/nameserver

7 News

You can stay up to date with Photon related announcements by reading our blog: **https://blog.photonengine.com/** or following us on twitter: **https://twitter.com/ExitGames**.