



Huge Multiplayer Networks

...with no strings attached

NETDOG

Massive worlds with over 2,000 players in one room

Intuitive API makes adding NetDog to demos possible in as little as a single day

Intuitive examples included in the SDK walk you through the process of creating applications

Easy integration with most game engines and other third party tools



A NetDog-enhanced demo using the Trinigy engine.



NetDog supports over 98000 users in one room in an internal test by using a relatively low data rate per client. Typical data rates will limit clients per room (server) to 2,000 or so.

Superior performance thanks to a lightweight UDP-based networking core resulting in reduced latency, higher per-client bandwidth, and less CPU consumption

First-class support, including detailed help and documentation, and access to our team of engineers and support professionals

NetDog Features and Benefits

	Features	Description and Benefits
Networking	Socket Connections	Automatic flow-control and connection management quickly sets all low-level network and socket connections.
	Flexible Routing	Defaulting to a star-configuration in which all clients receive all events, routing is something most NetDog users won't even have to think about. However, for advanced users, routing is fully customizable.
	Flexible Messaging	Basic UDP, with option to use Reliable UDP customizes in-game messages.
	Intelligent Protocols	Built into NetDog are intelligent protocols which handle a variety of things so you don't have to: from clock synchronization to dynamic reconnection, it's all there.
	Event System	A basic message format which can be used in a variety of situations.
High Level Features	Remote Procedure Calls	Remote Procedure Call support, makes writing NetDog-based applications faster and more intuitive.
	File Transfers	File Transfer API, allows entire file transfers of virtually any size (subject to OS limitations) with just a few lines of code.
	Object System	An Object-centric networking paradigm allows for intuitive, object-oriented updates to game data. Registered object fields are synchronized across the server and all clients with a single function call.
	Protocol Transparency	The protocol used for a network channel can be changed with a single flag. This allows for mixed networks, with some clients using UDP and others using TCP.
Performance	Fragmentation	Automatic message fragmentation, allows sending of large events/RPCs, up to 4GB in size.
	Aggregation	Automatic message aggregation, allows multiple small events/RPCs to transparently combine into a single network packet, reducing network load.
	Concurrent Execution	Optimized message pipeline, allows concurrent execution of events through the use of "tasklets".
	Flow Control	Flow-control algorithms used by TCP are added to UDP to combine the benefits of each of these protocols.
Security	Transparent Encryption	Military grade 256-bit AES encryption supported transparently.
	User-definable Event Validation Callbacks	Custom developer-definable event validation to stop hackers and cheaters.
Developer Tools	Flexible integration API	Event- and object-based models offer two different data sharing paradigms, giving the developer the choice to use either one, or both, of these models.
	Debugging Tools	Robust debugging tools provide text feedback on network events in easy to use, multi-tier format.
	Multi-channel Communication	Developer-definable channels allow for custom configuration, including message routing, encryption and event processing.
	Cross-platform Support	Supports PC, Macintosh, Linux, and iPhone* with Xbox 360 and PS3 forthcoming. *iPhone library available but iPhone demos are still under development.

© 2008 PX Interactive

All rights reserved. PX Interactive and the PX Interactive logo are copyright property of PX Interactive. Product specifications are subject to change without notice

For more information see www.netdognetworks.com

Contact us at:

sales@netdognetworks.com

Phone: +1 415 692 6757

