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Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; Table of Contents; Preface; Chapter 1: Developing Flash Virtual World; What is a virtual world?; Using virtual world for business; Using virtual world for education; Using virtual world for game; Background; Benefit of using Flash to build virtual world; Connecting players in a virtual world; A brief introduction to transport protocols; Peer-to-peer; Client-server network; Polling; Socket-based connection; Socket server; Available socket servers for Flash; SmartFoxServer; ElectroServer; Flash Media Interactive Server; Red5 Writing your own socket serverChoosing the right server; Application architecture of a virtual world; The whole picture of virtual worlds; Common features in virtual world; Avatar; World to explore; Home; Items; Quests; Non-player characters; Social features; Casual game design versus MMOG; Existing virtual world games; Club Penguin; Mole; Dofus; World of Warcraft; Summary; Chapter 2: Installing the Servers;

Comparing SmartFoxServer Lite, Basic, and Pro; SmartFoxServer Lite; SmartFoxServer Basic; SmartFoxServer Pro; Modifying the behavior of server; JSON/Raw data protocol
Accessing the database directlyComparing different package options; Developing and deploying virtual world environment; Adjusting server setting for the deployment environment; Hosting SmartFoxServer, web server, and database in one server; Hosting SmartFoxServer in dedicated standalone server; Benefiting from setting up SmartFoxServer, web server, and database in different machines; Setting up the development environment; Installing Java Development Kit; Installing JDK On Windows; Installing JDK on Mac OSX; Installing JDK on Linux; Installing for General Linux; Installing for Ubuntu Linux Downloading SmartFoxServer ProInstalling SmartFoxServer Pro; Installing on Windows; Installing on Mac OSX; Installing on Linux; Running the SmartFoxServer; Starting SmartFoxServer on Windows; Starting SmartFoxServer on Mac OS; Starting SmartFoxServer on Linux; Using embedded web server and database; Running the embedded web server; Running the embedded database server; Downloading third-party HTTP and database server package; Installing WAMP on Windows; Installing MAMP on Mac OSX; Installing LAMP on Linux; Connecting SmartFoxServer and MySQL server; Downloading JDBC Driver for MySQL Setting up the JDBC driverConfiguring the server settings; Configuring MySQL server connection in SmartFoxServer; Restarting the server; Running examples; Loading a simple chat application; Setting up the administration panel; Logging in to administration panel; Locating the Flash Client API; Summary; Chapter 3: Getting Familiar with SmartFoxServer; Configuring a basic SmartFoxServer; Overview of the configuration file structure; Configuring the server; Automatically the binding all available IP addresses to server; Listening port for connections
Setting policy load data from machines in other domains

Sommario/riassunto

Build immersive, full-featured interactive worlds for games, online communities, and more