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5.3.1 Preferential IP Layer Queuing and Scheduling
5.3.2 Link Layer Support for Packet Prioritisation; 5.3.3 Where to Place and Trust Traffic Classification; 5.4 Measuring Network Conditions; References; 6 Latency Compensation Techniques; 6.1 The Need for Latency Compensation; 6.2 Prediction; 6.2.1 Player Prediction; 6.2.2 Opponent Prediction; 6.2.3 Prediction Summary; 6.3 Time Manipulation; 6.3.1 Time Delay; 6.3.2 Time Warp; 6.3.3 Data compression; 6.4 Visual Tricks; 6.5 Latency Compensation and Cheating; References; 7 Playability versus Network Conditions and Cheats
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8.2 Access Network Protocols and Standards

Sommario/riassunto

The computer game industry is clearly growing in the direction of multiplayer, online games. Understanding the demands of games on IP (Internet Protocol) networks is essential for ISP (Internet Service Provider) engineers to develop appropriate IP services. Correspondingly, knowledge of the underlying network's capabilities is vital for game developers. Networking and Online Games concisely draws together and illustrates the overlapping and interacting technical concerns of these sectors. The text explains the principles behind modern multiplayer communication systems and the technique
