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| 1. Record Nr. | UNISA996396125303316 |
| Autore | Essex Robert Devereux, Earl of, <1591-1646.> |
| Titolo | Several propositions propounded, by his Excellencie, the Earl of Essex, to the cavaleees [sic], neere Darby-shire, September the 21. 1642 [[electronic resource]] : Being very fit and necessary to be published throughout the kingdomes of England and Scotland. Together with a true relation of a famous sea-fight, performed by Van Trump the Dutch admirall with ten ships, against the Spanish fleet, being going to assist the rebels in Ireland, with men and ammunition. With the manner of his obtaining the victory, and after 11. hours fight took ten of the Spanish ships, and put the rest to flight. Reported to the House of Commons, Septem. 20 |
| Pubbl/distr/stampa | [London], : Printed for I. White, September 21, 1642 |
| Descrizione fisica | [8] p |
| Soggetti | Great Britain History Civil War, 1642-1649 Early works to 1800 Ireland History Rebellion of 1641 Early works to 1800 |
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Note generali | Place of publication from Wing. Reproduction of the original in the British Library. |
| Sommario/riassunto | eebo-0018 |

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| 2. Record Nr. | UNINA9911019298503321 |
| Autore | Armitage Grenville |
| Titolo | Networking and online games : understanding and engineering multiplayer Internet games / / Grenville Armitage, Mark Claypool, Philip Branch |
| Pubbl/distr/stampa | Chichester, England ; ; Hoboken, NJ, : John Wiley & Sons, c2006 |
| ISBN | 9786610606085 9781280606083 1280606088 9780470030479 047003047X 9780470030462 0470030461 |
| Descrizione fisica | 1 online resource (234 p.) |
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| Altri autori (Persone) | ClaypoolMark BranchPhilip |
| Disciplina | 794.8/1526 |
| Soggetti | Video games - Programming TCP/IP (Computer network protocol) Video games |
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Note generali | Description based upon print version of record. |
| Nota di bibliografia | Includes bibliographical references and index. |
| Nota di contenuto | Networking and Online Games; Contents; Author Biographies; Acknowledgements; 1 Introduction; 2 Early Online and Multiplayer Games; 2.1 Defining Networked and Multiplayer Games; 2.2 Early Multiplayer Games; 2.2.1 PLATO; 2.2.2 MultiUser Dungeons; 2.2.3 Arcade Games; 2.2.4 Hosted Online Games; 2.3 Multiplayer Network Games; 2.3.1 DOOM - Networked First-Person Shooters Arrive; References; 3 Recent Online and Multiplayer Games; 3.1 Communication Architectures; 3.2 The Evolution of Online Games; 3.2.1 FPS Games; 3.2.2 Massively Multiplayer Games; 3.2.3 RTS Games; 3.2.4 Sports Games 3.3 Summary of Growth of Online Games3.4 The Evolution of Online Game Platforms; 3.4.1 PCs; 3.4.2 Game Consoles; 3.4.3 Handheld Game Consoles; 3.4.4 Summary; 3.5 Context of Computer Games; |

3.5.1 Physical Reality; 3.5.2 Telepresence; 3.5.3 Augmented Reality; 3.5.4 Distributed Virtual Environments; References; 4 Basic Internet Architecture; 4.1 IP Networks as seen from the Edge; 4.1.1 Endpoints and Addressing; 4.1.2 Layered Transport Services; 4.1.3 Unicast, Broadcast and Multicast; 4.2 Connectivity and Routing; 4.2.1 Hierarchy and Aggregation; 4.2.2 Routing Protocols 4.2.3 Per-hop Packet Transport 4.3 Address Management; 4.3.1 Address Delegation and Assignment; 4.3.2 Network Address Translation; 4.3.3 Dynamic Host Configuration Protocol; 4.3.4 Domain Name System; References; 5 Network Latency, Jitter and Loss; 5.1 The Relevance of Latency, Jitter and Loss; 5.2 Sources of Latency, Jitter and Loss in the Network; 5.2.1 Propagation Delay and the Laws of Physics; 5.2.2 Serialisation; 5.2.3 Queuing Delays; 5.2.4 Sources of Jitter in the Network; 5.2.5 Sources of Packet Loss in the Network; 5.3 Network Control of Lag, Jitter and Loss 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 7.1 Measuring Player Tolerance for Network Disruptions 7.1.1 Empirical Research; 7.1.2 Sources of Error and Uncertainty; 7.1.3 Considerations for Creating Artificial Network Conditions; 7.2 Communication Models, Cheats and Cheat-Mitigation; 7.2.1 Classifying and Naming Methods of Cheating; 7.2.2 Server-side Cheats; 7.2.3 Client-side Cheats; 7.2.4 Network-layer Cheats; 7.2.5 Cheat-mitigation; References; 8 Broadband Access Networks; 8.1 What Broadband Access Networks are and why they Matter; 8.1.1 The Role of Broadband Access Networks; 8.1.2 Characteristics of Broadband Access Networks 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
