

SCINTERFACE®: INTEGRATING DISPARATE APPLICATION NETWORKS

From teenagers to our armed services, people of all walks of life use online gaming as a medium for everything from entertainment to training. Hosted applications such as multiplayer online games come in various forms including first-person shooters, real-time strategy and Massive Multiplayer Online Role-Playing Games (MMORPG). These different types of games are all driven by servers that commonly run on multiple platforms, consume large amounts of computing resources (CPU, memory and disk) and follow no standards for the way that they are programmed to the communication protocols that they use. These complexities present unique challenges for the system administrators who are required to setup, configure, manage, and maintain the infrastructure that allow these games to function.

SCInterface® (pronounced S-C-Interface) from Netarus, LLC provides an open source platform to tie the multitude of hosted applications into a single framework. This includes support for off-the-shelf online game servers (Quake™, Battlefield 1942™, etc.), production and development game servers, as well as custom user interfaces such as web browser, PDA and cell phone interfaces. In addition, SCInterface provides analytical tools for interpreting game server data and reconfiguring games at certain intervals based on pre-defined criteria such as game server failure.

The SCInterface framework was developed to manage, control and monitor distributed heterogeneous application hosting networks. Functioning as the "glue" to tie together these networks, SCInterface works with an array of applications to retrieve this data and distribute this information securely to a centralized interface. SCInterface enables applications to be monitored, managed and controlled seamlessly without requiring a new standard to be adopted or implemented when an application or platform is released. User defined triggers can also be added to fully automate events within the network.

Product Highlights:

- ◆ Manage all game servers within a single framework
- ◆ Fully customizable for custom hosted applications
- ◆ Support for Windows and Linux servers
- ◆ Fully automated installations
- ◆ Quickly Migrate one server to another
- ◆ Virtualization Support: Virtuozzo, VMWare & VirtualIron
- ◆ Support for clustering, fail-over and load balancing
- ◆ Monitor status in real-time
- ◆ Create event based triggers
- ◆ Email notifications
- ◆ Centralized interface accessible from any location
- ◆ User and Group permissions with End-to-End encryption
- ◆ PHP and Java based APIs
- ◆ Native Support for Battlefield™, Quake™ and more...

This universal software platform offloads the processing from multiple game servers to a secure and central location that renders this information to any type of interface. SCInterface is a linearly scalable monitoring and control solution, which leverages proven technologies including XML, AJAX, AES, multi-threading, and advanced caching mechanisms for improved performance.

This white paper provides an overview of the challenges presented to those who manage today's game servers and how SCInterface is the solution to reduce the cost and time to market for integrating legacy and disparate hosted application networks.

Contact Information:

Netarus, LLC
 5740 Albright Drive
 Virginia Beach, VA 23464
 Office: (757) 963-7901
 Fax: (610) 523-2734
 Email: sales@netarus.com
 SCInterface Web Site: <http://games.scinterface.com>
 Netarus Web Site: <http://www.netarus.com>

Contact Netarus For Your
 Free White Paper On
 SCInterface at
<http://games.scinterface.com/wp>