

Game Server Hosting - Ping or Die

Game servers are usually developed in a form of a standard component that can be found in many games that have a multiplayer option. After this kind of business became popular, hosting companies immediately responded to the growing demand and started offering dedicated servers for online gaming to both those who want to make business and to those who are simply enthusiastic. Generally game server hosting caters to two main groups of online games - those available from the main server, and those that operate through a series of distributed ones.

Centralized servers are mostly often used to host games that require these servers to be able to host thousands of users playing at the same time. The main server stores all the necessary data about the game environment and the cyber world is there 24 hours 7 days a week. The game goes on no matter if the user is online or offline. To participate in the game, a player usually needs special client software that connects to the main server. One of the most popular game using the technology of centralized servers is the World of Warcraft.

Another model is the distributed servers technology. This one is usually utilized by enthusiasts and small businesses. In this model the software is distributed onto several dedicated game servers. As an example, real-time strategies are usually based on this technology. They need frequent updates of the game world that is executed through messaging between users and servers. There should be a master server in this chain to control messaging between the whole bunch of distributed servers. Low latency and fast ping time - that is what needed for this model to be successful and ensure the fast speed of messages reaching the server and coming back to the user. Users usually choose servers with the best ping rates and connect to them to play online. That is why game server hosting companies connect their servers to the fastest networks. Security, operating system and applications tweaking and thorough configuration are also very important.

Hosting providers usually supply their clients with game server hosting services that include the most technologically advanced servers and network connections, very often with the preinstalled software to start online gaming business immediately. The most popular games using the technology of distributed servers are: Doom 3, Medal of Honor, Halo, Unreal Tournament, Counter Strike, Quake 3 etc.

Game server hosting providers are expected to significantly increase their revenue due to such rapid growth figures of online gaming. Many hosting companies have already build up a wide range of special game server hosting offers including even those for \$30-40 a month. This is significantly cheaper than many low-performance dedicated servers.

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About the Author

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