

# NETDRONE CLUSTER SPECS

Sort	Kind1	Kind2	Function	Feature
Protocol	RTCP	Normal	Send packets immediately	
		Trust	Resend up to 3 times on error	
		Block	Collected at MTU size and sent at once	
	RUDP	Normal	Send packets immediately	
		Trust	Check interval and send packets	
		Block	Check receiving and send packets	
		Order	Packet order guarantee and send packets	
	NDP	TCP Packet Header	Optimized data size of 8 Bytes	
		UDP Packet Header	Optimized data size of 12 Bytes	
		Command Header	Game protocol commands	
		Command Data	Protocol data structure	
NDP over HTTP	Command Header	Game protocol commands	Base64	
	Command Data	Protocol data structure	Base64	

Sort	Kind1	Kind2	Function	Feature
Packet	Header Encryption	RC5	Duplexing encryption processing	64bit
	Data Encryption	RC5	RSA encryption algorithms	64bit
		RC6	RSA encryption algorithms	128bit
		RC5/RC6 + Random Key	RSA encryption algorithms + Random key	
	Data Encoding	Base64	Used to transfer binary data from a string protocol structure.	

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Socket	Connector	TCP	Adjustable Keep-Alive support	
		UDP	Adjustable Keep-Alive support	
	Connection Manager	List	It can be used only on Linux, OSX, Android, iOS.	Fast
		Pair	Can be used on all OS	Portable
	Data Reader	TCP	Reusable buffer structure prevents memory leaks	
		UDP	Reusable buffer structure prevents memory leaks	
	Listener	Host	P2P connection handling support for client	UDP
		Server	TCP, UDP, TCP + UDP connection handling support	TCP+UDP
	Sensor	Poll	Poll, .NET Poll support	
		Epoll	Linux based Epoll support	

Sort	Kind1	Kind2	Function	Feature
Languages	C#	Mono / .NET	Linux, Windows, OSX support	
		.NET Framework	Windows only	
	PHP	Apache HTTP Server	Linux, Windows, OSX support	
		NGINX Server	Linux, Windows, OSX support	

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Core	Design Pattern	Singleton	It can be used on all OS and is provided in template	
		Factory	It can be used on all OS and is provided in template	
	Reuse Memory	Allocator	Reusable model when there is allocated and unused memory	Fast
	Thread	POSIX	Support automatic setting of number of threads according to number of CPUs	
		CLR	Support Foreground and Background selection and automatic setting of thread count	.NET
	Lock	Mutex	Available in general threads	
		Monitor	CLR threads only	.NET
	Game Data	CSV	Support reading data in text	
		Binary CSV	Support reading data in binary	Fast
	Game Log	NDLF	Support tiny game log format	Fast
	Configuration	NDCF	Support dedicated configuration format	

Sort	Kind1	Kind2	Function	Feature
Tools	DataConverter		CSV to Binary CSV converter	
	CryptTester		RSA RC5/RC6 tester	
	ReuseMemory		Virtual memory pools tester	
	DummyClient		RTCP, RUDP tester	

Sort	Kind1	Kind2	Function	Feature	
Cluster	Client	UnityClient	Cheat keys client for full test of solution	Unity3D	
	Server (Distributed processing)	RegiServer	RegiServer	Web account registration (NDP over HTTP)	PHP
		AuthServer	AuthServer	Load-balancing server from authentication and main-server connection counts	C#
		MainServer	MainServer	Game logic server	C#
		LinkServer	LinkServer	Server-to-Server communication and connection management server	C#
	DBMS	Info	Info	Game database used on both client and server	MySQL
		Auth	Auth	Authentication database for DBMS load-balancing	MySQL
		Player	Player	Player database for online-game	MySQL
		Server	Server	Server database for game environments	MySQL
	Script	Control	Control	Remote control-tool based on SSH	Bash
		Command	Command	Remote command-tool based on SSH	Bash