Actionscript For Multiplayer Games And Virl Worlds

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however, you can develop a multiplayer game by using php and Flash as3 for that you have to create a PHP socket server program to handle Actionscript request. This can be achieved after you done creating PHP socket Server and you have to create socket connection from flash and connect to php socket server.

actionscript 3 - AS3:Multiplayer Game by using AS3 with ...

While developing multiplayer content is challenging, it isn't as difficult as you might think, and it is fun and highly rewarding! ActionScript for Multiplayer Games and Virtual Worlds explains fundamental multiplayer concepts from connecting to a server to real-time latency hiding techniques. In this book you'll learn:

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old favorites are donkey kong pac actionscript for multiplayer games and virtual worlds explains fundamental multiplayer concepts from connecting to a server to real time latency hiding techniques in this book youll learn how to connect users to achieve real time interaction when to make decisions on the server versus the game client time

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All of these you can find in the ActionScript for Multiplayer Games book. This book is a very valuable resource for ActionScript developers and architects wanting to develop real-time multiplayer games. The book is based on ElectroServer Java socket-server on the server-side and Adobe Flash/ActionScript technology on the client-side.

Amazon.com: Customer reviews: ActionScript for Multiplayer ...

ElectroServer is one of the most-used socket servers for multiplayer Flash content. In this chapter, learn the concepts and terminology specific to ElectroServer, as well as how to install it and write a simple hello-world application. You'll also learn how to configure the server using the web-based administration system.

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