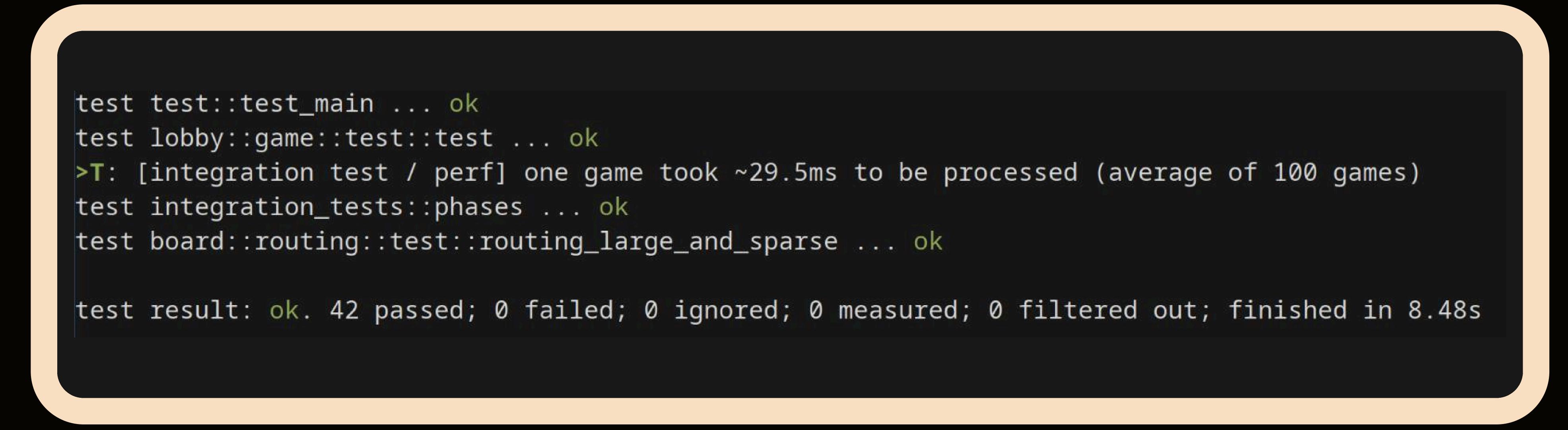
BATTLEFRONTTACTICS SERVER



L. Lachenmeier, K. Fuchs, M. Baumeister, W. Artmann, L. Reimann

Blazingly FastTM even on slow systems

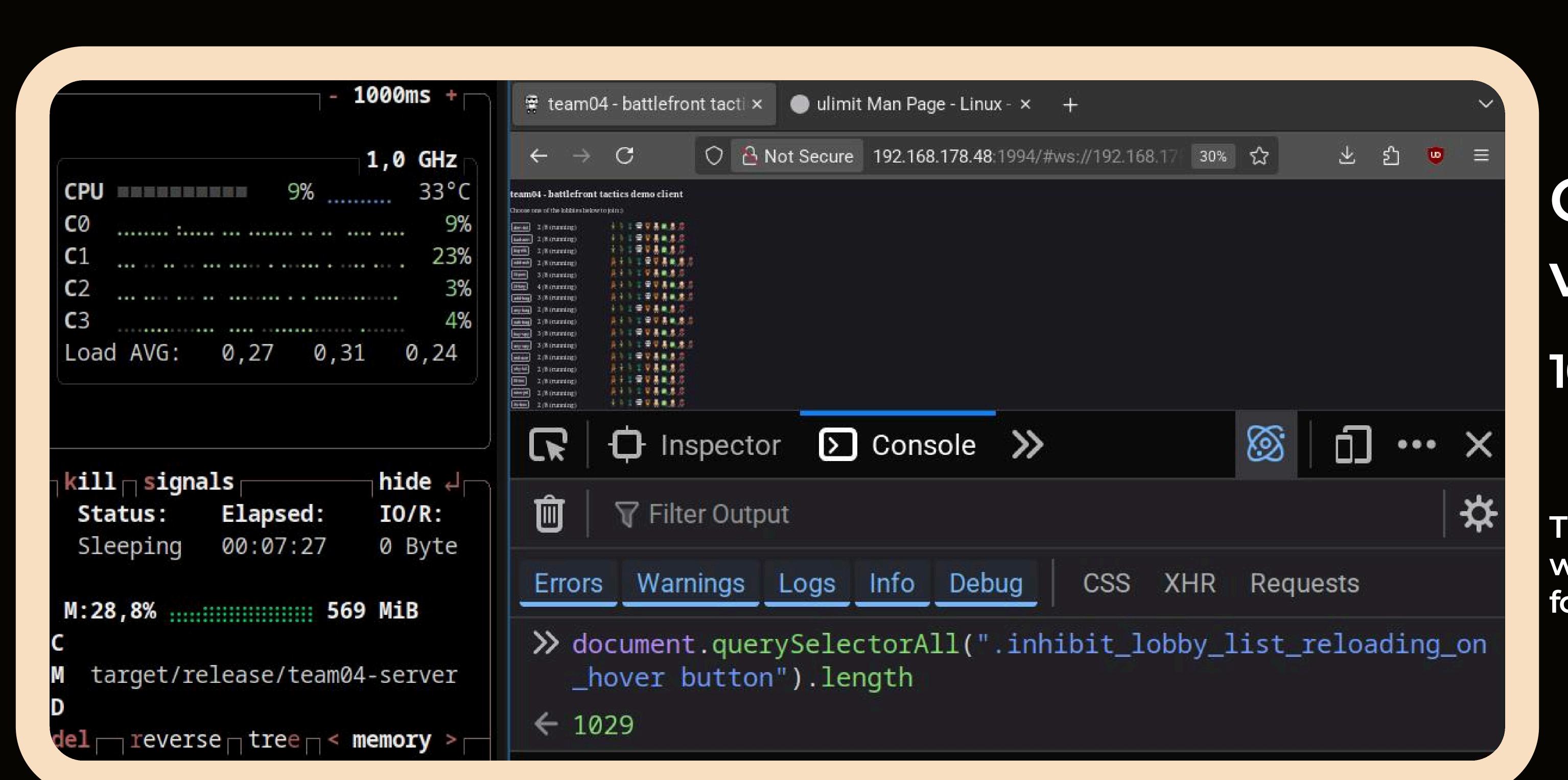
Up to 30 matches per second and over 1k Lobbies running on a Pine64



Processes a whole game in 30ms on a Pine64

100 Games with 10 Rounds each, simulated with mocked top connections.

WebSocket protocol and message parsing are all included in this test.



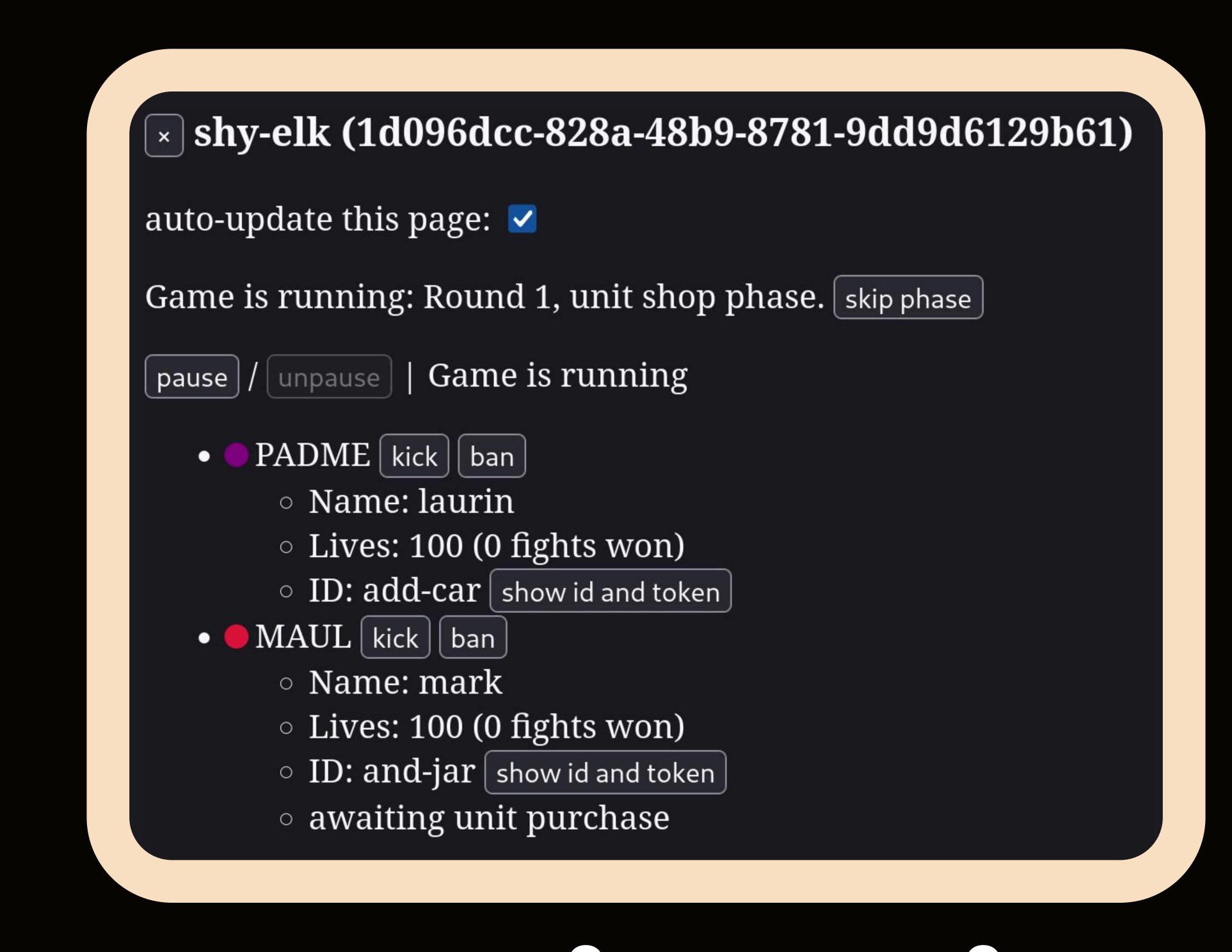
Creating over 1000 Lobbies via ws:// on a Pine64:

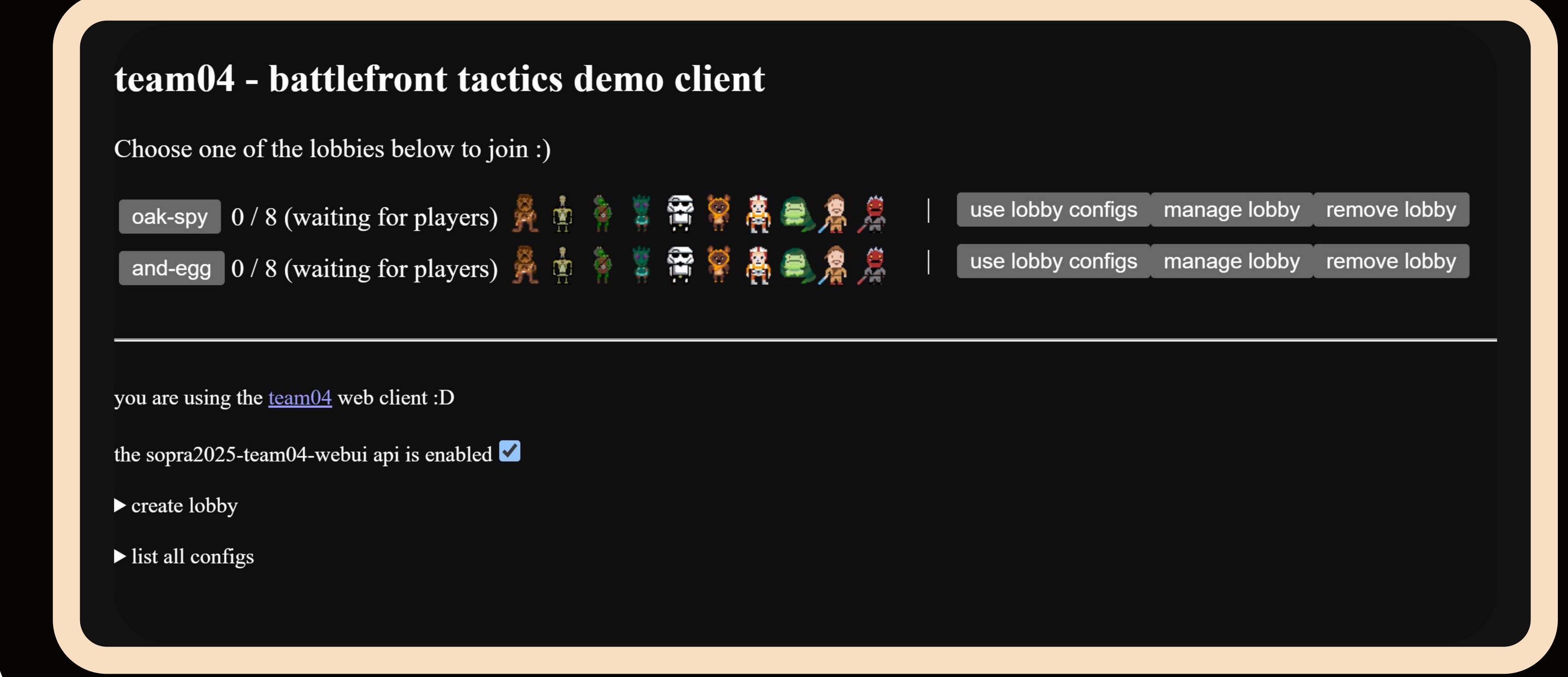
10% CPU and 600MB Memory

There are way too many connections, we had to increase the Linux fd limit for this stress test to actually work

Play with us!:D







Builtin Webui & Client

Manage Lobbies and test new features right in your Browser

Why our server?



