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CHAPTER 2 , Connecting Users , we introduced socket servers—software that

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is usually running in a remote location, accessible over the Internet, that manages thousands of connections between client applications (in our case, games and virtual worlds).

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The ElectroServer API is an ActionScript

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3 API used by a multiplayer application to connect to and communicate with ElectroServer. The API is provided as a SWC file, which you will find it in the 'lib' directory of all examples in this book that communicate with ElectroServer.

Hello World | ActionScript for Multiplayer Games and ...

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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

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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.

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If the title of the book doesn't give it

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away, it is a book that focuses on multiplayer concepts and applies them to games and virtual worlds via ActionScript.

ActionScript | Jobe Makar's Blog

This is an excellent book on building multiplayer games with ActionScript 3. It provides insightful theory on game

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building and synchronisation techniques. Coming from distributed systems background, I particularly enjoyed the section on latency hiding, and the implication of security concerns in multiplayer games.

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Hi guys, We've got a multiplayer game ready to go. Currently it is not multiplayer, but we'd like to get it to a stage where it can be played over the steam network by users of steam and owners of steam games. We'd like to if anyone could briefly give us a breakdown of how to get our game up on st...

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How to create a multiplayer game for steam using f ...

If the title of the book doesn't give it away, it is a book that focuses on multiplayer concepts and applies them to games and virtual worlds via ActionScript. Some of the coolest topics are those on dead reckoning, real-time

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movement and time synchronization, loads of information on avatar rendering, and other useful topics like thorough coverage of isometric concepts.

June | 2009 | Jobe Makar's Blog

I've only leafed through it, but it looks at the basics of setting up multiplayer games (and servers) using ActionScript

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(which is the language of Flash). You can set up a development environment and server for free (although one reviewer complains that the development environment doesn't work on the mac).

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