

Real-Time Monitoring, Analytics & Visibility for MMO Game Developers

Powering Real-Time Game Optimization

Ultimate MMO Platform Integrates with StreamBase Complex Event Processing Capabilities and SL Corporation's Real-Time Monitoring, Analytics, and Visualization Platform

Until today, one of the biggest challenges for MMO developers was processing and analyzing huge volumes of player actions to improve and optimize gameplay.

Technologies leveraged by the world's leading investment banks, government agencies, and e-Businesses are now available to MMO game developers using the Simutronics HeroEngine.

About HeroEngine

HeroEngine delivers advanced monitoring and analytic capabilities including:

- > Live, real-time metrics and searchable logging
- > Monitoring of server clusters at-a-glance, and drill-down capabilities for detailed performance and utilization metrics
- > Visual analytics of player and character behavior

A Better Way to Build an MMO

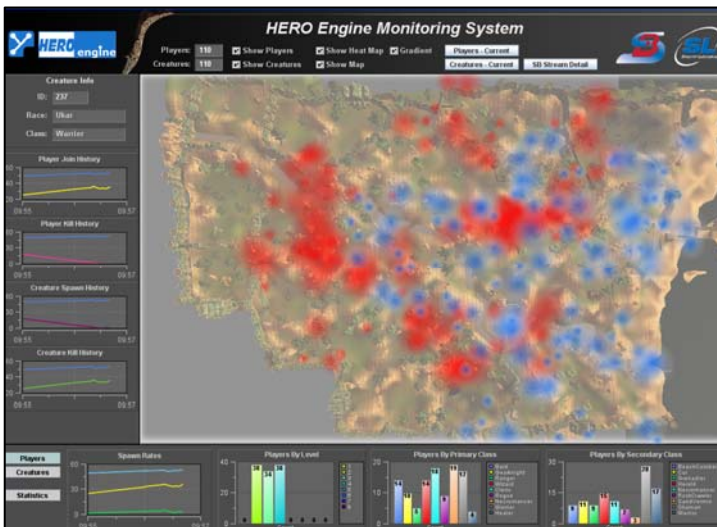
HeroEngine developers can see where their characters and players are and what they are doing in real-time. They can view high-level performance metrics about server clusters, individual servers, and even probe deep into the functional components of the server code!

Forging "Game-Changing" Alliances

Simutronics recently announced two new strategic technology partners: StreamBase Systems, the leading provider of high-performance Complex Event Processing, and SL Corporation, the leading provider of real-time monitoring, analytics, and visualization solutions. Technologies from both firms have been integrated as optional additions to HeroEngine, the world's most advanced technology platform for building MMO games.

Proven, World-Class Technologies

Licensees of HeroEngine can now add the award-winning capabilities of StreamBase for solving a broad range of challenges around querying, analyzing, and correlating large data volumes to generate comprehensive real-time metrics, and leverage SL Corporation's Enterprise RTView, a powerful visualization platform, to create easy-to-understand dashboards to view real-time information in a meaningful and actionable way. With this increased visibility, HeroEngine developers can dramatically improve gameplay and reduce player attrition rates, thereby driving increased popularity of their games.



An Enterprise RTView application from SL Corporation leveraging StreamBase event correlation, used to monitor Player and Creature activity for game tuning and performance analysis via HeroEngine.

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