

VRSpace.org - Feature #159

connect servers

01/30/2023 01:18 PM - Josip Almasi

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|------------------------|--------------|------------------------|------------|
| Status: | Closed | Start date: | 01/30/2023 |
| Priority: | Normal | Due date: | |
| Assignee: | Josip Almasi | % Done: | 0% |
| Category: | | Estimated time: | 0.00 hour |
| Target version: | | Spent time: | 0.00 hour |

Description

With 1500+ registered users and 800+ daily visitors, seems it's time to connect. And I mean literally - servers open websocket connection to vrspace.org and introduce themselves. Main server keeps them in dedicated 'servers' space, one portal to each server, so visitors can have a look around. For starters.

This has potential to bring the entire network down, if remote servers listen/send events to the main one. Thus, we need a special type of client, very restricted one. That's going to require some server-side refactoring.

History

#1 - 01/30/2023 01:18 PM - Josip Almasi

- Status changed from New to In Progress

#2 - 02/10/2023 02:21 PM - Josip Almasi

- Status changed from In Progress to Closed

Done, plenty of refactoring, including protocol. Announcing v0.5.0