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Overview

Nettention is the No.1 game network engine developer in South Korea

Through systematic strategies and long experience, we are providing the necessary services for the game developers.

Nettention

CEO	Sungwone Choi
Founded	13 08 2009
Industry	Game Server & Network Engine Licensing Business
Technology	Multiplayer online game service systems / network code middle ware
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Contact	Tel. +82 2 556 2532 Fax. +82 2 6952-2531
Website	http://proudnet.com/

ProudNet

ProudNet specializes in real time multiplayer server & network engine.

Product Features

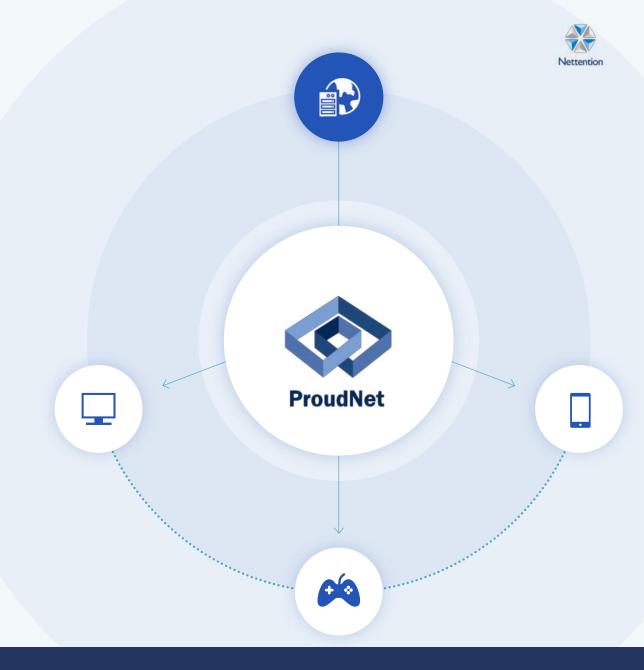
Easy, quick coding for the realtime multiplayer games

Minimize Latency

P2P & C/S hybrid networking, Packet optimization technology based on network quality

High Performance Server

DB cache, Distributed Server Module





ProudNet

A highly reliable engine for the game developers.

It has been introduced in over 200 game projects in 19 countries.

Titles Mobile	Star Wars-Force Arena, Raven, Seven Knights, Taming Monsters, Marvel Future Fight, Montowers 2, Panzer Ace Online, Touch Fighter, Shooting King, Bowling King, Chaguchagu, Warrior x Warrior, Fairytail Polar Magic Wilder, etc.
Titles PC	Mabinogi Heroes, Ragnarok 2, S4 League, the strongest legion, Closers, Mirror Wars, Rusty Hearts, Mini Fighter, Surawang, Magyechon Online, 2112, Heroes in the Sky, Tank Ace, etc
Titles PS 4	Street Fighter V









ProudNet

In the "Streetfighter 5,"
Proudnet has been adopted as a P2P network engine.

Japan's Dimps and the U.S. Capcom USA.

You have used Proudnet directly.





Patents and certifications

We have six patents for the related technologies.















Patents

Patents

Patents

Patents

Patents

PCT

PCT



Multiplayer Online gaming services Systems and Methods



Reliability-guaranteed Change Channel Systems and Methods



through direct communication between devices connected to the game

server



Multi casting method Communication Method between devices through reuse of Nat port mapping



Multiple Distributed Servers Built-in Session Transfer Method for



Protocol networking method for the user datagram with high stability



Network communication method with function of restoring device sessions



TradeMark Certificate

We have domestic and foreign trademark registration certificates.









Korea



China



USA



Vietnam

