

turbulenz

# **ENGINE ARCHITECTURE OVERVIEW**

# turbulenz engine components for creating online and mobile games

TEXTURE MANAGER	VERTEX BUFFER MANAGER	RENDERABLE INERFACE	REQUEST HANDLER	LIGHT + INSTANCE	RESOURCE LOADER	STORE MANAGER	USER PROFILE	GAME PROFILE
SCENE + SCENE NODE	SHADER MANAGER	SHADOW MAPPING	SOUND MANAGER	SURFACE	TEXTURE EFFECTS	USERDATA MANAGER	LEADERBOARD MANGER	BADGE MANAGER
MATERIAL	NETWORK LATENCY SIM.	OBSERVER	PHYSICS MANAGER	POST EFFECTS	EFFECT + MANAGER	MULTIPLAYER SESSION	SESSION MATCHMAKING	MAPPING TABLE
FONT + MANAGER	FORWARD RENDERING	GEOMETRY + INSTANCE	LOADING SCREEN	INDEX BUFFER MANAGER	PROFILE + PROFILING	GAME SESSION	SITE BRIDGE	ON SCREEN DISPLAY
CHARACTER CONTROLLER	DEBUGGING TOOLS	DEFAULT RENDERING	DEFERRED RENDERING	DRAW 2D SPRITE	DRAW 2D	SERVICES ASSETS	CUSTOM METRICS	ASYNC MULTIPLAYER
AABBTREE	ANIMATION + MANAGER	ASSET CACHE + TRACKER	BOX TREE	CAMERA + CONTROLLER	CANVAS + CONTEXT	GAME NOTIFICATIONS	P2P NOTIFICATIONS	STORE GIFTING

## // HIGH LEVEL API

## // SERVICES API

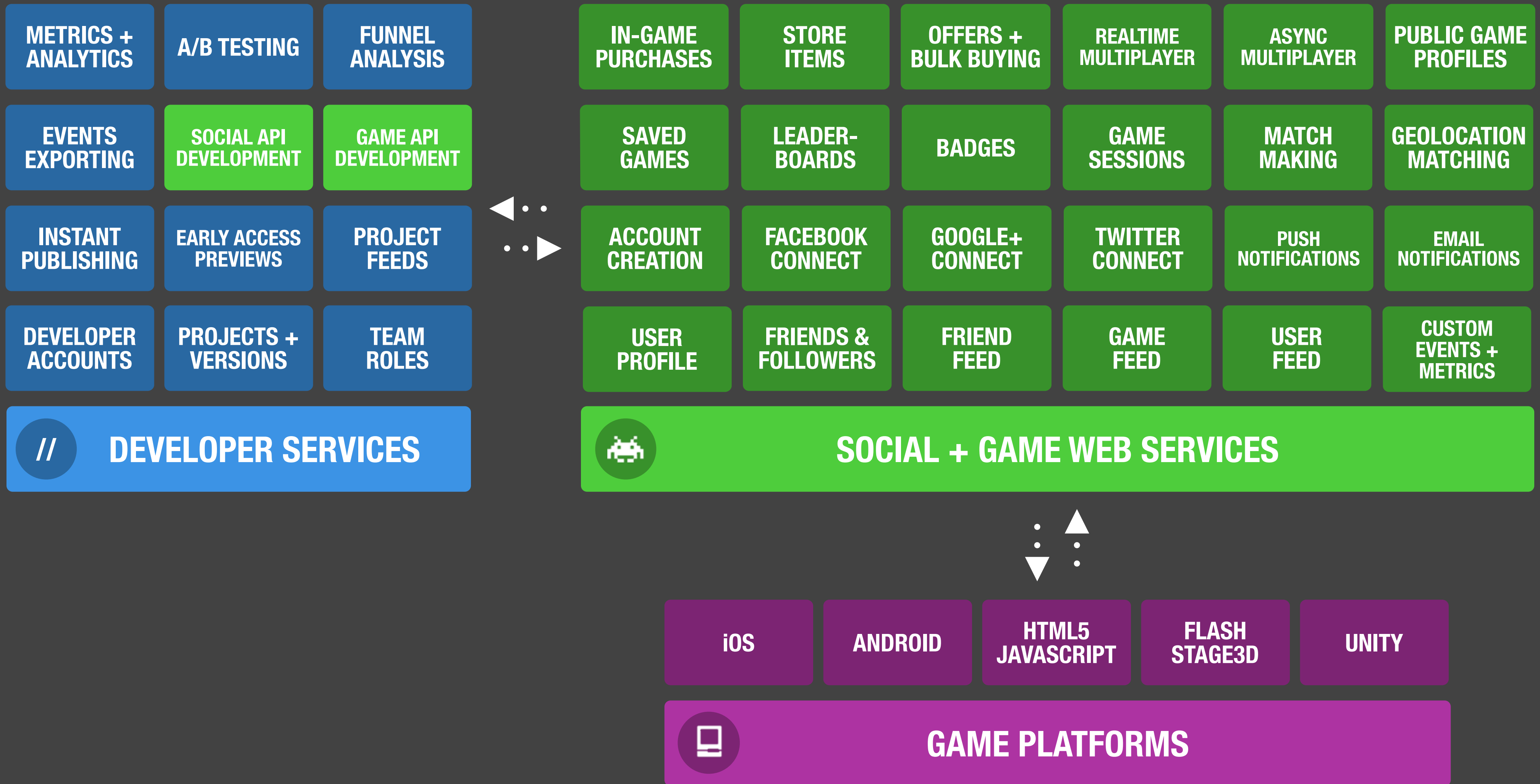
TOUCH	VERTEX BUFFER	WEBSOCKET	DEBUG	LOADER	SHAPE	WORLD	TRIANGLE ARRAY	CONTACT
SOUND EFFECT	SOUND FILTER	SOURCE	TEXTURE	VECTOR MATH	DEBUG DRAW	MATERIAL	RIGID BODY	SHAPE
SEMANTICS	SHADER	TECHNIQUE + PARAMETERS	SOUND + DEVICE	STORAGE	COLLISION UTILS	CONSTRAINT	PHYSICS DEVICE	RAYHIT
MATH DEVICE	NETWORK DEVICE	OCCLUSION QUERY	RENDER BUFFER	RENDER TARGET	RIGID BODY	BROAD PHASE	CONSTRAINT	DYNAMICS WORLD
DRAW PARAMETERS	TURBULENZ ENGINE	GRAPHICS DEVICE	INDEX BUFFER	INPUT DEVICE	ARBITER	CONTACT	CHARACTER	COLLISION

## // LOW LEVEL API

## // 2D PHYSICS

## // 3D PHYSICS

# turbulenz technology components for building online games services



All technology has been architected for scalability, security, stability, redundancy, low latency, high performance and lean product development.