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Subject: Re: Webtoolkit

Posted by [mr\\_ped](#) on Fri, 22 Feb 2008 23:42:18 GMT

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Thank you all for advices and new directions where to look.

Basically I'm just toying around with idea of creating yet another web multi user game, so my main problems with custom web server are:

- will it be secure enough? (let's say I would have 1k - 10k registered players, I bet at least 0.1% of them will be capable to try all kind of exploits)
- will it handle hundreds to thousands users simultaneously?
- how difficult is to maintain per user sessions in C++ (with connection to previous point), and whole authorization stuff?

I know very little about these things right now, so I have to learn few things about web servers if I ever will try to do that project, still if you have some patience with me and ideas what should I check/study, thank you.

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