

Quality of Service for Limited Performance in Broad Networked Virtual Environment

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Middleware services for management of shared state in comprehensive distributed interactive applications with partial functionality and network virtual environment (NVEs). In NVEs, it allow multiple users to interact with each other in real time even through users may be located around the world. This environment is characterized by good 3D graphics for closer experiences in a real life scenario. We have seen in the last few years an increasing interest and popular by among professional researchers at universities and laboratories commercial companies and groups to develop NVEs. In this research study we introduce some mechanisms of NVEs and quality of service for managing shared space, which will provide developers of distributed interactive applications with means to make their applications scalable, increase their performance, and decrease their resource consumption.

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