

Client & Server information

Client

Currently the client is based on Unreal Engine 5.1.

Server

Sharding

According to the developer, the servers will feature sharding with up to 20'000 players per shard.

A few more details can be found in a developer comment:

I won't go into all the details, but obviously a single shard is not run on a single physical server as no machine is fast enough, so we've had to develop tech to have a bunch of servers work in concert so you can walk around the world and be seamlessly transported between servers as you move about.

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