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Product News

September 6, 2007

AGDC: Simutronics' HeroEngine Adds Streambase, SL Partnerships

At the Austin Game Developers Conference in Texas, HeroEngine creator Simutronics announced two new technology partners: Complex Event Processing provider StreamBase Systems, and SL Corporation, provider of real-time monitoring, analytics, and visualization solutions.



Technologies from both firms have been integrated as optional additions to Simutronics' HeroEngine MMO development platform, which has been licensed by firms including BioWare Austin, Virgin Games UK, Stray Bullet Games and Colony Studios to create MMOs and virtual worlds.

Licensees of HeroEngine can add the capabilities of StreamBase to assist with querying, analyzing, and correlating real-time data, while SL Corporation's Enterprise RTView visualization platform will enable the creation of dashboards to view actionable real-time information.

Said Simutronics CEO and HeroEngine designer David Whatley, "We are already using StreamBase's CEP platform and SL's Enterprise RTView for load balancing, analyzing game mechanics, and evaluating marketing metrics. We are also building tools to monitor player data to prevent exploits. HeroEngine is designed from the ground up to enable real-time changes and updates to MMO games. These world-class technologies are a perfect fit for HeroEngine."

Tom Lubinski, SL Corporation's founder and CEO, adds, "MMO is real-time to the extreme. Without real-time visibility into the performance of these games and the behaviors of the players, developers simply cannot make enhancements fast enough. Simutronics is 'ahead of the game,' arming their developers with the market-leading real-time monitoring, analytics, and visualization platform, Enterprise RTView, to ensure that they can keep up with the fast-paced continual improvement cycle expected in this industry."

POSTED: 04.32PM PST, 09/06/07 - Leigh Alexander - [LINK](#)

HeroEngine Simutronics

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Industry News

Take-Two Raises Q4 Sales, New GTAIV 360 Content In 2009 [12.18.07]

Publisher Take-Two has announced the results of its fourth quarter, showing sales up to \$292.6 million on strong sales of *BioShock*, *NBA 2K8* and *Carnival Games*, and losses halved to \$7.1 million.

[UPDATE: Take-Two says new *GTAIV* content coming to 360 in 2009.]



Q&A: NetDevil To Launch New Web Division With Lego Racers [12.18.07]

Developer NetDevil (*Jumpgate Evolution*) has announced a new web games

division, to kick off with the development of a new flash-based *Lego Racers* PC title in 2008, and Gamasutra spoke to president Scott Brown about the new division, playing with Lego, and aiming for the casual set.

E3 2008 Confirmed For LACC In July [12.18.07]

The ESA has confirmed that the 2008 E3 Media & Business Summit will take place from July 15-17 at the Los Angeles Convention Center (LACC) as a smaller trade-only event, with meetings, networking, and panel discussions to the fore. [UPDATE: ESA says it will "absolutely not" return to old format, GDC head Moledina responds.]



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