



Reactivate Now



**Breaking News**

Scheduled maintenance will be on Thursday, 8th October from 03:00 (CEST) until 04:00 (CEST). During this time you will not be disconnected however new logins will be unavailable.

Please follow @BlizzardCSEU\_EN on Twitter for updates.

# SAiP World of Warcraft

*This is close to what they do...*

Kormeryion

Shop

Enter World

Menu



Draenor

Change Realm

**Kormeryion (Inactive)**  
Level 120 Paladin  
Zuldazar

**Hroteon (Inactive)**  
Level 113 Warrior  
Nazmir

Create New Character



Delete Character

Back



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# So – How did they do?

Disclaimer:

The common 'rich picture'  
documentation is used here 😊

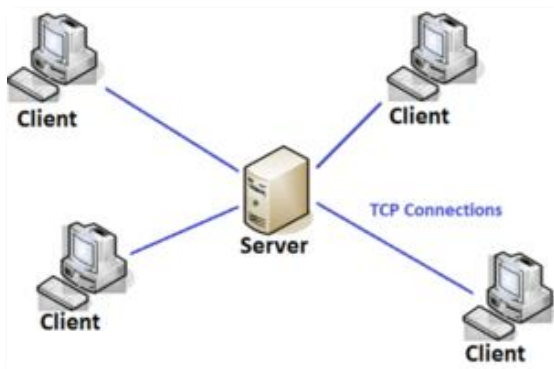


# Architectural Peek

- Source
  - Magnus' and my own guess work
  - Tracy Wilson  
(<https://electronics.howstuffworks.com/world-of-warcraft.htm>)
- Disclaimer
  - Sources are old, so things may have changed a bit



Players interact with all this data using their computers and an Internet connection. The players' computers store some of the data, and a remote **server** provides the rest. As one player interacts with the world, the world changes for other players -- the movement of data back and forth between the computer and the server allows this to happen.



The "World of Warcraft" program you install on your computer is the **client**, which has four primary duties. The client:

- decodes and displays the data that make up the game world, as well as the user interface (UI) and any associated addons.
- receives input from you and from a remote server and changes the game display accordingly.
- gives feedback to you and the server, based on what's happening in the game.
- keeps up with any changes you make to your game's layout and settings.



# Responsibilities

Everything about your particular character, including the quests you've completed, your level and all your gear, is stored in a **database** that's tied to your "World of Warcraft" account. You can log in from any computer that is running the game and find your character exactly the way you left it. This database can also interface with a Web server, allowing you to do things like look at other players' gear and your own at the "World of Warcraft" armory. You can also pay a small fee and have your character moved from one server to another -- Blizzard adjusts its database accordingly.

All the maps and scenery in "World of Warcraft" live on your computer, but information about what's going on in the world has to come from a server. Based on the information it gets from your game client, the server performs a lot of calculations about the world, including:

- where mobs are in relation to you
- whether you're in range of mobs you want to attack
- whether your attacks are successful
- how much damage you inflict on a mob you're attacking
- how much damage the mob inflicts on you
- how much you heal yourself or people in your party, using healing spells or bandages



# Realms

**World of Warcraft** | GAME ▾ | NEWS | FORUMS | SHOP | ESPORTS ▾ | WOW CLASSIC | 🔍 | LOGIN

## Realm Status

This page lists all available World of Warcraft realms and has information on whether or not a realm is up or down. You can find more information about realm status and scheduled maintenances in the [Service Status Forum](#). If your realm is listed as down, rest assured that we're aware of it and working diligently to bring it back online as quickly as possible.

World of Warcraft | World of Warcraft Classic

Region: Europe | Locale: All | Search: Realm Name 🔍

Status	Realm Name ▾	Type	Population	Timezone	Locale
✓	Aegwynn	Normal	Medium	CEST	German
✓	Aerie Peak	Normal	Low	CEST	English
✓	Agamaggan	Normal	Low	CEST	English
✓	Aggra (Português)	Normal	High	CEST	English
✓	Aggramar	Normal	Low	CEST	English

Many players think of "World of Warcraft" servers in terms of **world servers**, or **realms**. These are essentially complete, self-contained copies of the game world named after people and places in Warcraft lore. There are about 200 realms in North America and other realms in different parts of the world. Playing the game on servers not owned by Blizzard or one of the companies that hosts official servers in Asia is a violation of the terms of use.

- Normal, or **player versus environment (PvE)**
- ~~Player versus player (PvP)~~
- **Role playing (RP)** -- there are also role-playing PvP servers



# Server = Many Servers

When you log on to your "World of Warcraft" account, you do so using an **authentication server**. This server verifies your name and password before transferring you to the realm on which you last played. Exactly which portion of the server you access depends on where you logged out of the game. Blizzard hasn't disclosed the exact architecture of its world servers, but based on the game's behavior, several server divisions are clear.



Each of the world's three continents -- **Kalimdor**, the **Eastern Kingdoms** and **Outland** -- has its own servers. There's also a separate server for **instances**, or the game's dungeons. When a group enters an instance, the game spawns a copy of that dungeon for the group. Other groups and players can't enter it. A **database** server, or a database function running within the servers, provides information on the locations and **respawn time** all of the items players can **loot** (pick up) or otherwise interact with in the game world,



# The Travel Scene...

- Scenario
  - Step onto boat
  - Image fades...
  - Arrival at destination
- Guess...
  - Server hand-over?





# Original Realms were Real Servers

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VG 24/7  
SampleImage