



TP-Link the life of the LAN party for Russia's Click-Storm

▼ CUSTOMER PROFILE

Name: Click-Storm

Industry: Gaming

Capacity: 30 working stations, 15 employees, 85,000 global users

Location: Russia

gaming franchises, read eSports news and game manuals, view and share video streams, make friends in the community, track their own gaming progress, and even organize teams from anywhere in the world. To date, Click-Storm has hosted over 1000 tournaments, 30% being full-time events in Singapore and Russia.

▼ COSTUMER BACKGROUND

Established in 2011, Click-Storm is an online eSports tournament platform that attracts and serves gamers and enthusiasts throughout Europe and Asia. Through their services, users can create, manage and promote tournaments on the most popular



▼ CHALLENGE

With the task of hosting the third annual Cyberiada in a completely new venue, Click-Storm needed to ensure a smooth festival for thousands of players. If gameplay is mired in latency issues or dropped service, tournaments become a frustrating waste of time for everyone. The company needed to ensure a smooth tournament weekend with a completely reliable networking infrastructure. With two previous Cyberiada events resulting in complete success, high expectation were the standard for 2016.

- **New Venue, Old Equipment**

The first problem to tackle came to light when the Click-Storm team arrived at the campus of Innopolis University. Here, they found that the existing equipment, including core-level switches, were simply unable to handle the high volumes of traffic that gameplay generates. With multiple tournaments on various games simultaneously occurring, a faulty switch would prove disastrous.

- **Being BYOC-Friendly**

eSports require the proper equipment, and most athletes trust only their own hardware to compete. Click-Storm had previously held tournaments in the popular Bring Your Own PC format, and many enthusiasts took the invitation with open arms. This also would mean another consideration on Click-Storm's part, as they would need to provide a networking solution that would quickly connect guest devices of any kind on not only a wired network, but a wireless one as well, as some games were played on smartphones and tablets.

- **Carrying the New Wi-Fi Wave**

That's right. The cultural shift from computer screen to handheld devices has affected all industries, including gaming. While a hearty computer and fail-safe LAN connection is still preferred, new gamers have taken to

the emergence of app-based games. For these games to send and receive data with minimal ping, the venue would need to pump out an excellent Wi-Fi network for everyone.

- **Easy Mode Management, Elite Mode Support**

All things considered, it would be best if Click-Storm could employ a solution that was not only easy and quick to install, but intuitive to manage on the fly. And to help with the time constraints, installation support from their vendor to provide advice for placement, topology and equipment type would make for the absolutely best network situation.



▼ SOLUTION

Listening carefully to Click-Storm's specific requirements, TP-Link delivered with an ultimate networking solution: five units of the 48-port Gigabit Rackmount Switch TL-SG1048, as well as two units of the 300Mbps Wireless N Ceiling Mount Access Point EAP115. TP-Link support staff installed these key pieces of hardware on the third floor of Innopolis University to provide the heavy lifting for wired and Wi-Fi network gamers need.

- **Simultaneous Gaming**

Throughout the building, participants simultaneously competed in multiple games of different types, including Battlerite, Mortal Kombat XL, Guilty Gear Xrd, Street Fighter V and Heroes III. From the opening match to the final heat, TP-Link's equipment excellently managed everything without issue, and gamers experienced a smooth, network connection the entire time. The main events — Dota 2 and Counter Strike: Global Offensive — were held on the first floor in front of a whole audience and with 48 Gigabit Ethernet ports, the TL-SG1048 connected over 20 gaming PCs, the server and streaming PC without a hitch. Non-blocking wire-speed architecture and a 96 Gbps switching capacity guaranteed maximum data throughput, while 802.3x Flow Control for full-duplex mode and back pressure flow control for half-duplex mode avoided traffic congestion for assured data transmission. Cyberiada was unstoppable.

- **Wi-Fi Gamers Rejoice**

For fans of the app-based game Hearthstone, the EAP115 exceeded expectations. Load balancing allowed both access points to connect nearly 100 players at the same time without overwhelming either AP or the network. Through two powerful 4dBi internal antennas, not only did the Wi-Fi signal

cover the third floor in which the access points were installed, but also on the second and first floors. Wi-Fi gamers, fans and visitors were roaming with a constant 300 Mbps connection for streaming and posting live updates on their social media channels. Gamertag and hashtag support? Count me in!

- **Top-Notch Management and Support**

Requiring no configuration, the TL-SG1048 uses Auto MDI/MDI-X crossover on all ports to eliminate the need for crossover cables or uplink ports, while PoE on the EAP115 meant data and power were carried on the same Ethernet cable for completely flexible installation. Evening installation was complete 12 hours before the doors of Innopolis University opened. Throughout the event, managing both access points were controlled from a single central computer with the easy-to-use Auranet controller software, requiring no special training. As promised, TP-Link provided high-quality technical support during equipment testing and configuration to ensure the best possible solution would serve the entirety of the event. To no surprise, there was not a single problem throughout installation or use the entire time.



▼ RESULTS

In the simplest of terms, Cyberiada 2016 was a resounding success, drawing 1500 visitors from 12 cities and an online audience of half a million. Every game that needed to run smoothly did so beautifully. Every visitor PC connected to the network, no matter the build. Every smartphone and tablet that needed a fast and stable Wi-Fi connection received exactly that. Even for non-gaming visitors who came for board games and VR/AR master classes took advantage of the robust network TP-Link provided.

"During IT events a reliable network is the key to success," explained Maksim Frolov, event organization specialist at Innopolis. "If we speak about Cyberiada, the players have such high requirements to the quality of network, it could be compared with the requirements of Formula 1 players to the road surface. The city of Innopolis provided fast and broad communication channel, which the organizers successfully distributed between the dozens of simultaneously playing gamers".

"We chose TP-Link to create our network based on the expert reviews of system administrators in Kazan's internet cafes, shared Alexey Talan, CEO at Click-Storm. "TP-Link allowed us to quickly deploy its Wi-Fi access points, which were able to connect over 100 smartphone and tablet-based players to Heartshtone."

The success of Cyberiada 2016 allowed TP-Link to establish strong partner relations with Click-Storm for future joint projects, discussing the possibility of constant cooperation and technological sponsorship of their gaming events. No matter the size or scope, TP-Link is poised and ready to take up the challenge.