STREAMING
WHILE YOU PLAY

BitRaider for Android™ Deployment Features

Questions and Answers

Q: **What kind of difference will the user really see?**
A: BitRaider can r**educe startup times by 90%** on average. On a recent test, BitRaider took an Android game that was 4.7GB in size and reduced the initial startup size to only 410MB.

Q: **Can I still use Google Play with the BitRaider technology to stream my games?**
A: **Yes!** BitRaider adheres to the same Android APK/OBB model to deliver the initial payload and may use any CDN for extended data.

Q: **How will BitRaider effect the user experience?**
A: **BitRaider runs headless**, it is unseen and throttles its resource utilization, which will keep the user experience identical to the existing download and playing, albeit significantly faster.

Download Module

- **Network Agnostic** – Can be run from App Store and/or CDN(s) of your choice.
- **Fault Tolerance** – Retries and reconnects to networks even in extreme traffic situations.
- **Support for Multiple Networks** – will find and receive data from fastest most reliable source from multiple networks.
- **Data Transfer Integrity** – Authenticates data, audits and repairs corrupted data on the fly.
- **Self-Updating** – Automatically detects system updates.
- **Comprehensive Error Checking & Reporting** – Gives I/O performance 0ptimization insight.
- **Affiliate Support** – Customizable for unique configurations.
- **Localization support** – Reduce total download size by designating region specific versions.
- **Extensible API** – Unique machine IDs allow developer control of the priority and sequence of data being streamed.
- **Easy Migration** – Installed games are only patched to current.

Patching Module

- **No-Iteration Direct Patching** – Can go from any patch to the current by transferring only the data needed to bring a game current.
- **Delta-Based Move Instruction Patching System** – No rebasing of the client to support ongoing patching.
- **Patch Maker Tool** – Build new patches easily with full developer control, works well with automated build processes.
- **Automated Integrity Checks** – Built in tools ensure your game plays as intended, with advanced features to customize audits.
- **Patching System Optional** – Can be active or disabled as needed.

With BitRaider...the wait is over

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