

Oculus VR acquires game-networking engine RakNet ? and makes it open-source

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The company announced today that it is acquiring RakNet, which specializes in a software-development engine for connecting games across an online network. RakNet, which is also the name of the technology, enables studios to quickly add voice chat, network patching, and secure connections to their products. Oculus VR, which is building its Oculus Rift virtual-reality headset, notes that thousands of indie developers and major companies like Everquest developer Sony Online Entertainment and Minecraft studio Mojang licensed the tech for their games. Oculus isn't just purchasing RakNet, it is also making it open source, which means other developers can see the code, add to it, and use it for free.

“We’ve known Kevin Jenkins, founder of Jenkins Software and lead engineer on RakNet, for years, and we’ve used RakNet internally at Oculus for various networked systems and tools,” reads a blog on Oculus VR’s website. “After working with Kevin for a few months, we were all excited by the idea of open-sourcing RakNet to the community.”

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