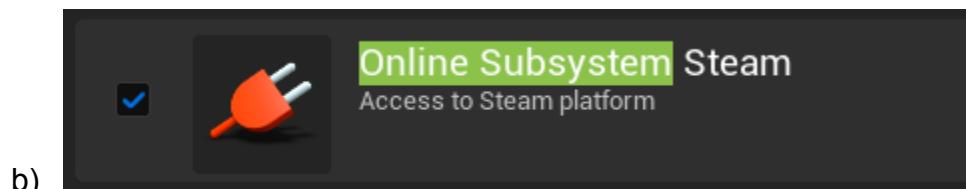
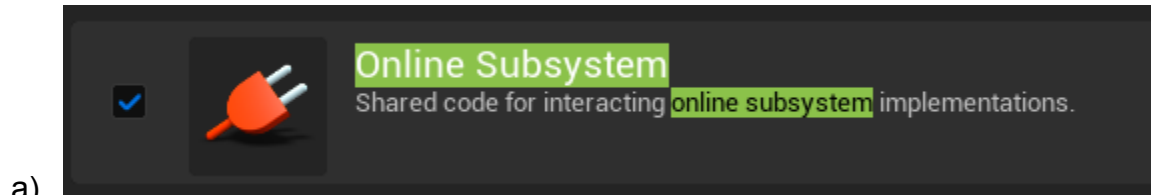


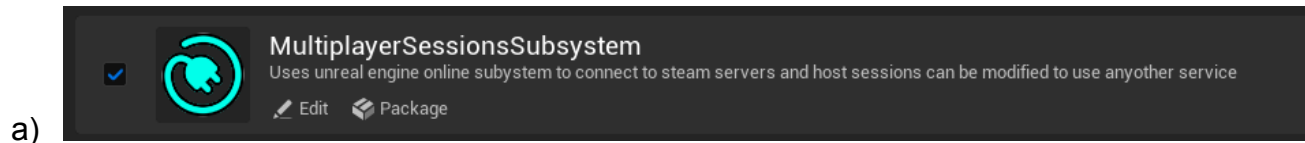
UE5 Steam Multiplayer Plugin

How to use:

- 1) Open your unreal engine project
- 2) Enable Online subsystem plugin and online subsystem steam plugin



- 3) Restart the engine
- 4) Enable Multiplayer Sessions Subsystem Plugin



- 5) Open the root directory of your project in the file explorer
 - a) Open MyProject>Config>DefaultEngine.ini
 - b) Copy the below in the DefaultEngine.ini file

```
[/Script/Engine.GameEngine]
+NetDriverDefinitions=(DefName="GameNetDriver",DriverClassName="OnlineSubsystemSteam.SteamNetDriver",DriverClassNameFallback="OnlineSubsystemUtils.IpNetDriver")
```

```
[OnlineSubsystem]
DefaultPlatformService=Steam
```

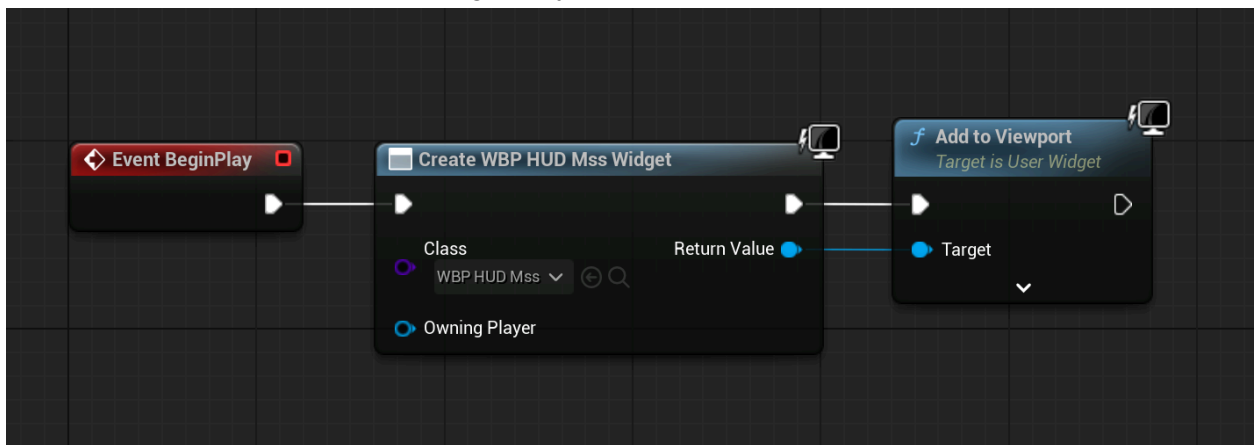
```
[OnlineSubsystemSteam]
bEnabled=true
SteamDevAppId=480
bInitServerOnClient=true
```

```
[/Script/OnlineSubsystemSteam.SteamNetDriver]
NetConnectionClassName="OnlineSubsystemSteam.SteamNetConnection"
```

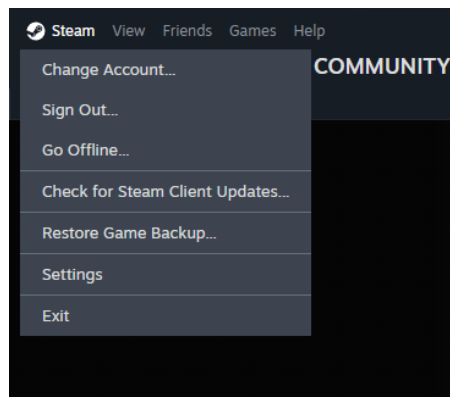
- 6) Open the root directory of your project in the file explorer
 - a) Open MyProject>Source>MyProject>MyProject.Build.cs
 - b) Add the below-mentioned modules to the PublicDependencyModuleNames

"MultiplayerSessionsSubsystem", "OnlineSubsystem", "OnlineSubsystemSteam"

- 7) Open the project and open the level blueprint of the main menu level or the level from where you wish to show the multiplayer sessions subsystem menu
 - a) Right-click and search create widget node, add to the blueprints
 - b) Select the class to be WBP_HUD_Mss
 - c) Drag from the return value of create widget node and release to search add to viewport and connect its execution pin to create widget node
 - d) Connect these two bps to begin play event of the level blueprint



- 8) Open Steam and let it run in the background, now play the game as a standalone project and wait for the Steam overlay to pop up
- 9) You have now completed the setup of this plugin, for users to discover each other sessions their download regions must be set to the same in Steam settings
 - a) Open Steam
 - b) Click on the tab named Steam in the upper left-hand corner of the window



- c) Then click on settings to open the settings menu
- d) Go to downloads

- e) Then change the download region to be the same as the user you want to test the session with

NOTE:

- 1. Steam will only discover sessions of users on the same download region as they have to be connected to the same server***
- 2. Steam should be running in the background for this plugin to discover Steam SDK***
- 3. Sometimes play in editor might not work as Steam will not allow access so try in standalone mode***

I hope you like this plugin for any feature requests, bug reports, or feedback you can mail me at theunrealguy7870@gmail.com