SteamAPI Subsystem Configuration Integration

A simple SteamAPI Subsystem Configuration Integration plugin created by
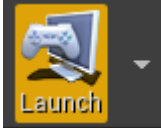
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Ensure you do these things

Make sure you launch the game using this button in the editor otherwise Steam Overlay might not work.

Contents

Overall Description

Automatic Configuration

Once you have enabled the plugin within any of your Unreal Engine projects it automatically will set up the configuration for SteamAPI to work with the default settings based on the development app id 480 (Spacewar).

Manual Configuration

You can manually configure the settings for the SteamAPI integration within the editor by going into **Edit → Project Settings → (Scroll down to plugins) Steam Configuration or by pressing the "Steam Configuration" button inside the level editor.**
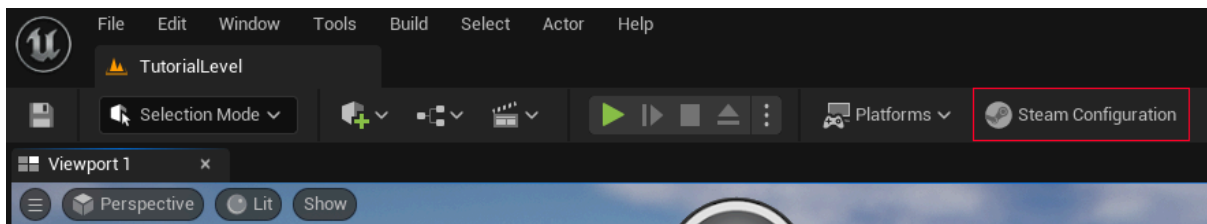
Configuration Variables

Steam Configuration

Enable Steam → Default Value: True → Enables or Disables the SteamAPI Subsystem.

Use Steam Networking → Default Value: True → Enables or Disables Steam Networking.

Relaunch in Steam → Default Value: False → Enables or Disables the relaunching in Steam if the game is not launched in Steam.

Polling Interval in MS → Default Value: 20 → Sets the interval of how often the API is polled in milliseconds.

Enable VAC → Default Value: True → Enables or Disables the Valve Anti-Cheat for your game.

Steam Dev App ID → Default Value: 480 → Here is where you put in your Steam Dev App ID from SteamWorks if you have one.

Game Version → Default Value: 1.0.0.0 → Here is where you put the version of your game, this can be used for validating when a player is playing on an older version of the game and they should update before proceeding.

Enable Voice Chat → Default Value: True → Enables or Disables the voice chat for your game.

Initialize Server on Client → Default Value: True → Enables or Disabled the sessions for your game. You need to enable the "Initialize Server on Client" setting for users to be able to create and join sessions. The Create Session Blueprint node and equivalent C++ functions will not work, and you will not be able to join sessions.

Steam Networking

Allow P2P Packet Relay → Default Value: True → Enables or Disables the Peer-to-Peer communication.

P2P Connection Timeout → Default Value: 90 → Sets the connection timeout for Peer-to-Peer connections in milliseconds.

Game Server Query Port → Default Value: 27015 → Here is where you set the query port for your game server if you have one.