

How to install Steam Multiplayer System

How to migrate Steam Multiplayer System

Before you migrate this system in your project, download please the Advanced Session System for your engine version and paste the folder in the zip in the plugin folder of your project and enable both Advanced Session Plugins in the editor.

Now open SteamMultiplayerSystem project and click with the right mouse button on MultiplayerSystem folder and click on migrate.

And select only the MultiplayerSystem folder and click on ok.

Now go in the window to your Project content folder and click ok.

when you have done that open your project and go to Localization Dashboard.

Now delete first the Target "Game" and add a new Target now on the right side you give the name "Language\_MultiplayerSystem", if you do that change Loading Policy on Always and select at Target Dependencies Engine and Editor.

Uncheck the Gather from Text Files and open Gather from Packages then add a Array elements by Include Path Wildcards and select the folder with the Language files  
"Content/MultiplayerSystem/Lang/\*"

Go to the Config folder in SteamMultiplayerSystem->Config and Copy the DefaultEngine and DefaultInput file and paste this in the config folder from your project  
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Now you Add a new Culture and add German as Culture and give English to the Native.

If you do that close the project and go to the SteamMultiplayerSystem->Content->Localization folder and copy the Language\_MultiplayerSystem and paste it in your project folder by  
YourProjectName->Content->Localization

Go to the Config folder in SteamMultiplayerSystem->Config and place this code in your Default

DefaultEngine:

Code

[OnlineSubsystem]

DefaultPlatformService=Steam

bHasVoiceEnabled=true

[Voice]

bEnabled=true

[OnlineSubsystemSteam]

bEnabled=true

SteamDevAppId=480

[/Script/OnlineSubsystemSteam.SteamNetDriver]

NetConnectionClassName=OnlineSubsystemSteam.SteamNetConnection

[Internationalization]

+LocalizationPaths=%GAMEDIR%Content/Localization/Language\_MultiplayerSystem

[/Script/Engine.AudioSettings]

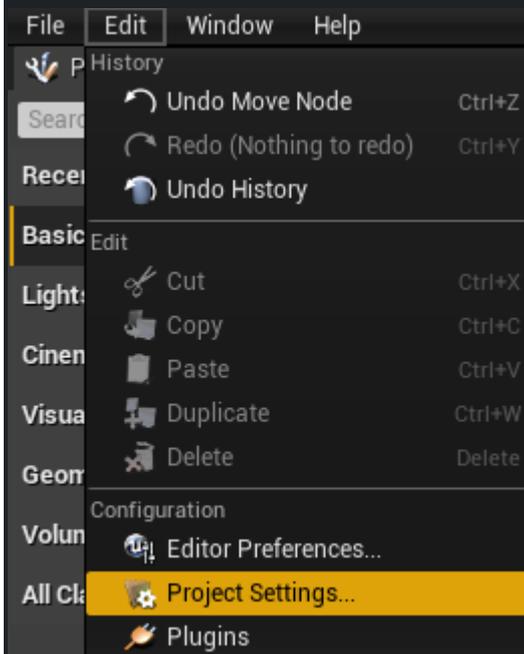
VoiPSampleRate=Normal24000Hz

[/Script/WindowsTargetPlatform.WindowsTargetSettings]

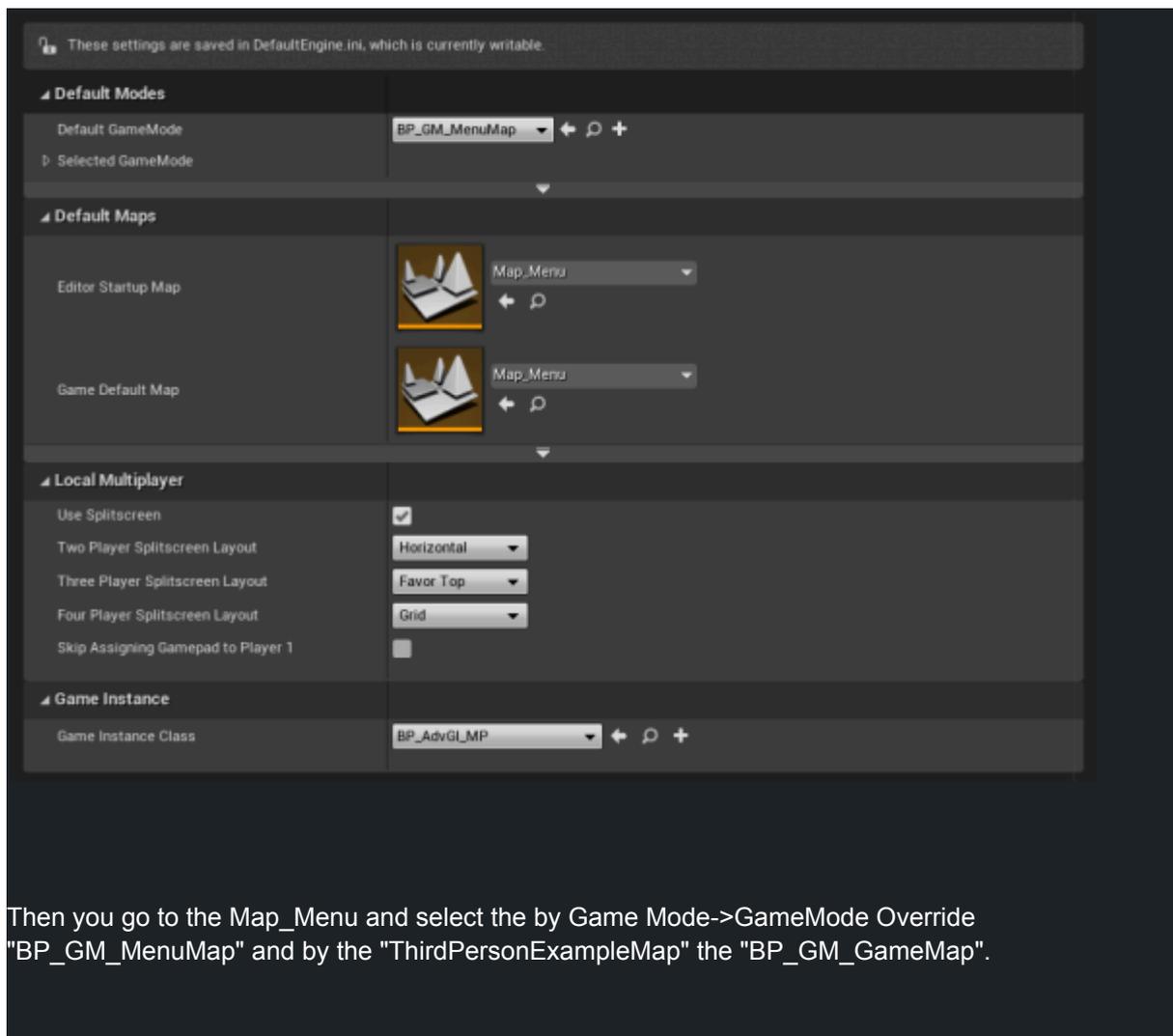
SpatializationPlugin=Built-in Spatialization

Now open your project and go back to the Localization Dashboard now you need to click Gather Text and Compile Text.

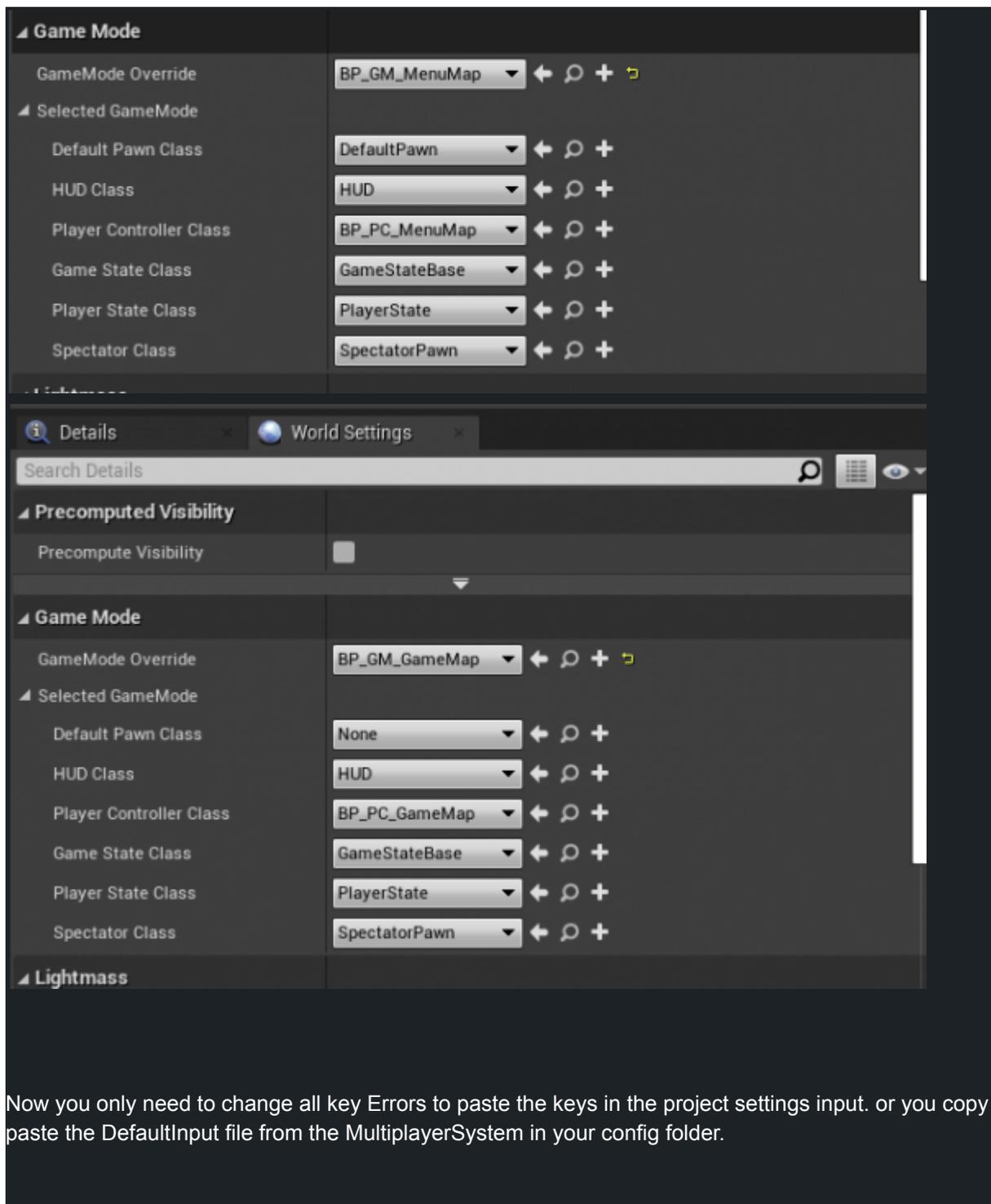
when you have done that open your project and go to project settings



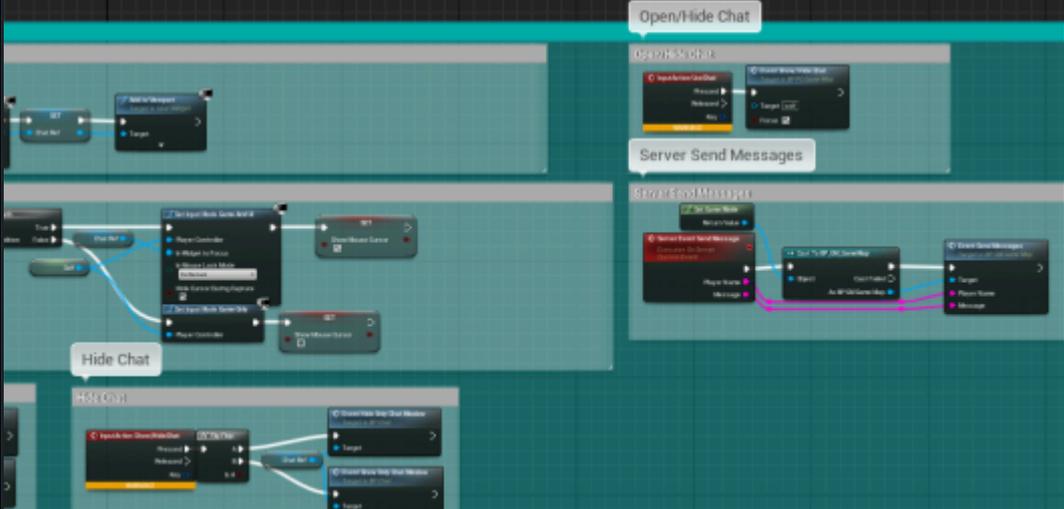
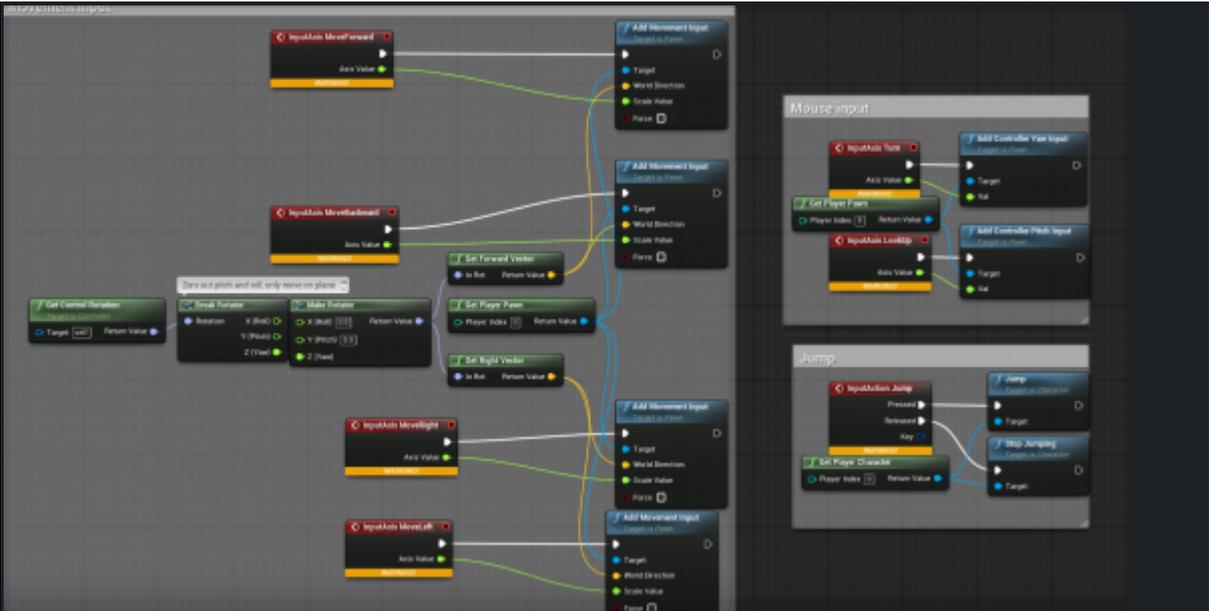
Go to Maps & Modes and select by Default GameMode "BP\_GM\_MenuMap", Game Default Map "Map\_Menu" and by Game Instance Class "BP\_AdvGI\_MP".

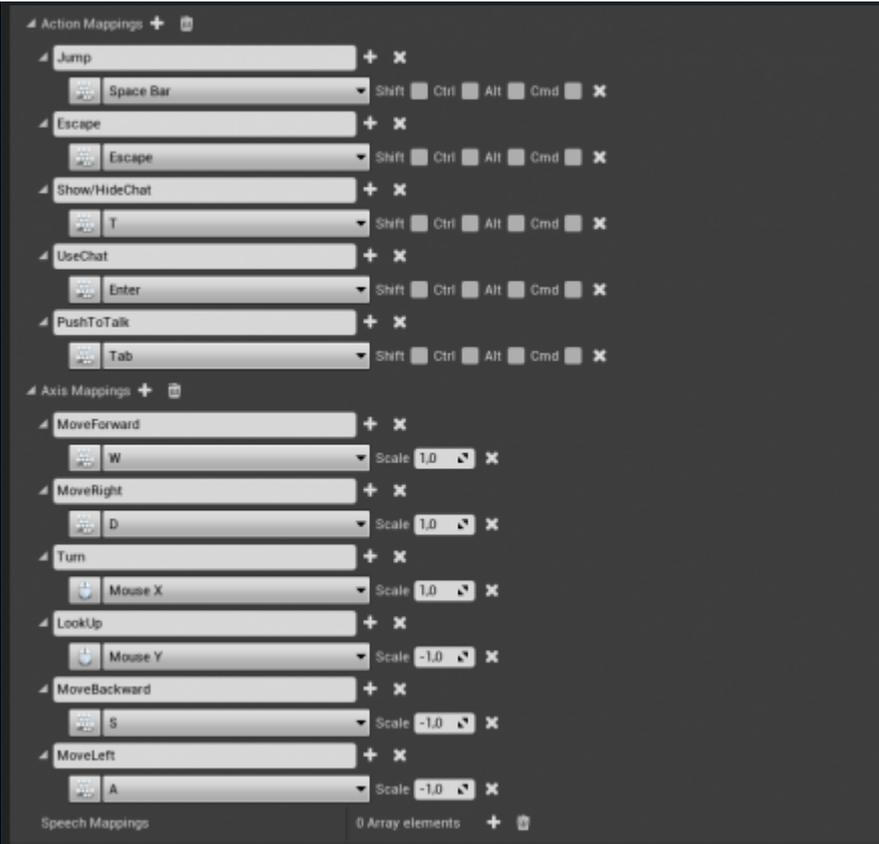


Then you go to the Map\_Menu and select the by Game Mode->GameMode Override "BP\_GM\_MenuMap" and by the "ThirdPersonExampleMap" the "BP\_GM\_GameMap".

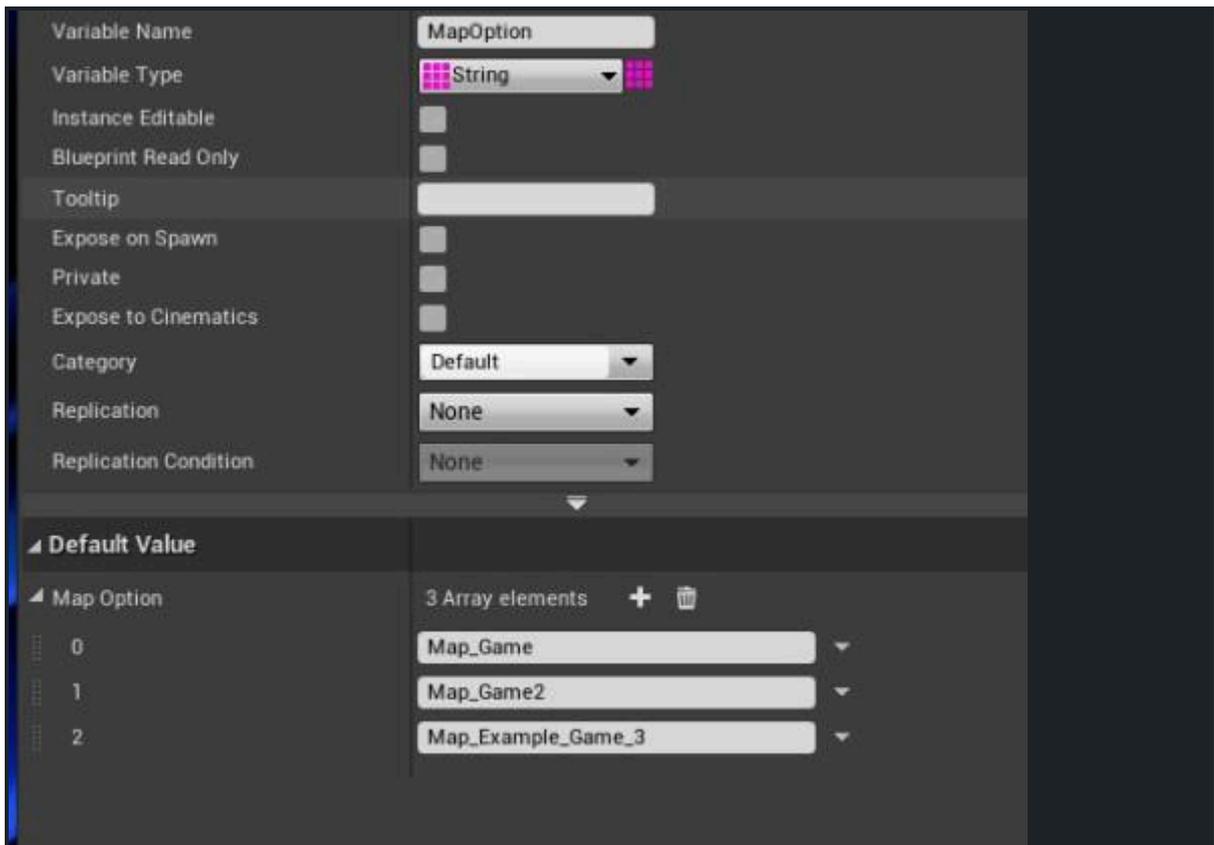


Now you only need to change all key Errors to paste the keys in the project settings input. or you copy paste the DefaultInput file from the MultiplayerSystem in your config folder.





In the BP\_MP\_Menu you can add your own Map in the Variable MapOptions



If you don't need the lobby menu in your game then go to BP\_MP\_Menu and connect the selectedMap Variable with MapName and in the BP\_PC\_GameMap you delete the Event Show Lobby you delete the Event Show Lobby

