

# Steam Party Changelog

## *Current Version 2.4.3*

Version 2.4.3 Released: (5/10/2020) -- Engine 4.25

- Fixed Deprecation: APlayerState::Uniqueld
- Fixed Deprecation: APlayerState::blsInactive

Version 2.4.0 Released: (11/18/2019)

- GameInstance Subsystem Implemented
- Fixed Party Browser incorrect state when kicked from party

Version 2.3 Released:

- Fix GameThread accessing error
- Integrated join Party Session
- Added support for External Friendslist
- Set PARTY as default string for FindSessionsParty
- Added the option to auto startsession on createsession nodes
- Added CreateSessionParty Blueprint Node
- Added StartSessionParty Blueprint Node
- Added StartSessionGame Blueprint Node
- Added UpdateSessionParty Blueprint Node
- Added UpdateSessionGame Blueprint Node
- Added EndSessionParty Blueprint Node
- Added EndSessionGame Blueprint Node
- Added DestroySessionParty Blueprint Node
- Added DestroySessionGame Blueprint Node

Version 2.2 Released:

- Added New Feature to allow all Party Members to Invite

Version 2.1 Released:

- Fixed crash caused by garbage collector removing misaligned pointers.
- Initialized all Steam Party USTRUCT types with default values
- Fixed empty engine version warnings
- Fixed accessing invalid pointers in party panel when object was being destroyed

Version 2.0 Released: (Only for Engine 4.21+)

- New Steam Party Component Added. Can be used to get Steam Party Events from any Actor Entity. No longer required to inherit from Steam Party Player Controller
- Added Options to Party Panel to Add & Remove screen elements such as the party browser, chat, and party member areas.
- Added New Steam Function Library easy access for commonly requested steam api functions, get avatar ect...

Version 1.9 Released:

- Added Missing Voice headers
- Auto Party Search was removed
- Other minor bug fixes

.....Archived 1.8, 1.7, 1.6, 1.5, 1.4, 1.3, 1.2, 1.1, 1.0, 0.9