

Simple Multiplayer Lobby

Documentation still in construction

Leave questions on marketplace

Contact via email fouxeri@gmail.com

Simple Multiplayer Lobby includes a simple lobby system with lobby, character selection and customizable match settings.

Features

Lobby System

Multiplayer Support

Character Selection

Easily change map info via data table

Customize character selection via data table (Character Class, Image, Color)

Kick players from the lobby

Main Menu, Video Settings, Lobby Menu

Key binding

Save System (Character, Video Settings)

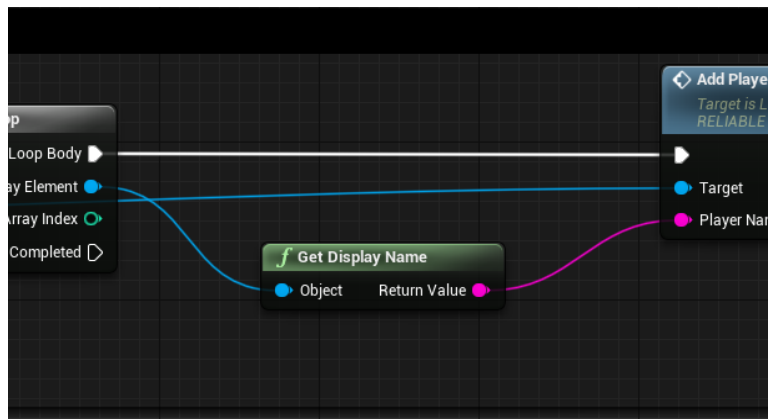
Editable Match Settings

Replicated Lobby Elements

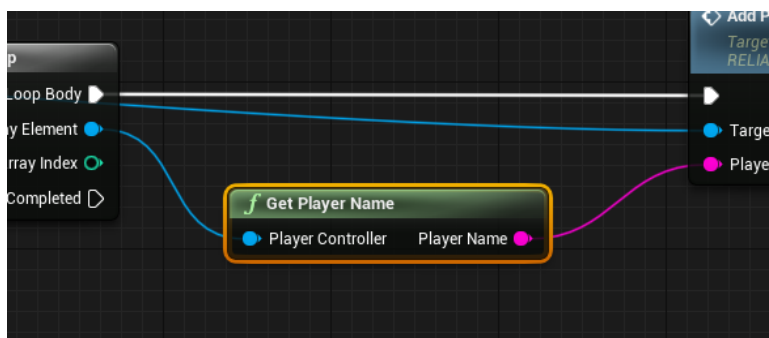
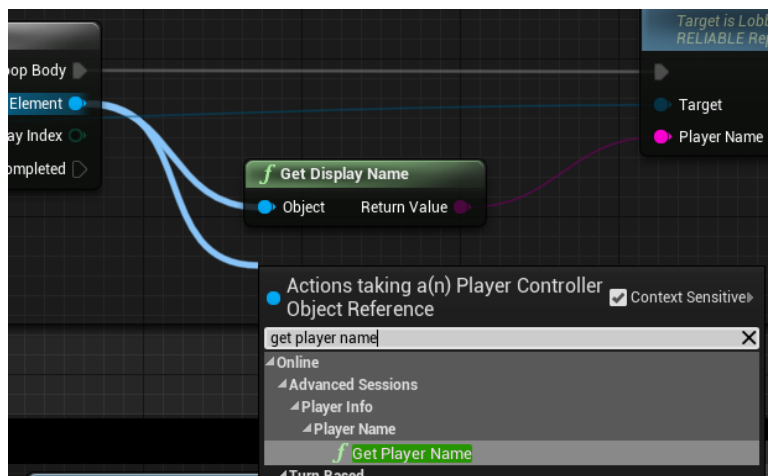
Easy to use as base project or integrate to existing project

Add Steam Names

Download Advanced Sessions from [Here!](#)
Copy & Paste these lines to your DefaultEngine.ini [Here!](#)
Open LobbyGamemode
Search **“Get Display Name”**



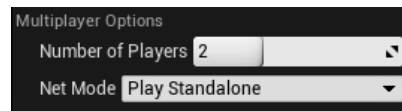
Replace **“Get Display Name”** with **“Get Player Name”**



Steam Multiplayer

Simple Multiplayer Lobby uses Unreal Engine's default subsystem to create and find games.

(You can test this by settings “Number Of Players” to 2)

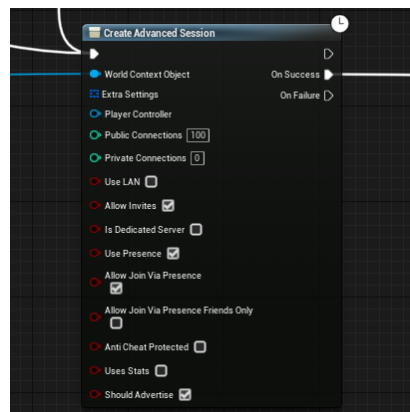


Download Advanced Sessions from [Here!](#)

Copy & Paste these lines to your DefaultEngine.ini [Here!](#)

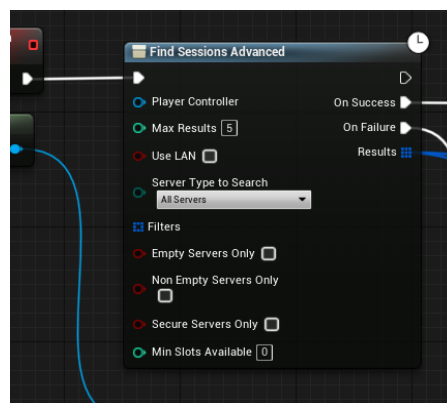
Open WBP_MainMenu and open event graph and locate host game button

Replace Create session node with Create Advanced Sessions



Open WBP_Matches and open event graph and locate “Find sessions”

Replace “Find sessions” with “Find Sessions Advanced”

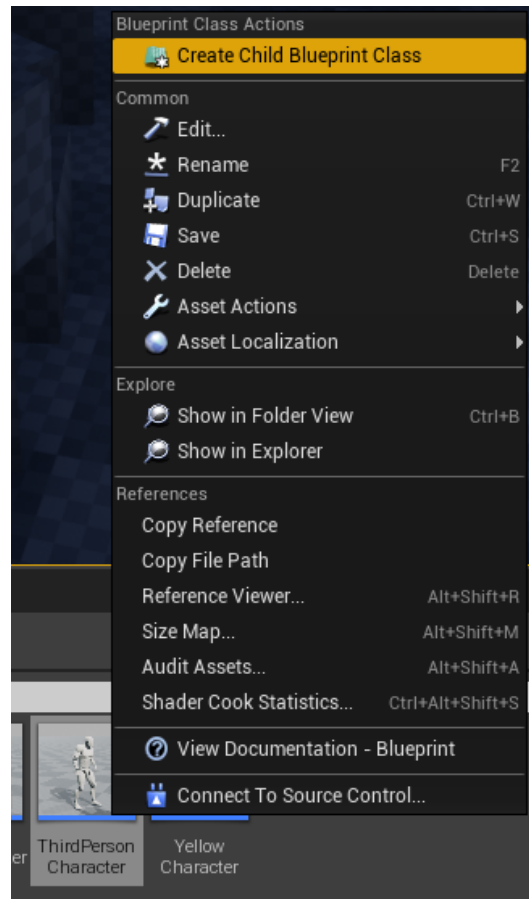


Connect all nodes to their to their right positions

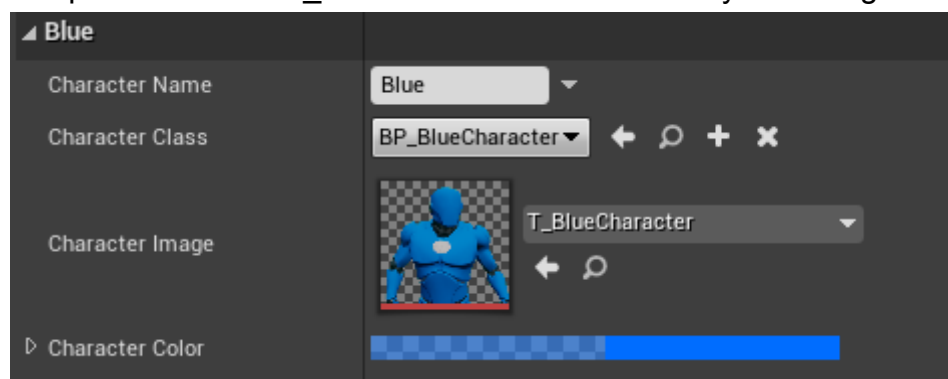
After this you need to launch your game on Standalone Game to find and create sessions

New Character

You can create child blueprint class of BP_MasterCharacter or you can create your own



Open data table D_CharacterTable and choose your configure



Name - Character Name

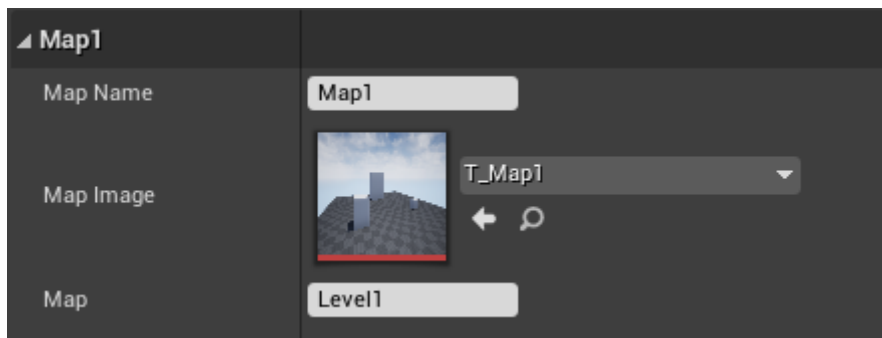
Character Class - Characters blueprint class

Color Image - Character image

Color - Light color which shows when mouse is hovered over

Change Map

Open data table D_MapTable
Configure your settings



Roll down to button events and view “Clicked” Event

Map Name - Name that is displayed on the lobby

Map Image - Image that is displayed on the lobby

Map - Name that is used to start right level

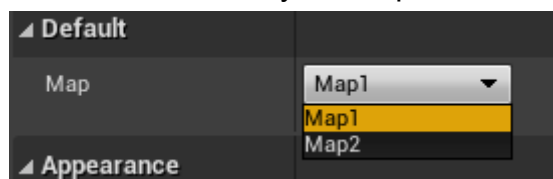
Row name has to be identical both D_MapTable and E_Map



Open BP_MatchSettings
Click map button



Choose your map

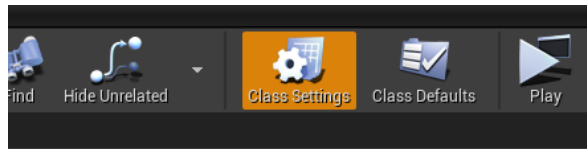


Inviting Steam Friend

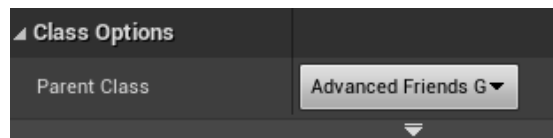
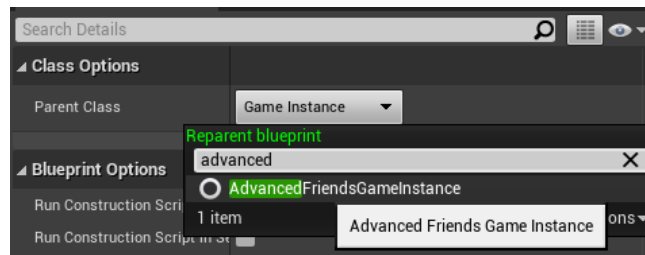
You need to make “Steam Multiplayer” steps before this!

Open BP_GameInstance

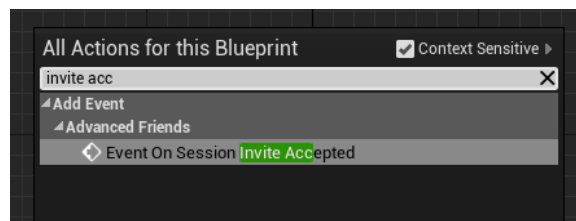
Open Class Defaults



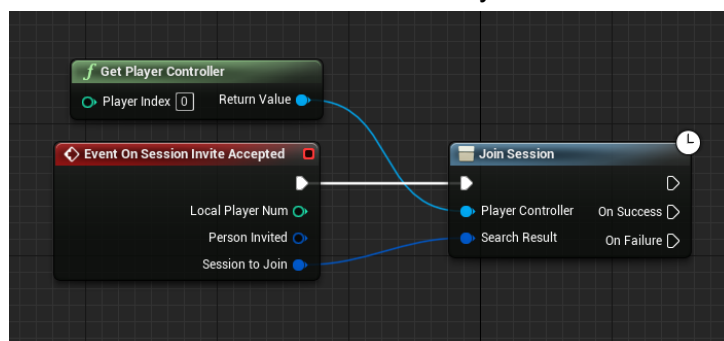
Change Parent Class to AdvancedFriendsGameInstance



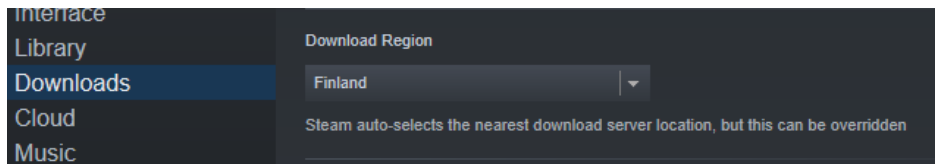
Add Event On Sessions Invite Accepted



Add Join Session and GetPlayerController



Make sure you and your friend are in the same download region in Steam to this work flawlessly. For me and my friend our server would be Finland.



“Can't open maps when testing packed build”

Sometimes maps are not packed into the final build.

Edit > Project Settings > Asset Manager

Add all maps into “Specific Assets”

