



GEFORCE NOW SDK

INTEGRATOR PRIMER | April 2019

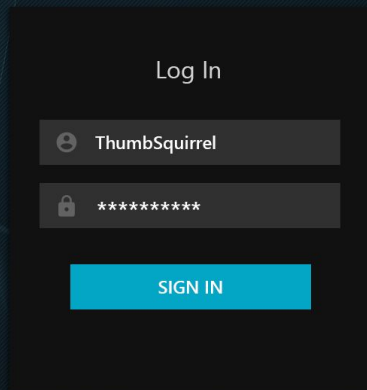
INTRODUCING THE GEFORCE NOW SDK

THE PATH TO CLOUD GAMING

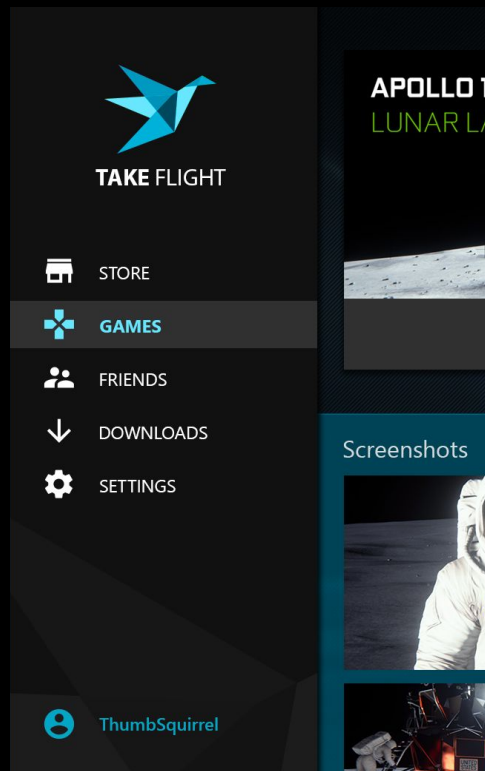
The GeForce NOW SDK is a set of **APIs, components, and tools** that enable developers to seamlessly add the power of **cloud gaming** to their ecosystem.

STREAM GAMES DIRECTLY FROM YOUR LAUNCHER

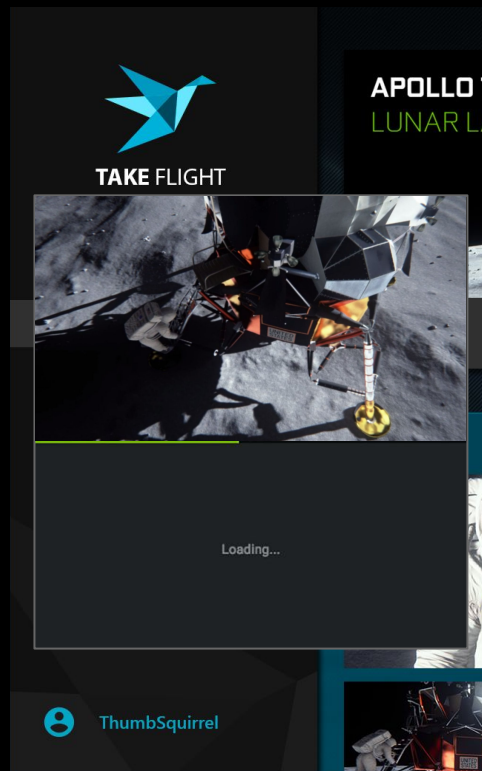
EXAMPLE EXPERIENCE



Single Sign-On
w/ Linked Accounts



Seamless
Integration



Launch
In Seconds



Premium Experience
Everywhere

THE POWER OF GEFORCE NOW

APIS AND BENEFITS

PUBLISHER

LAUNCHER / STORE

GAME

SDK APIs

AUTHENTICATE & LAUNCH

UPDATES

DEBUG &
LOGGING

GEFORCE NOW



Single
Sign-On



Play Without
Installing



Launch In
Seconds



Premium GFX
Anywhere



Always
Up-To-Date



Robust
Gaming

TOPICS COVERED

BY TARGET AUDIENCE

This document provides a high-level overview of user and developer **benefits** along with integration **flows**, **interfaces** and **processes** required to stream.

LAUNCHER INTEGRATION

This topic covers the details needed by User Experience Designers and Developers alike to integrate the GeForce NOW SDK into an existing launcher app.

An example launcher is shown.

ACCOUNT LINKING

This topic covers linking third-party accounts with a user's GeForce NOW account to implement Single Sign-On.

Understanding Identity Management is key for Developers.

MANAGING BUILDS

This topic covers how builds are uploaded, staged, and published for streaming on GeForce NOW.

This topic is for Quality Assurance and Release Management folks.

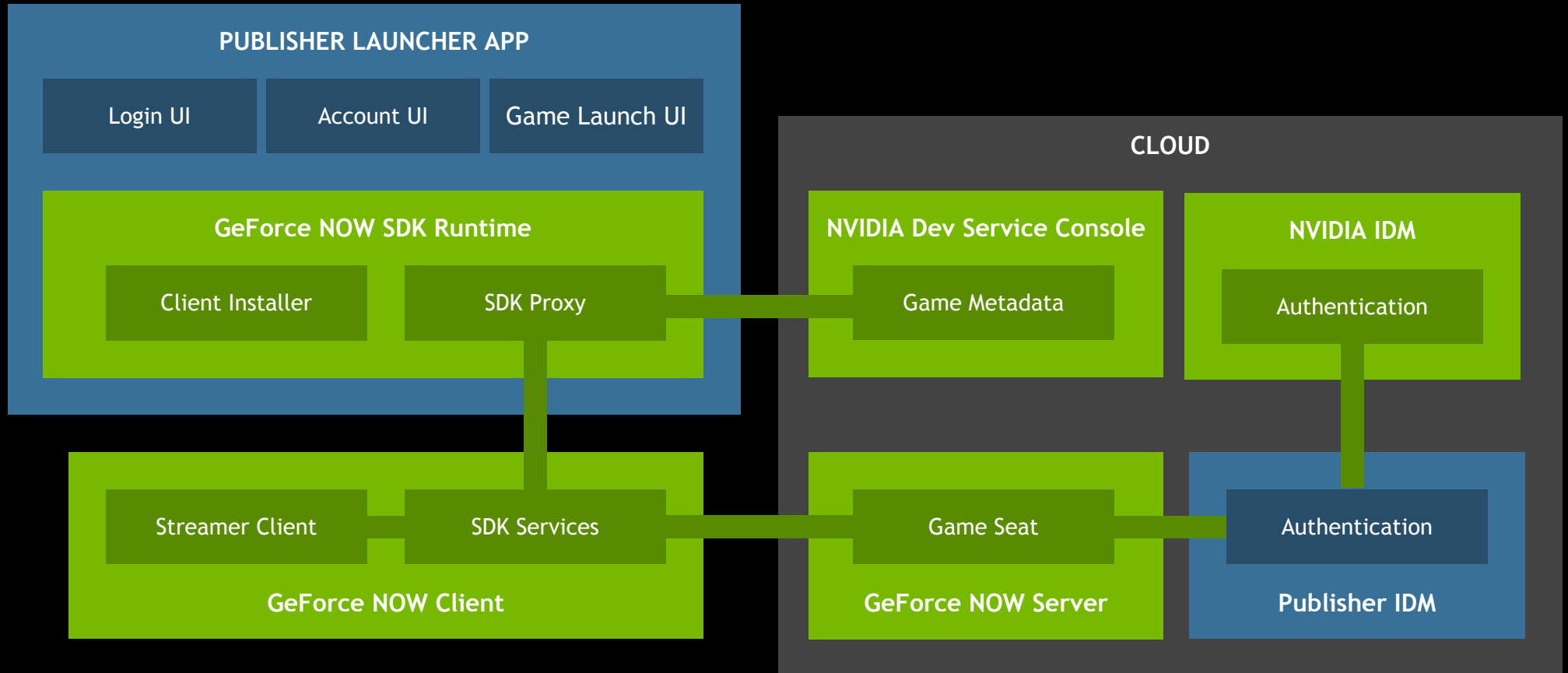


LAUNCHER INTEGRATION

ADDING CLOUD GAMING

ECOSYSTEM

COMPONENTS AND CONNECTIONS



EXAMPLE LAUNCHER

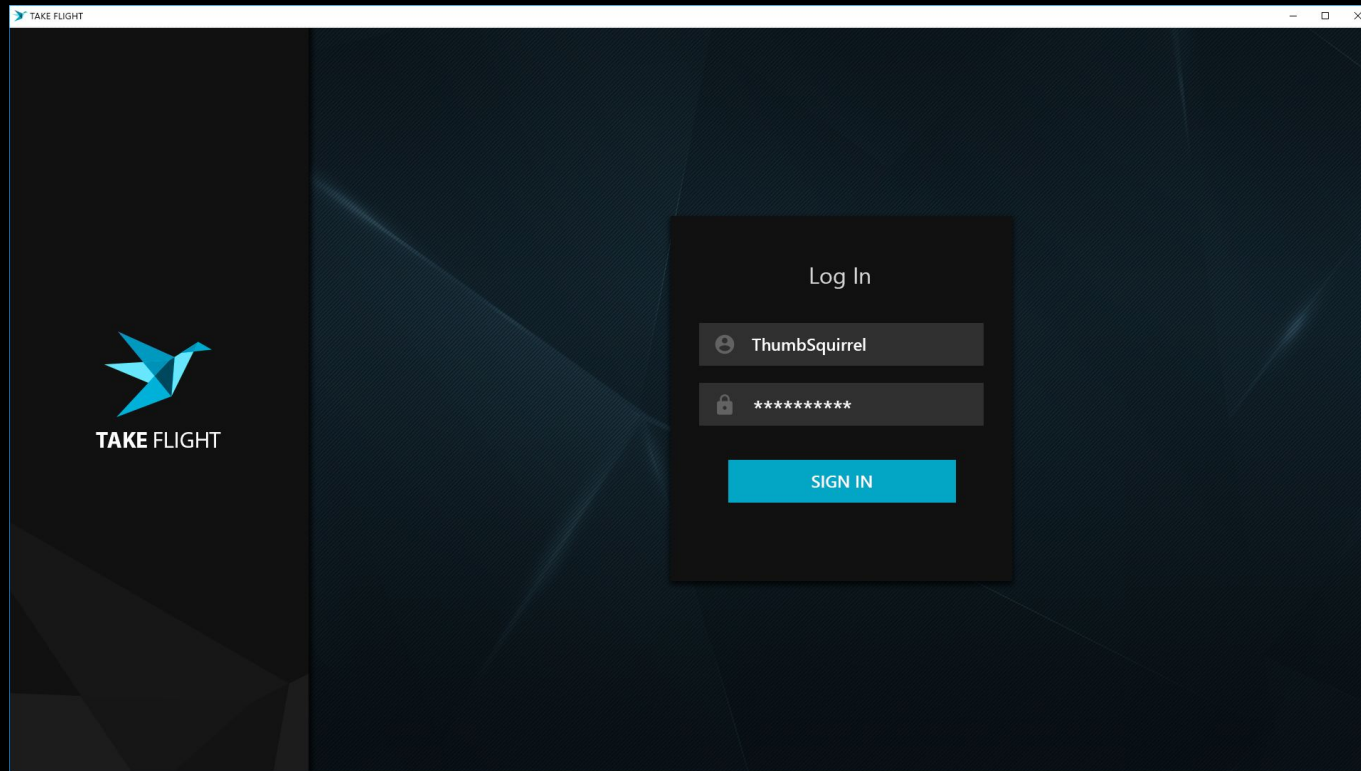
USER AUTHENTICATION

LOGIN DIALOG

Sign on to the system is handled by the launcher application itself which gives the gamer access to the ecosystem provided by the publisher.

Signing on to the system automatically restores connections to any third-party linked accounts, including the gamer's NVIDIA GeForce NOW account.

Gamers link third-party accounts by opening the Settings page.



EXAMPLE LAUNCHER

THIRD-PARTY ACCOUNT LINKING

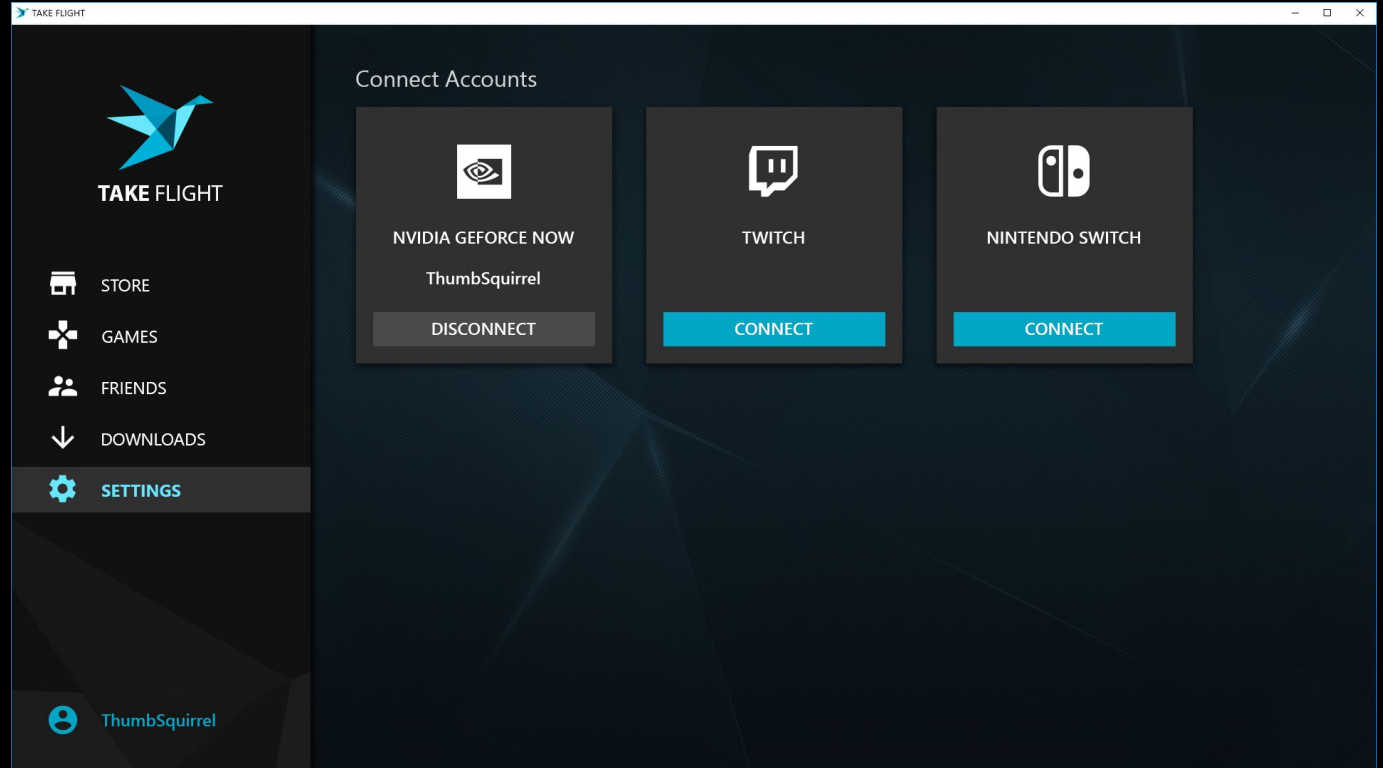
SETTINGS PAGE

Gamers link accounts from third-party systems to provide additional functionality in the publisher's application.

Linking accounts is accomplished using the industry standard OAUTH2 workflow in a web browser window.

Authorization tokens are then cached by the launcher so functionality can be restored automatically when the gamer logs into the application.

Gamers who create and link an NVIDIA GeForce NOW account are able to stream games to their device.



EXAMPLE LAUNCHER

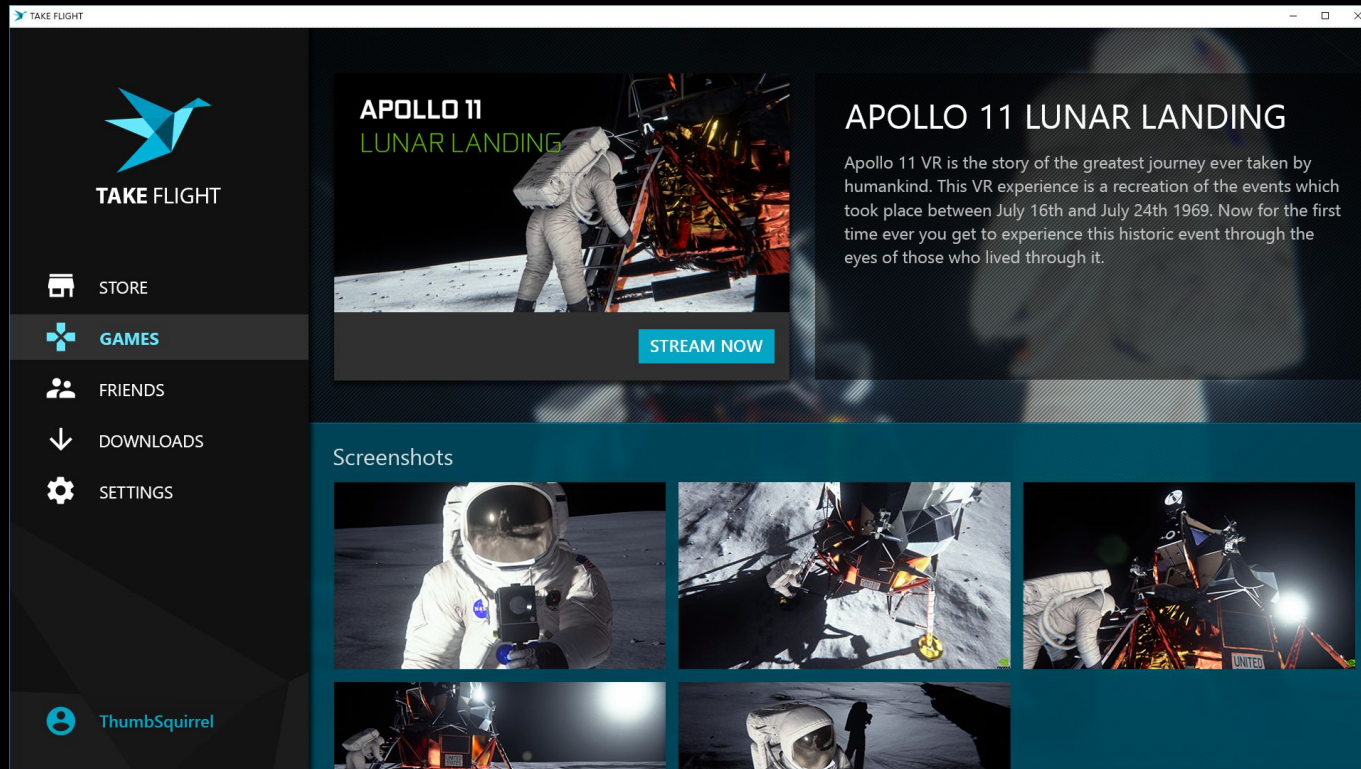
STREAMING WITH NVIDIA GEFORCE NOW

GAMES PAGE

Gamers are shown an element in the application which opens the streamer window for those games which are supported by NVIDIA GeForce NOW.

The application uses SDK API calls to verify a specific game is able to be streamed and to start streaming.

The application shows the STREAM NOW button, or doesn't, based on whether or not the specific game can be streamed.



REQUIRED INTEGRATION

ADDING A CLOUD STREAMING OPTION

LOGIC FLOWS

- Check with SDK to determine GFN environment to know when to start a stream
- Use SDK to start streaming when user activates UI trigger
- Use SDK callbacks to know the status of the stream

RELEVANT SDK METHODS

```
gfnInitializeGFNRuntimeSDK();  
gfnIsRunningInCloud();  
gfnStartStream(serviceID, applicationID, AuthToken, Callback);  
gfnShutdownGFNRuntimeSDK();
```



ACCOUNT LINKING

FOR SINGLE SIGN-ON

LINKING ACCOUNTS TO SUPPORT SINGLE SIGN-ON

INTEGRATION NECESSARY

The best experience for gamers requires a one time operation to link their publisher account with an NVIDIA account. Afterward, the user simply logs into the launcher app and can start streaming.

ACCOUNT LINKING

- User performs a one time account linking operation from the launcher.
- Local launcher cooperates with NVIDIA and its own IDM to associate respective Account IDs.

SINGLE SIGN-ON

- User signs in via launcher login.
- Local launcher authorizes streaming via NVIDIA IDM.
- Cloud launcher retrieves the launcher ID based on NVIDIA ID.

FRAMEWORK OVERVIEW

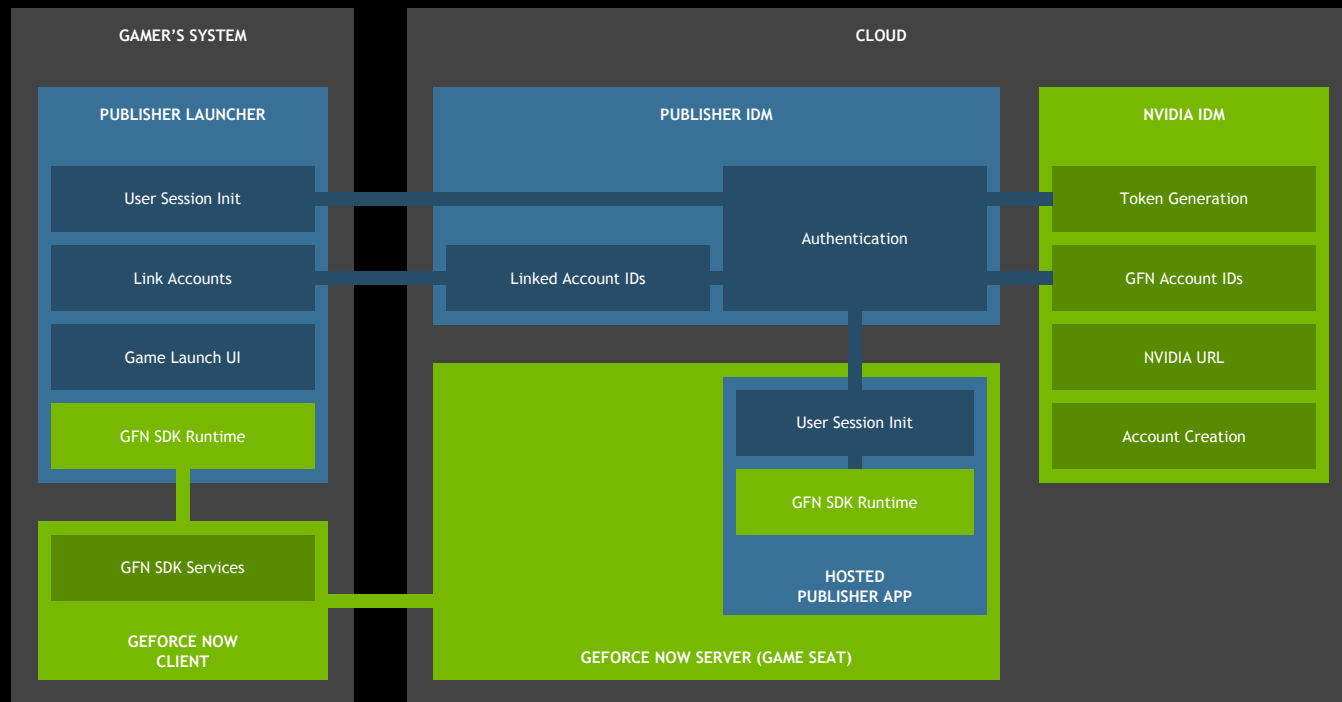
COMPONENTS & CONNECTIONS

GEFORCE NOW ARCHITECTURE

This overview illustrates where each component is installed or hosted, and shows important connections between various components.

SUPPORTED FUNCTIONALITY

- New User Account Creation
- Account Linking
- Single Sign-On

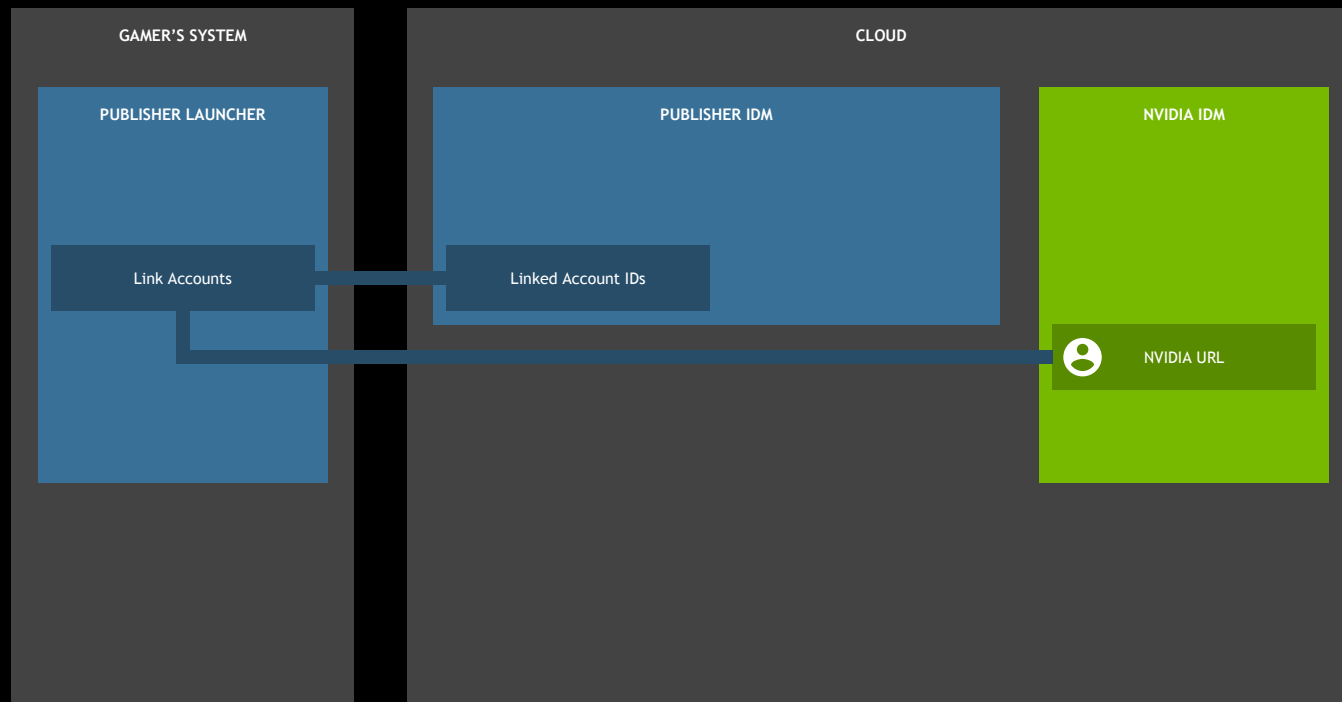


ACCOUNT LINKING

ONE TIME OPERATION

LINKED ACCOUNTS

- Publisher Launcher authenticates via NVIDIA IDM using *NVIDIA URL*
- if new user, NVIDIA IDM creates new *NVIDIA User Account*
- NVIDIA IDM returns *NVIDIA User ID*
- Publisher Launcher sends *NVIDIA User ID* to Publisher IDM
- Publisher IDM links *NVIDIA User ID* with *Publisher User ID*

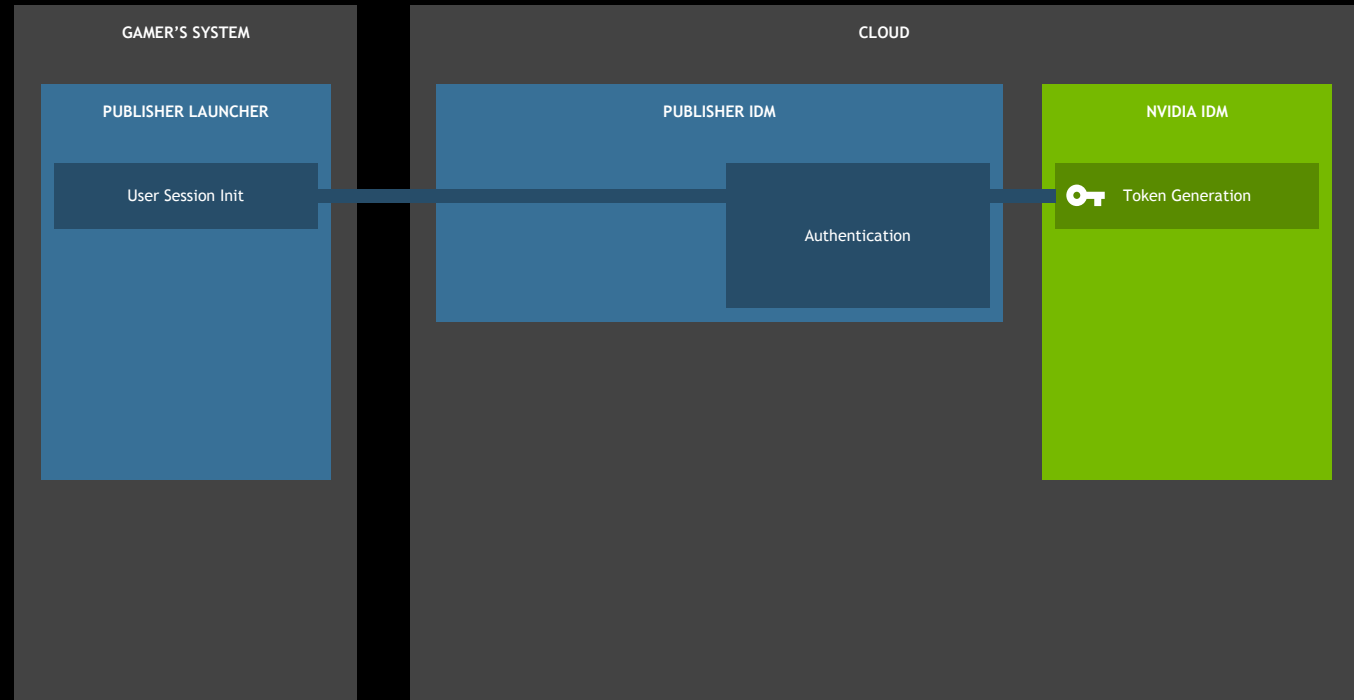


SINGLE SIGN-ON

STEP 1 OF 3

1 - LOCAL USER INITIALIZATION

- Publisher Launcher authenticates via Publisher IDM
- Publisher IDM retrieves token from NVIDIA IDM

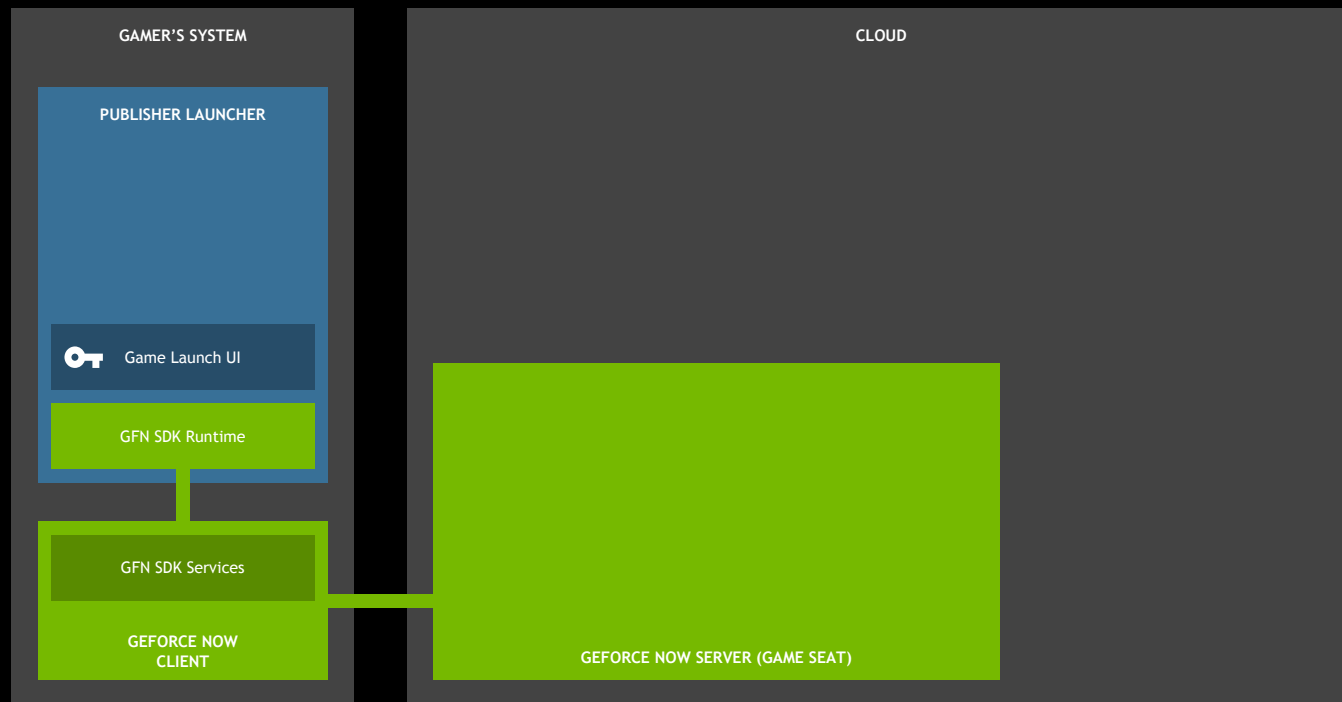


SINGLE SIGN-ON

STEP 2 OF 3

2 - GAME STREAM TRIGGER

- Publisher Launcher passes token to GFN SDK on stream call
- GFN Client uses token to log in to GeForce NOW



SINGLE SIGN-ON

STEP 3 OF 3

3 - CLOUD USER SESSION INIT

- Hosted Publisher App retrieves token from GFN SDK
- Hosted Publisher App authenticates via Publisher IDM passing token
- Publisher IDM retrieves NVIDIA User ID from NVIDIA IDM using token
- Publisher IDM looks up Publisher User ID using NVIDIA User ID





MANAGING BUILDS

PROCESS AND TOOLS

HOW TO UPLOAD A NEW BUILD

NVIDIA DEVELOPER SERVICE CONSOLE

Upload on NVIDIA Developer Service Console

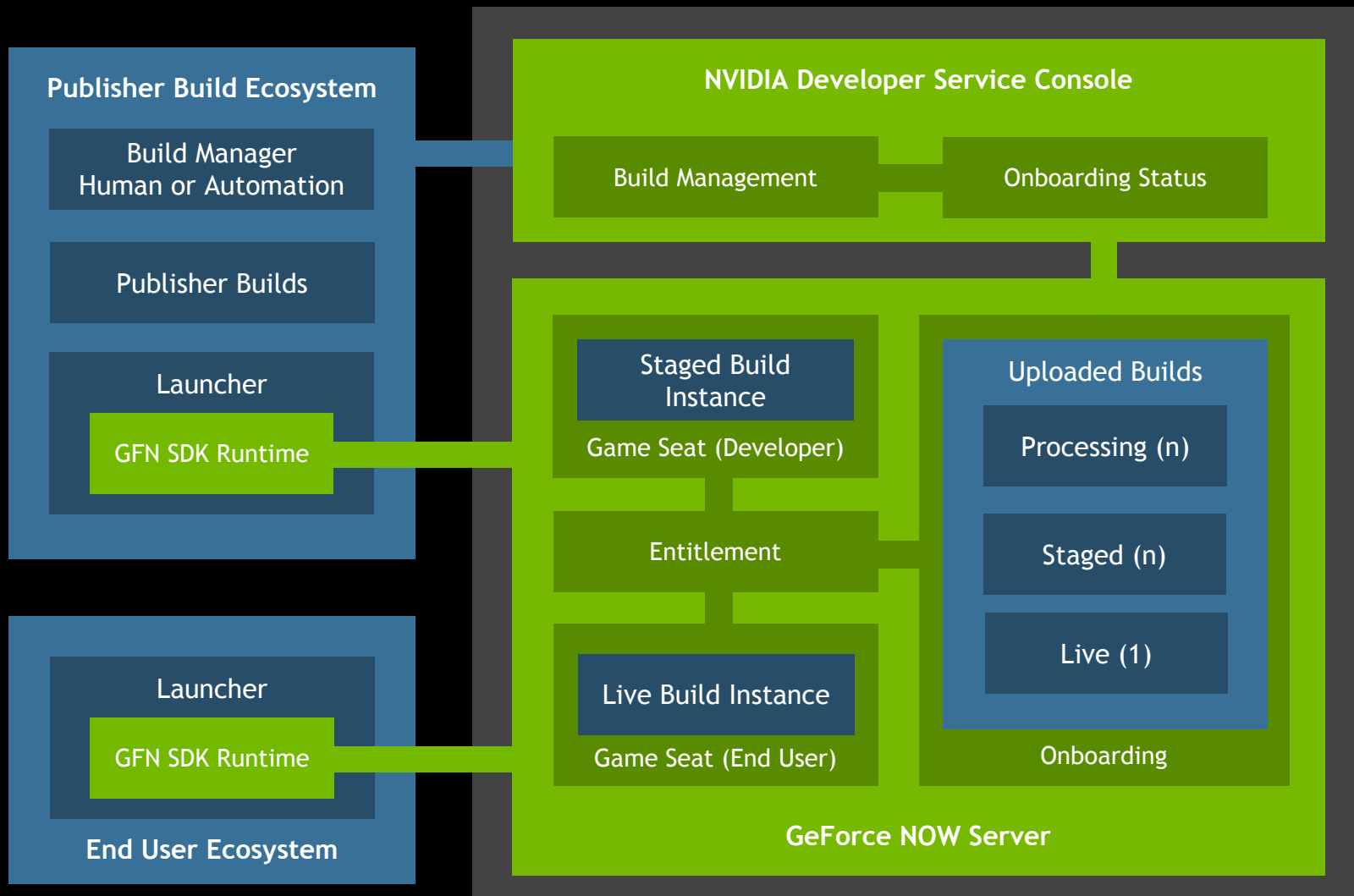
The screenshot shows the 'Add New Build' interface in the NVIDIA Developer Service Console. The top navigation bar includes the NVIDIA logo, 'APPLICATIONS', 'ORGANIZATIONS', 'GAME READY SERVICES', and 'NVIDIA DEVELOPER SERVICES'. A user is signed in as 'dwilson@nvidia.com'. The main content area is titled 'Add New Build' and features a sidebar with 'Source', 'Details', 'Run Configuration', and 'Review'. The 'Source' tab is active, showing a 'Build File:' section with a dashed box for file upload and the text 'Click or drag and drop a file here to upload'. 'Cancel' and 'Next' buttons are at the bottom right.

Check the Status for Success!

STEP	RESULT
Dev provides game definition metadata	Package definition accepted
Dev uploads game build archive	Archive accepted & merged with definition
GFN auto-tests build	Success/Fail
GFN deploys build	Success/Fail

BUILDS ECOSYSTEM OVERVIEW

COMPONENTS & CONNECTIONS



HOW TO DEBUG A BUILD

SUPPORT CURRENTLY UNDER DEVELOPMENT

- 1) Developer authenticates via Developer Service Console
- 2) Developer gets Special Purpose Game Seat from Developer Service Console
- 3) Developer selects a specific (perhaps unreleased) game build
- 4) Developer uses Debug API to debug session
- 5) Special Purpose Game Seat time limit expires or is released by Developer
- 6) Developer gets Logs from their game sessions via Developer Service Console



NEXT STEPS

INTEGRATING GEFORCE NOW SDK

SIGN UP

GEFORCE NOW SDK DEVELOPER ZONE

Sign up today to receive access to the GeForce NOW SDK developer zone on NVIDIA.com.

The developer zone has all the necessary information for you to get started, including details about pulling the GeForce NOW SDK from GitHub.

A sample application is included which showcases the SDK APIs needed to stream a game.

Signing up is FREE!



The screenshot shows the NVIDIA Developer website. The top navigation bar includes links for RTX, GAMEWORKS, DESIGNWORKS, VRWORKS, COMPUTEWORKS, JETPACK, DRIVE, CLARA, and OPEN SOURCE. The main content area is titled "GeForce Now" and features a large image of a laptop displaying a game scene. Below the image, the text reads: "Join the GeForce NOW Developer Program". It describes how GeForce NOW transforms devices into high-powered gaming PCs using NVIDIA's cloud GPUs. It also mentions that the developer program provides access to the GeForce NOW SDK, which includes APIs, components, and tools for integration and configuration. A list of benefits for integrating the GeForce NOW SDK is provided, including adding cloud gaming to digital stores, enabling instant play, delivering invisible patches, improving user experience, and enabling games to launch in seconds. At the bottom, there is a "Get Started" section with a "Join now" button.

<https://developer.nvidia.com/join-geforce-now-dev-program>

PULL THE SDK FROM GITHUB

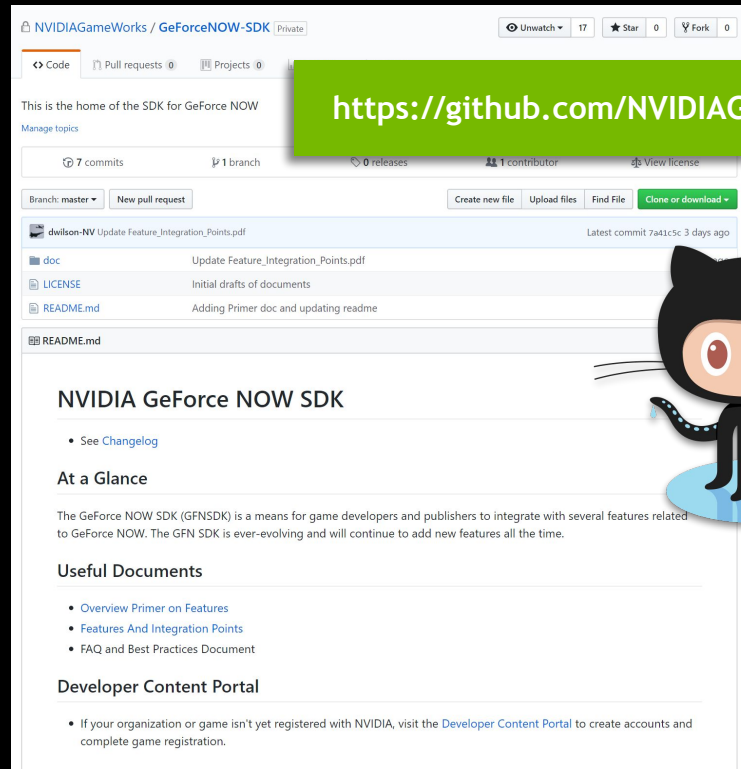
EVERYTHING YOU NEED TO SUCCESSFULLY INTEGRATE ALL IN ONE PLACE

Once you've signed up, visit the GeForce NOW SDK GitHub* from the member page.

The GitHub repo contains:

- API references
- Header files
- Run-time libraries
- A sample launcher application

* limited release available in April 2019



TRY THE SAMPLE

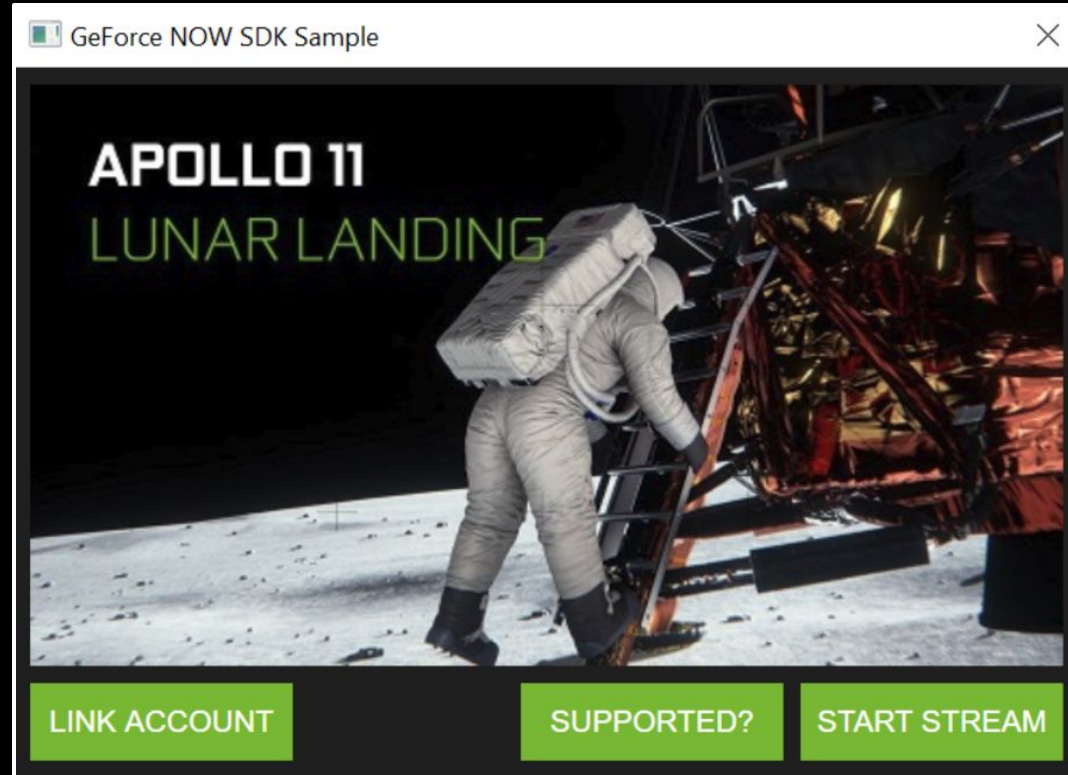
EXAMPLE CODE FOR ESSENTIAL FLOWS

GEFORCE NOW SDK SAMPLE

This sample application contains working code with just enough UI controls showing essential integration points and functionality provided by the GeForce NOW SDK.

SDK APIs IN THIS CODE SAMPLE

- Link a GeForce NOW account
- Is a game supported
- Start streaming the game



TEST DRIVE STREAMING ON GEFORCE NOW

AVAILABLE OPTIONS

EXISTING GAME

Want to test drive streaming using our GeForce NOW app?

We'll provide you preferred access to GeForce NOW so you can stream our library of supported games.

SPECIAL BUILD

Want to try a different build of an existing supported game?

We'll onboard your special build and make it available to you for streaming on GeForce NOW.

NEW GAME

Want to try out your unreleased game and see how well it streams?

We'll onboard your new game build and make it available to you for streaming on GeForce NOW.



THANKS FOR USING
THE GEFORCE NOW SDK