

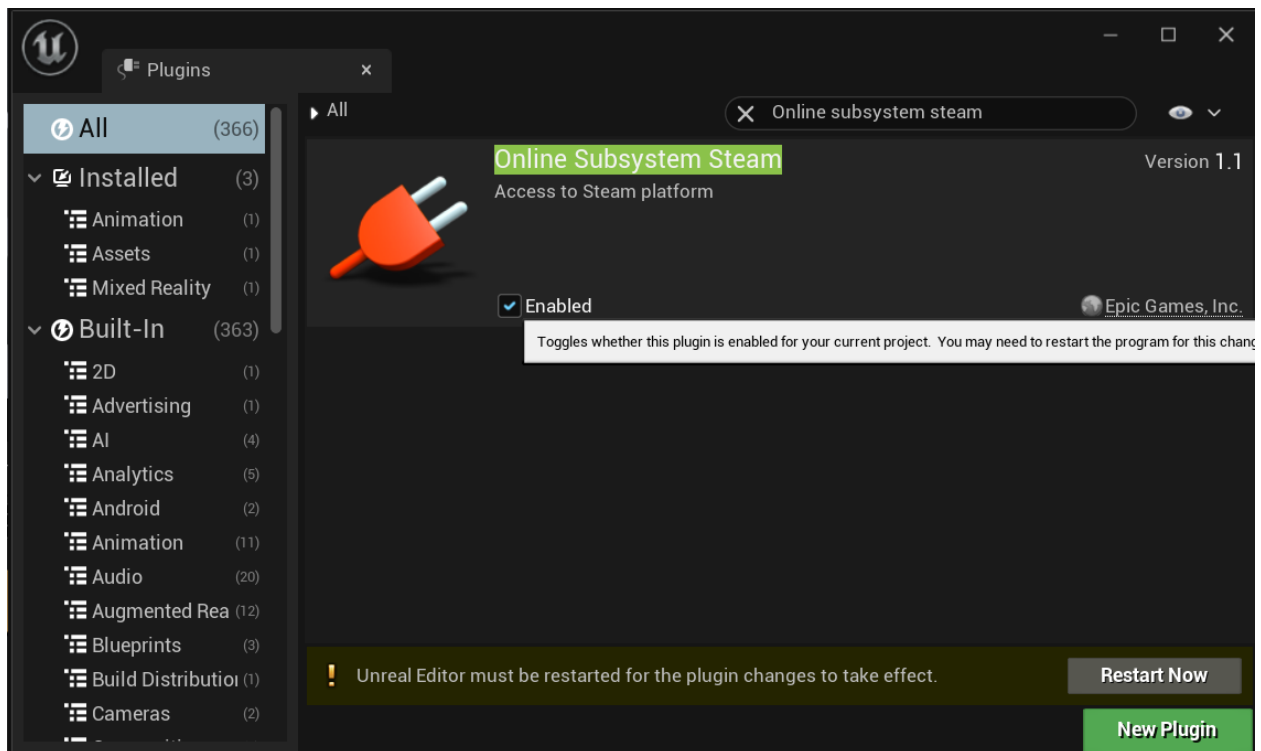
Steps to Use the Menu System Plugin

1. Create or open an Unreal Engine 5 project

(For new projects, it is recommended that you use the Third Person project template, as it already has a working character which is replicated).

2. Configure the project to use the Steam Online Subsystem

- Go to Edit -> Plugins -> search for Online Subsystem Steam
- Check Enabled
- Click Restart Now



- In the project folder, go to Config

.vs	12/18/2021 3:24 AM	File fo
Binaries	12/18/2021 3:24 AM	File fo
Config	12/18/2021 3:30 AM	File fo
Content	12/18/2021 3:26 AM	File fo
DerivedDataCache	12/18/2021 3:25 AM	File fo
Intermediate	12/18/2021 3:26 AM	File fo
Saved	12/18/2021 3:26 AM	File fo
Source	12/18/2021 3:24 AM	File fo
TPProject.sln	12/18/2021 3:24 AM	Visual
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- Open DefaultEngine.ini

Add the following to the bottom of DefaultEngine.ini (copy them directly from Unreal Engine's Documentation page)

<https://docs.unrealengine.com/4.27/en-US/ProgrammingAndScripting/Online/Steam/>

DefaultEngine.ini

```
[/Script/Engine.GameEngine]
+NetDriverDefinitions=(DefName="GameNetDriver",DriverClassName="OnlineSubsystemSteam.SteamNetDriver")

[OnlineSubsystem]
DefaultPlatformService=Steam

[OnlineSubsystemSteam]
bEnabled=true
SteamDevAppId=480

; If using Sessions
; bInitServerOnClient=true

[/Script/OnlineSubsystemSteam.SteamNetDriver]
NetConnectionClassName="OnlineSubsystemSteam.SteamNetConnection"
```












- Save and close. The full file should appear as follows (with your project name where it says "MenuSystem")
- Open DefaultGame.ini and add:

```
[/Script/Engine.GameSession]
MaxPlayers=100
```

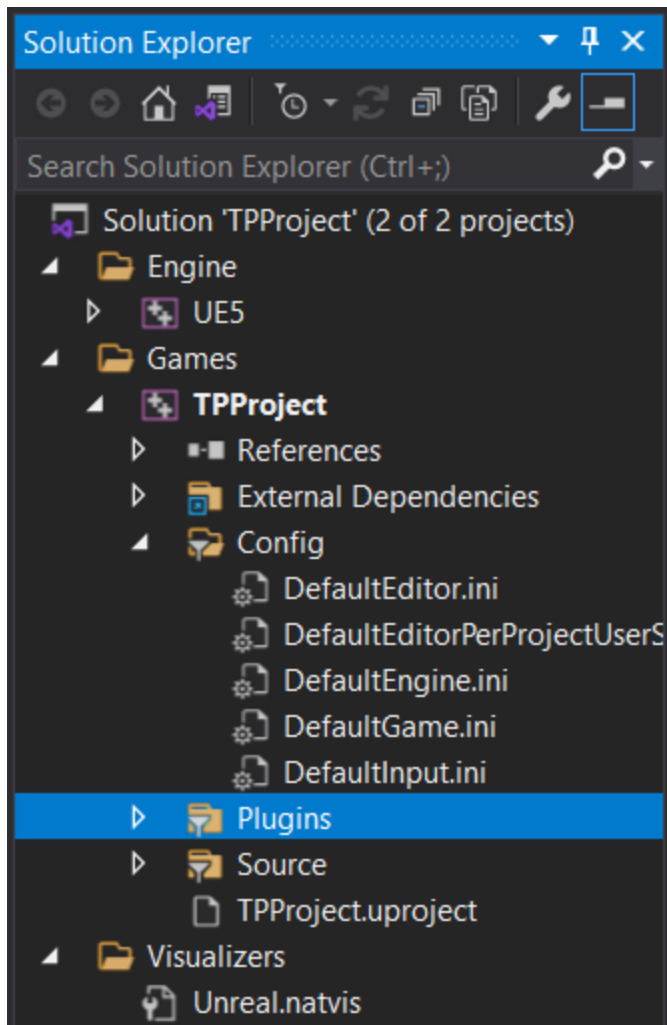
- Compile the Visual Studio Project (CTRL + SHIFT + B)

3. Add the Plugin to the Project Folder

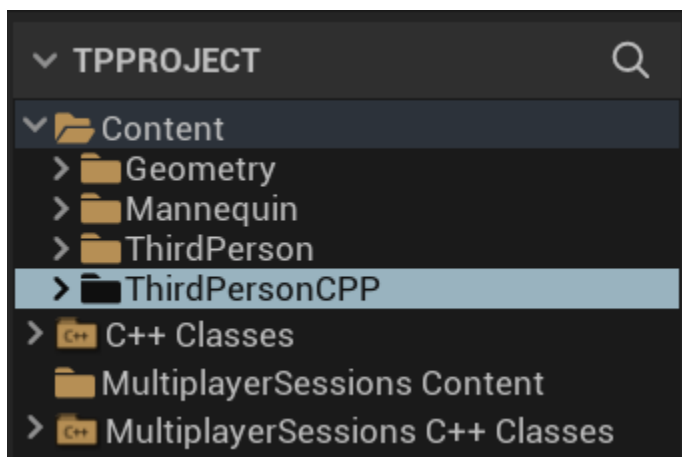
- Copy the Plugins folder into your project:

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 Binaries	12/18/2021 3:24 AM	File fold
 Config	12/18/2021 3:30 AM	File fold
 Content	12/18/2021 3:26 AM	File fold
 DerivedDataCache	12/18/2021 3:25 AM	File fold
 Intermediate	12/18/2021 3:26 AM	File fold
 Plugins	12/18/2021 3:34 AM	File fold
 Saved	12/18/2021 3:26 AM	File fold
 Source	12/18/2021 3:24 AM	File fold
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- Inside Plugins, you should see MultiplayerSessions
- Close Unreal Engine and Visual Studio. Delete your Binaries, Intermediate, and Saved folders. Right-click your .uproject and select Generate Visual Studio project files.
- Open your Visual Studio project solution (.sln). You should now see a Plugins folder in the Solution Explorer



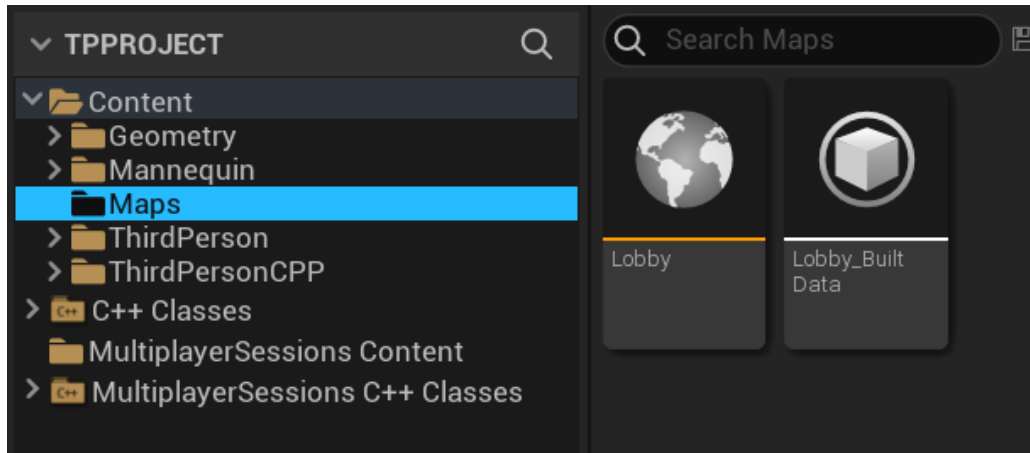
- Open your project in Unreal Engine. It will ask if you would like to rebuild modules. Select **Yes**.
- In the Content Browser, click Settings. Check **Show Plugin Content**.
- You will now have two extra folders in the Content Browser: Multiplayer Sessions Content and Multiplayer Sessions C++ Classes.



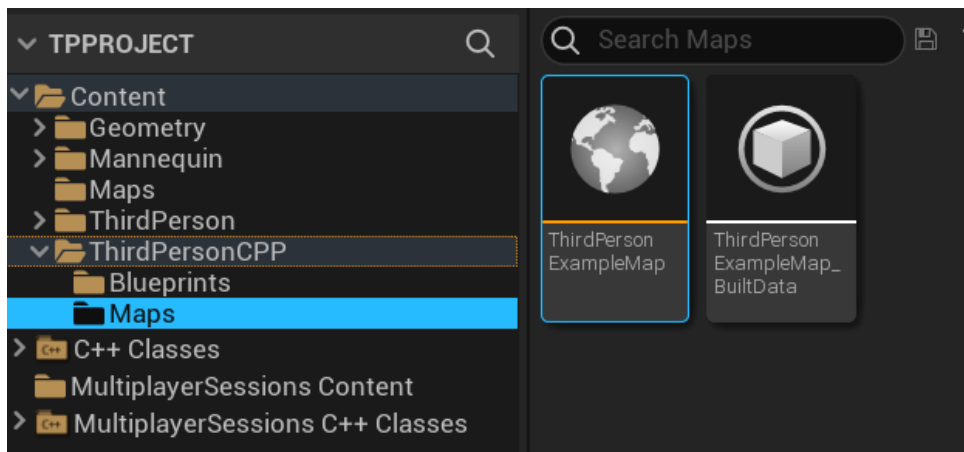
- Go to the Multiplayer Sessions Content folder. There is a Widget Blueprint called WBP_Menu.

4. Create a Lobby Level

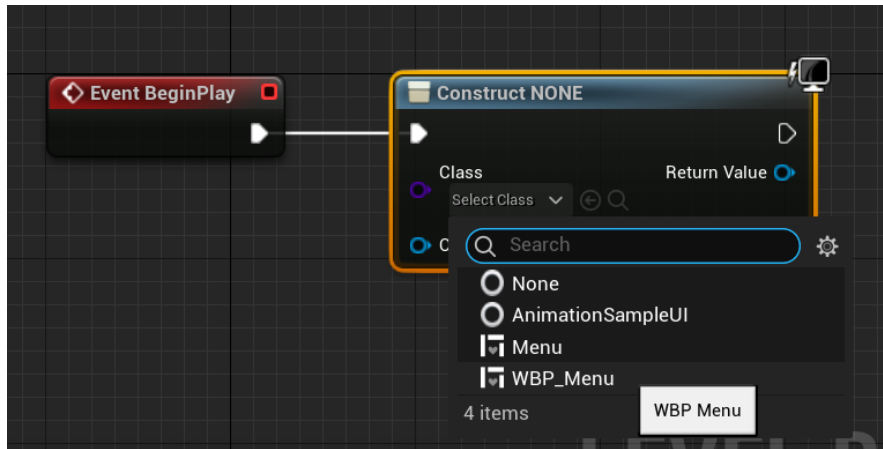
- Create a new level, and save it in your project (it doesn't matter where you save it or what you name it)



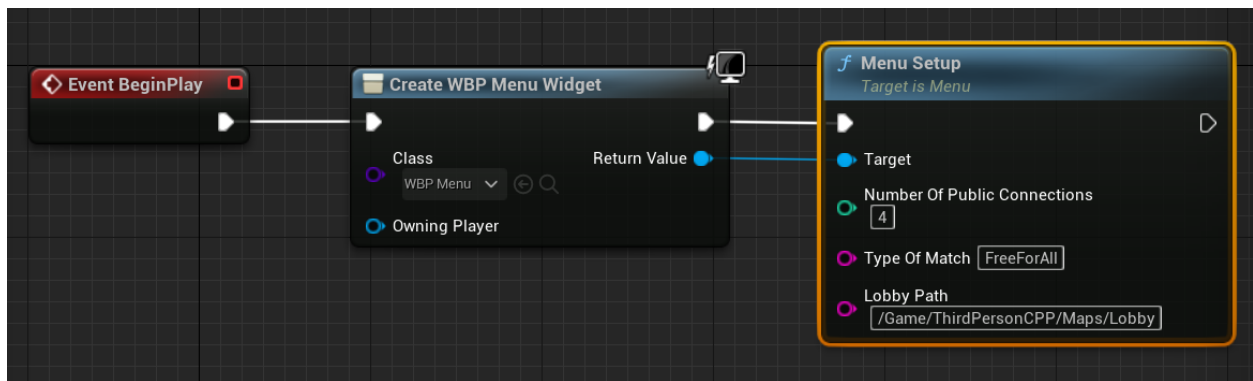
- Open your starting level.



- Open the Level Blueprint. Use Create Widget to create a new widget, selecting **WBP_Menu** as the widget class. Connect this to **Begin Play**.



- Drag off of the Return Value output and search for Menu Setup. Select it.

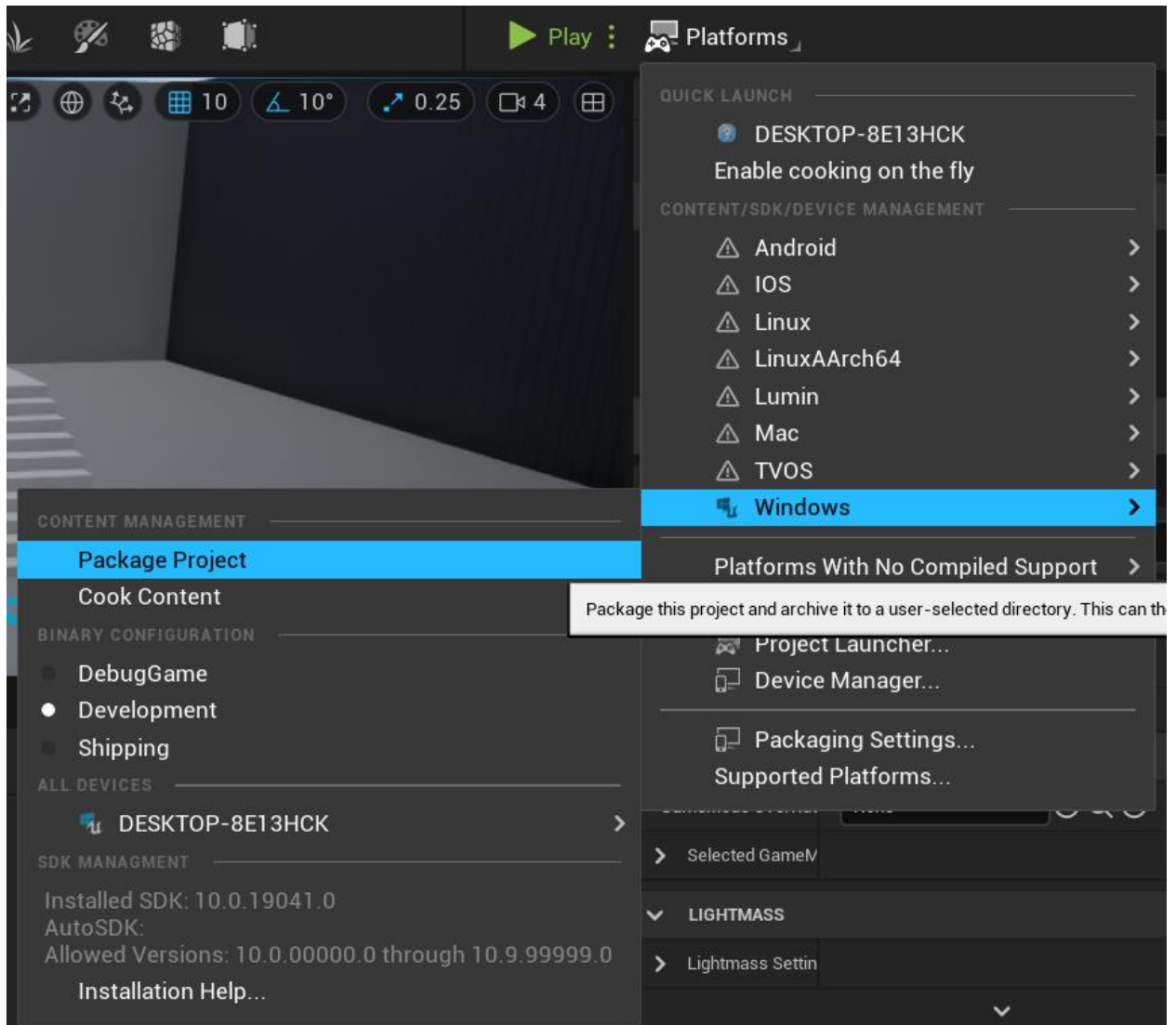


- Change the Number of Public Connections to the number of players you want in your game
- Change the lobby path to the path to your lobby level (use /Game/ instead of /Content/) and leave out the .umap extension.



5. Play Test the Game

- Go to Platforms -> <platform> -> Package Project.

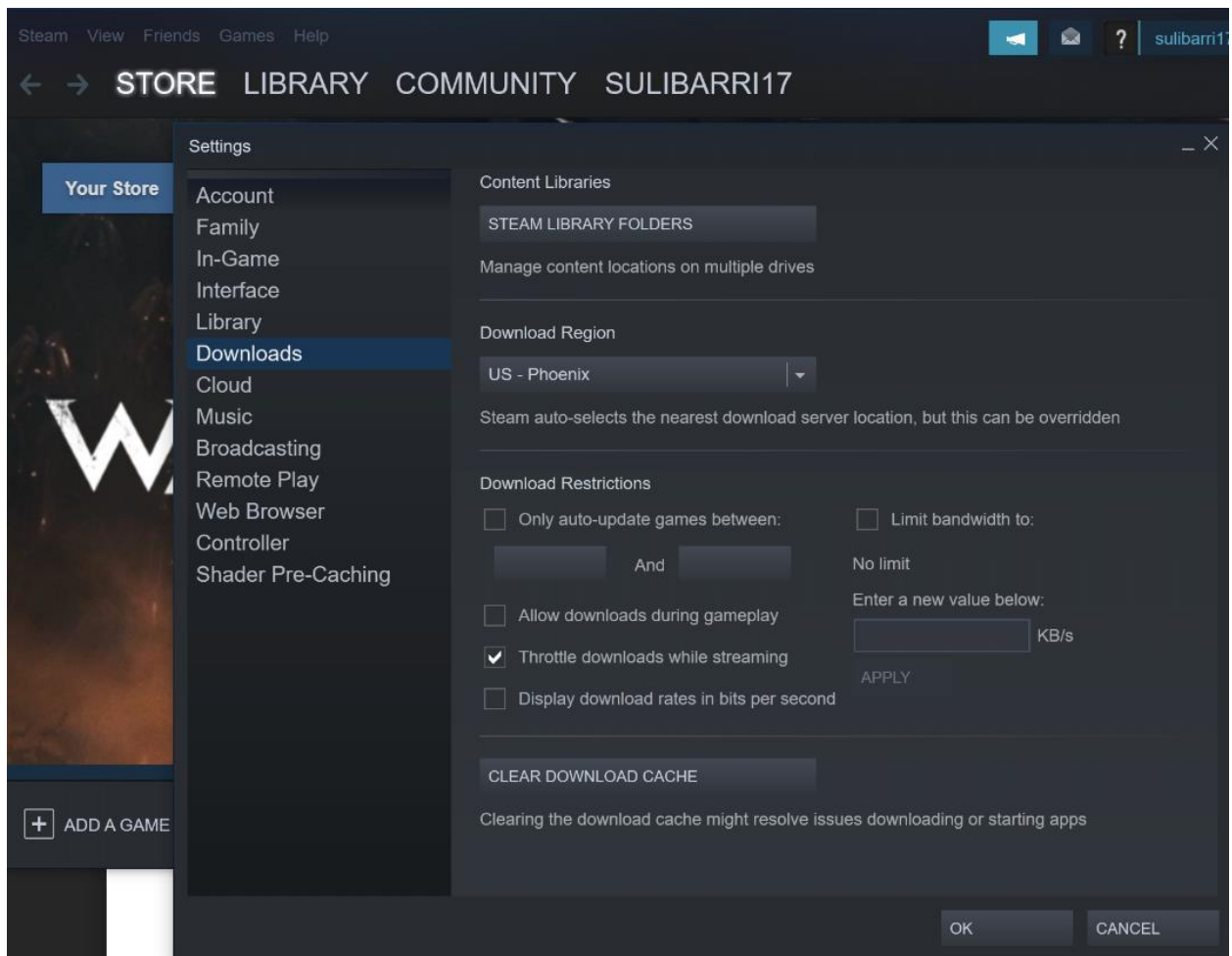


- Create a new folder or select a folder destination

.vs	12/18/2021 3:24 AM	File folder
Binaries	12/18/2021 3:38 AM	File folder
Config	12/18/2021 3:30 AM	File folder
Content	12/18/2021 3:39 AM	File folder
DerivedDataCache	12/18/2021 3:25 AM	File folder
Intermediate	12/18/2021 3:49 AM	File folder
Build	12/18/2021 3:50 AM	File folder
Plugins	12/18/2021 3:34 AM	File folder
Saved	12/18/2021 3:48 AM	File folder
Source	12/18/2021 3:24 AM	File folder



- Click Select Folder
- Upload to a Google drive (or anywhere else) and download it onto a second machine
- Run the Steam client in the background. Make sure both computers are set to the same region (Steam -> Settings -> Downloads -> Download Region).



- On one machine, launch the game and click Host
- On the other machine, launch the game and click Join
- Test Play!