Online Services Interfaces

Use Unreal Engine's Online Services Interfaces to implement common functionality for various online platforms.

> ⊘ Learn to use this **Beta** feature, but use caution when shipping with it.

The **Online Services** plugin and its interfaces provide a common way to access the functionality of various platform online services. The Online Services plugin is organized into modular, service-specific **Interfaces** that group supported features.

Interfaces

Online Services Achievements Interface

Read and update player achievements.

Auth Interface

Authenticate and verify a local user with online services.

Commerce Interface

Purchase and redeem game content outside of gameplay.

Connectivity Interface

Determine whether your game is connected to your platform's online services.

Online Services External UI Interface

Display your platform's online services external user interface.

Leaderboards Interface

Display and update leaderboards from within your game.

Lobbies Interface

Create and manage online lobbies.

Online Services Presence Interface

Access the presence and joinability status of friends and followers.

Privileges Interface

Access player privileges including online and crossplay as well as voice and text chat.

Sessions Interface

Create and manage online game sessions.

Social Interface

Manage relationships with friends and blocked users.

Stats Interface

Upload stats and data to online services and complete stats queries.

Title File Interface

Read title files from the backend online services.

User File Interface

Read user files from the backend online services.

User Info Interface

Access a player's display name and avatar for use in your game.