Epic Online Services in Unreal Engine

Configure Epic Online Services for use in Unreal Engine.

Learn how to configure **Epic Online Services (EOS)** for use in **Unreal Engine (UE)**. Epic Online Services and Unreal Engine are separate products. This section is not intended to be a thorough documentation resource for Epic Online Services, but as a resource to help you get started using EOS in Unreal Engine. We recommend that you use this documentation as a supplement to the EOS documentation. For more information about EOS, including the official EOS documentation, see the [Epic Developer Resources Documentation](#).

Online Services EOS

Collection of pages relating to the Online Services EOS and EOSGS plugins.

The Online Subsystem EOS Plugin

An Overview of the Epic Online Services Plugin.

Upgrading the EOS SDK

Learn how to upgrade the EOS SDK for use in Unreal Engine.