Online Services

Use Unreal Engine's Online Services to extend your project's online experience.

> ⊘ 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 online services. The design of the Online Services plugin ensures that the only changes developers need to make when working on a game that ships on multiple platforms, or supports multiple online services, are configuration adjustments for each supported service.

Overview

Online Services Overview

Learn about the Online Services Interfaces and how to configure them for use in Unreal Engine.

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.
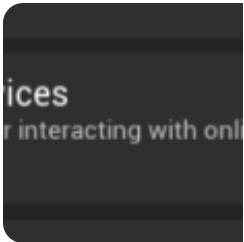
User File Interface

Read user files from the backend online services.
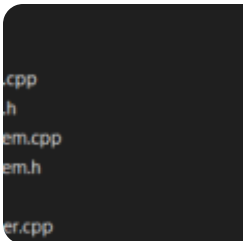

User Info Interface

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

Get Started

Setup and Configure the Online Services Plugins

Setup and configure the Online Services plugins for use in your project.

Structure and Implement the Online Services Plugins

Guide to organizing and implementing your Online Services plugin code.

Online Services EOS

Enable and Configure Online Services EOS

Access EOS Game Services and Epic Account services in your project through the Online Services EOSGS and EOS plugins.

Debugging

Online Services Console Commands

Use console commands to debug and test the Online Services plugin during gameplay.