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Online Services Console Commands

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



① Learn to use this **Beta** feature, but use caution when shipping with it.

You can use Online Services console commands to debug and test the Online Services plugin during gameplay.

Execute a Console Command

Online Services plugin console commands are executed from the Unreal Engine (UE) Console. The console can be accessed during Play-In-Editor (PIE) by pressing the tilde (~) key once (for no feedback) or twice (for verbose feedback). Use the following syntax to execute an Online Services console command:

OnlineServices Index=<NUM> <INTERFACE> <FUNCTION> [ARG1] [ARG2] ...

Parameters

The table below describes the parameters that make up an Online Services plugin console command:

Parameter	Description	Additional Information
NUM	Index number of the services you want to access.	 You can retrieve the list of services along with their numbers with the console command OnlineServices List . Under normal operation,
INTERFACE	Interface whose functionality you want to access.	 Examples include Auth, Presence, Stats, and so on. For a full list of interfaces, see the Interfaces section of the Online Services Overview documentation.
FUNCTION	Function within the specified interface you want to use.	 Examples include: UpdatePresence within the Presence interface, Login within the Auth interface, and so on. For a full list of functions available in your chosen interface, see your interface's documentation page. You can find all available interfaces on the Online Services Interface landing page.

Description Additional Information **Parameter** ARG2 Arguments that compose the • For a full list of parameters, see ARG1 associated (Param) struct of the Unreal Engine API FUNCTION) in declared order. **Documentation** for your desired function. For more information about passing complex argument types, see the Arguments section below.

For examples of Online Services Console Commands, see the <u>Console Command Examples</u> section of this page.

Arguments

Online Services functions require you to pass a wide variety of parameter types. Since Online Services console commands provide a mechanism for running Online Services functions, different console command argument types have been implemented that correspond to these function parameter types. The Online Services console commands have a particular way of handling these types to help you pass complex C++ types through the Unreal Engine Console so they are recognized for use with these functions.

Special types include:

- FAccountId
- TSharedPtr
- TOptional
- TVariant
- Objects
- TArray
- TMap

The table below provides more information about passing each of these special types along with some examples:

FAccountId

For an FAccountId, you can pass one of the following:

- Any integer from 0 to 9 to refer to the nth local user.
- The output of a handle's

 ToString method prefixed by
 the name of the service, for
 example, epic:<EPIC_ID>. The
 prefix is intended to differentiate
 between different platforms that
 use a standard integer for IDs.

TSharedPtr

Type in the parameter name as you normally would.



implemented; however, using a TSharedRef will cause a crash because you cannot default construct shared references. At the moment, we recommend all console commands with shared pointers use TSharedPtr instead of TSharedRef.

T0ptional

Use null to pass the optional value unset.

TVariant

The syntax to pass a TVariant is <a href="text-style-s

- string
- (i): int64
- (i32): int32

Here are some examples of each type with a type and value pair:

- (s:MyString)
- (i:42000000000
- (i32:42
- b:true

Examples

- b : bool
- user (FAccountId)
- d: double
- f : float
- (e): enum

- u:0
- d:2.718
- f:3.14
- e:Unknown

(i)

If you have a custom enum, you must use the macro

MAKE_VARIANT_ENUM_INFO(<YOUR_ENUM_NAME>) for it to work properly with the Online Services console commands. If you have more than one enum, you must qualify the entire enum name, for example,

[ELoginStatus::Unknown] is the

fully qualified name for Unknown.

Using e: with a variant with more than one enum is undefined behavior.

Use brace-delimited syntax for objects

with online metadata to declare all parameters flatly. Objects support internal objects and arrays. Here are some examples for objects:

- {true "AuthLogin" s:username
 s:password}
- {{5 3} {4 false}}

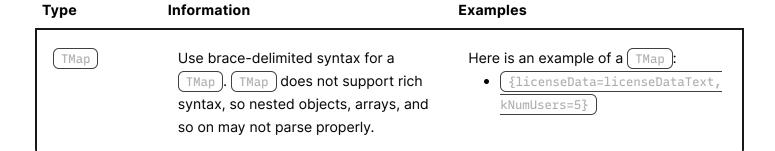
TArray

Objects

Use bracket-delimited syntax for a TArray. Commas for separating values in the list are optional.

Here are two examples of the same TArray that are equivalent to each other:

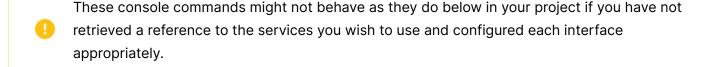
- [5, 3, 7, 9]
- [5 3 7 9]



Console Command Examples

This section contains a few examples of console commands that you can use with the Online Services plugin enabled in your project. To use an online services console command, ensure that you have:

- Enabled the Online Services plugin.
- Configured the plugin for use in your project.
- Obtained a reference to the services you wish to use in your project's code.



List Available Online Services

Command

OnlineServices List

Copy full snippet

This command lists the platform services that are available to access through the Online Services plugin.

Sample Output

```
1 0: Null
2 1: Epic
3 2: Steam
4 ...
```

Copy full snippet

For this sample output, multiple online platform services are available and they can be referenced in Online Services console commands with the appropriate index number. For example, Null can be referenced with $\boxed{\text{Index=0}}$, Epic can be referenced with $\boxed{\text{Index=1}}$, Steam can be referenced with $\boxed{\text{Index=2}}$, and so on.

Get Local Online User

Command

```
OnlineServices Index=0 Auth GetLocalOnlineUserByPlatformUserId 0

Copy full snippet
```

Sample Output

```
LogConsoleResponse: Display: GetLocalOnlineUserByPlatformUserId result: { Accoun ▶
```

Copy full snippet

Get Title Files

Command

```
OnlineServices Index=0 TitleFile GetEnumeratedFiles 0
```

Copy full snippet

Sample Output

This output shows that there is a single Title File registered with the backend online services titled "StatusFile".

More Information

For more information about the topics discussed on this page, see the following pages:

- Online Services Overview
- Online Services Interface
- Console Variables