**UGameInstanceSubsystem** 

## **USessionSubsystem**

- + bool IsLANMatch
- + bool FString SessionName
- + bool FString bool IsPrivate
- + bool FString bool FString
  - SessionPassword
- + bool FString bool FString FString Map
- + bool FString bool FString
- FString FString Difficulty + bool IsLANQuery
- + const FString & Password
- + USessionSubsystem()
- + UFUNCTION(BlueprintCallable)
- void CreateSession(int32
- **NumPublicConnections**
- + UFUNCTION(BlueprintCallable)
- void UpdateSession()
- + UFUNCTION(BlueprintCallable)
- void StartSession()
- + UFUNCTION(BlueprintCallable)
- void EndSession() + UFUNCTION(BlueprintCallable)
- void DestroySession()
- + UFUNCTION(BlueprintCallable) void FindSessions(int32
- MaxSearchResults
- + UFUNCTION(BlueprintCallable)
- void JoinGameSession(const
- FBlueprintSessionResult &SessionResult
- + UFUNCTION(BlueprintCallable)
- bool SessionHasBeenStarted()
- + UPROPERTY(BlueprintAssignable)
  - **FCSOnCreateSessionComplete**
  - OnCreateSessionCompleteEvent
- + UPROPERTY(BlueprintAssignable) **FCSOnUpdateSessionComplete** 
  - On Update Session Complete Event
- + UPROPERTY(BlueprintAssignable)
  - **FCSOnStartSessionComplete**
  - OnStartSessionCompleteEvent
- + UPROPERTY(BlueprintAssignable)
  - FCSOnEndSessionComplete OnEndSession
  - CompleteEvent
- + UPROPERTY(BlueprintAssignable)
  - FCSOnDestroySessionComplete
  - OnDestroySessionCompleteEvent
- + UPROPERTY(BlueprintAssignable)
  - **FCSOnFindSessionsComplete**
  - **OnFindSessionsCompleteEvent**
- + UPROPERTY(BlueprintAssignable)
  - **FCSOnJoinSessionComplete**
  - **OnJoinGameSessionCompleteEvent**
- # void OnCreateSessionCompleted
- (FName SessionName, bool
- Successful) # void OnUpdateSessionCompleted
  - (FName SessionName, bool
- Successful)
- # void OnStartSessionCompleted
- (FName SessionName, bool Successful)
- # void OnEndSessionCompleted (FName SessionName, bool
- Successful) # void OnDestroySessionCompleted
- # void OnFindSessionsCompleted (bool Successful) # void OnJoinSessionCompleted

(FName SessionName, bool Successful)

- (FName SessionName, EOnJoinSession CompleteResult::Type Result)
- # bool TryTravelToCurrentSession()