UGameInstanceSubsystem

UProxySessionSubsystem

+ 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

+ UProxySessionSubsystem()

+ 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()

+ UFUNCTION(BlueprintCallable)
  USessionSubsystem *GetSessionSubsystem()