# EOS Developer Authentication Tool

The authentication tool acts as a stand in for the Epic Games Store launcher while you are developing your game. Fast iteration is desirable and by using the authentication tool, you can login once using the tool and continue to stay logged in even after relaunching your game. Additionally, the tool can store credentials for multiple users, enabling you to run multiple instances of a game to test multiplayer scenarios.

Conceptually, the authentication tool is a web browser that is also a server. The web browser portion provides the UI of the application, including the account portal page. The server portion responds to requests initiated by the SDK, when the `EOS_Auth_Login` function is called with the login credential type set to `EOS_LCT_Developer`.

Tool and SDK Interaction

1. When the application is launched, you must enter a TCP port number to listen for EOS SDK login requests.
2. Login using the Epic Games Account Portal, providing email, password, and multi-factor authentication when prompted.
3. After the tool receives an auth token, give the credentials a name.
4. After you have one or more named credentials, you may repeatedly call `EOS_Auth_Login` using the `EOS_LCT_Developer` login credential type.
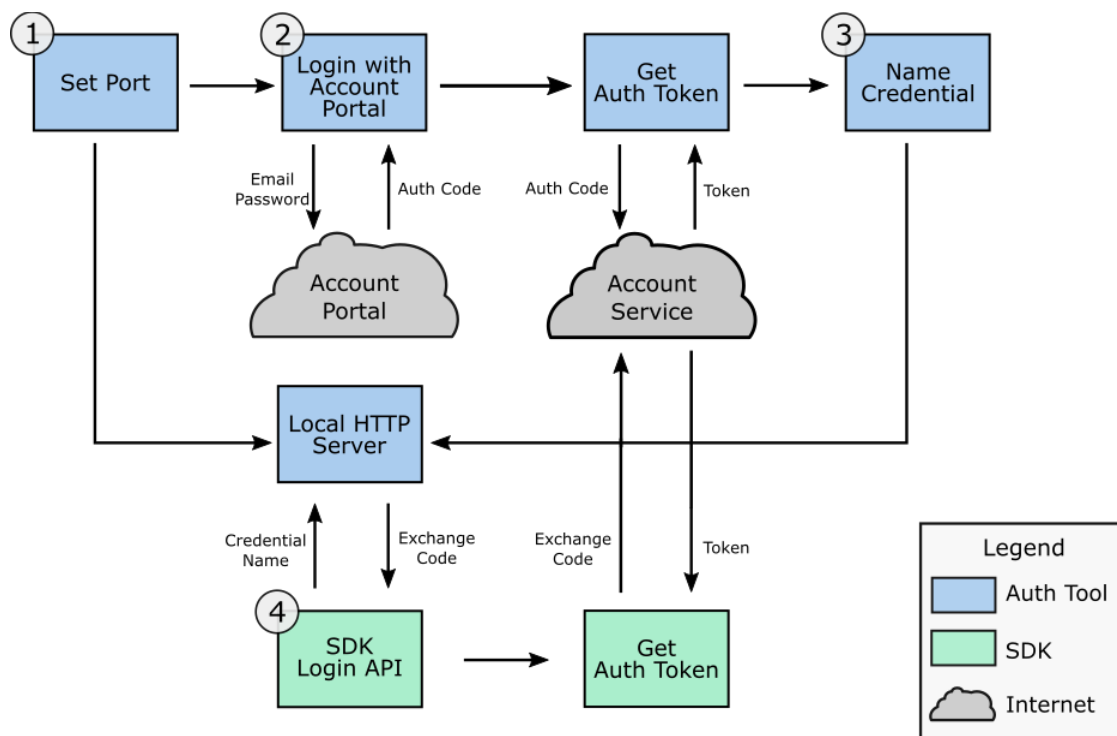
Using the Developer Login Credential Type

The Developer Login Credential Type (`EOS_LCT_Developer`) is used to make login requests through the auth tool. Call `EOS_Auth_Login` with the `EOS_Auth_Credentials` structure initialized as:

- `ApiVersion` field set to `EOS_AUTH_CREDENTIALS_API_LATEST`
- `Type` field set to `EOS_LCT_Developer`
- `Id` field set to a string containing the host and port your auth tool is serving request. For example, if you chose port 6547 and the tool is running locally, then "localhost:6547"
- `Token` field set to the name you provided for the credential after logging into the auth tool.