

Easy Steam Leaderboards

Set up steam leaderboards in no time!

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Thank you for buying **Easy Steam Leaderboards**

Lets set up and get going within a minute!

Getting Started: Initial Setup

1. Place Prefab "**Steam Manager**" from "**RedForce Games/Easy Steam Leaderboards/Prefabs**" folder into your **First** scene. Do this if you are setting up steamworks.net for the first time. If you already have set up the steamworks.net with steam manager **then skip this step**.
2. Also Place prefab "**EasySteamLeaderboards**" from "**RedForce Games/Easy Steam Leaderboards/Prefabs**" into your first scene.
3. By default steam_appid.txt will contain 480 which is the steam example app "Spacewar". You can change it to your appid given by valve.
4. In your script, add "**using EasySteamLeaderboard**" to access the namespace.
5. Note: If you already have imported steamworks.NET package, then after importing Easy Steam Leaderboards package, modify your steam_appid.txt and also in SteamManager.cs with (appid_t)yourid instead of appid.invalid. (refer setting up steamworks.NET for more info)

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Usage – Get Leaderboard:

```
EasySteamLeaderboards.Instance.GetLeaderboard(leaderboardID, (result) => {  
    //check if leaderboard successfully fetched  
    if(result.resultCode == ESL_StatusCode.Success)  
    {  
        Debug.Log("Global Entries Count: "+result.GlobalEntries.Count);  
        Debug.Log("Friends Entries Count: "+result.FriendsEntries.Count);  
        Debug.Log("Local steam user Rank: "+result.SteamUserEntry.GlobalRank);  
    }  
    else  
    {  
        Debug.Log("Failed Fetching: "+result.resultCode.ToString());  
    }  
}, 1, 20); //fetch top 20 entries
```

- As shown above you can fetch any leaderboard with just one function call.
- Here (result) => { } is the result callback delegate which will contain the resulting leaderboard details. Since fetching the leaderboard is asynchronous, this delegate will be called once the entries are fetched. You can have your logic to display leaderboard entries here in this result callback delegate.
- The “GetLeaderboard” method also takes in a startRange, endRange to get specific entries by ranking. By default it will fetch top 100 entries. You can specify the range as shown above.
- Refer to the example scene and the example scripts to get a detailed idea.

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Usage – Upload Score:

```
EasySteamLeaderboards.Instance.UploadScoreToLeaderboard(leaderboardID, score, (result) => {  
    //check if leaderboard successfully uploaded  
    if(result.resultCode == ESL_StatusCode.Success)  
    {  
        Debug.Log("Succesfully uploaded score! New Rank: "+result.updatedEntry.GlobalRank);  
    }  
    else  
    {  
        Debug.Log("Failed uploading score: "+result.resultCode.ToString());  
    }  
});
```

- As shown above you can upload score to any leaderboard with just one funtion call.
- Here (result) => { } is the result callback delegate which will contain the resulting uploaded entry details. Since uploading the leaderboard score is asynchronous, this delegate will be called once the score is submitted. You can have your logic to display/process new updated entry here in this result callback delegate.
- Refer to the example scene and the example scripts to get a detailed idea.

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API Reference

- **ESL_Leaderboard** class consists of the following details:
 - **ID** – The leaderboard id
 - **GlobalEntries** – All the scores in the leaderboard
 - **FriendsEntries** – All your friends scores plus local steam user score
 - **SteamUserEntry** – Local steam user score details
 - **resultCode** -
 - Failed – By default it will be this
 - Success – result is successful
 - DoesNotExist – the leaderboard ID does not exist
 - TimedOut – Couldnt get the data due to some issue
 - SteamworksNotInitialized – As the name says it, steamworks is not initialized for some reason
- **ESL_UploadResult** class consists of:
 - **updatedEntry** – The new score uploaded details
 - **resultCode** – similar to above
- **ESL_LeaderboardEntry** class consists of:
 - **PlayerName** – Steam username of the player
 - **Score** – The score posted
 - **GlobalRank** – The global rank of the player with respect to the score
- Note: **SteamUserEntry** will be **null** if there is no score reported by the local steam user.

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- Works on all Platforms supported by Steamworks.NET framework.
- Any queries or feedback? Then please email me at chronorak@gmail.com.
- I would be happy to help and get your feedback!

Thanks and have a great day!

Rakshith Anand,
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