

# Easy Steam Lobby

# Easy Steam Lobby

## Contents

1. Introduction.....	3
2. Packages.....	3
List of files:.....	3
<b>【Easy Steam Lobby】</b> .....	3
<b>【Plugins, etc】</b> .....	3
3. Getting Started.....	9
4. Tutorials.....	10
5. API Reference .....	10
Matchmaking class has the following functions mainly:.....	10
StartHost() – Called every frame after Host player pressed Start Button .....	10
JoinMatch() – Called every frame after Client player pressed Ready Button and Host player pressed Start Button. ....	10
CreateLobby() – Called when Host player pressed Create Lobby Button .....	10
SetInitiatedLobbyData() – Called when Host player created the lobby and set metadata etc.....	10
uiJoinLobby(ulong l) – Called when Client player entered lobbies .....	10
uiLeaveLobby() – Called when players exited lobbies.....	10
6. Support.....	11

# Easy Steam Lobby

## 1. Introduction

Easy Steam Lobby is the asset that enables you to make matchmaking & lobbies in your steam game project.

Works on all Platforms supported by Steamworks.NET framework.

## 2. Packages

List of files:

### 【Easy Steam Lobby】

EasySteamLobby/Documentation/ESLManual.pdf: This file

EasySteamLobby/Img/: Images

EasySteamLobby/Prefabs/: Lobby lists prefabs

EasySteamLobby/Scenes/: Easy Steam Lobby Scene

EasySteamLobby/Scripts/: Scripts

### 【Plugins, etc】

Editor/Steamworks.NET/RedistCopy.cs

Editor/Steamworks.NET/RedistInstall.cs

Plugins/steam\_api.bundle/Contents/MacOS/libsteam\_api.dylib

Plugins/steam\_api.bundle/Contents/Info.plist

Plugins/Steamworks.NET/autogen/isteamapplist.cs

Plugins/Steamworks.NET/autogen/isteamapps.cs

Plugins/Steamworks.NET/autogen/isteamclient.cs

Plugins/Steamworks.NET/autogen/isteamcontroller.cs

Plugins/Steamworks.NET/autogen/isteamfriends.cs

Plugins/Steamworks.NET/autogen/isteamgameserver.cs

# Easy Steam Lobby

Plugins/Steamworks.NET/autogen/isteamgameserverapps.cs  
Plugins/Steamworks.NET/autogen/isteamgameserverclient.cs  
Plugins/Steamworks.NET/autogen/isteamgameserverhttp.cs  
Plugins/Steamworks.NET/autogen/isteamgameserverinventory.cs  
Plugins/Steamworks.NET/autogen/isteamgameservernetworking.cs  
Plugins/Steamworks.NET/autogen/isteamgameserverstats.cs  
Plugins/Steamworks.NET/autogen/isteamgameserverugc.cs  
Plugins/Steamworks.NET/autogen/isteamgameserverutils.cs  
Plugins/Steamworks.NET/autogen/isteamhtmlsurface.cs  
Plugins/Steamworks.NET/autogen/isteamhttp.cs  
Plugins/Steamworks.NET/autogen/isteaminput.cs  
Plugins/Steamworks.NET/autogen/isteaminventory.cs  
Plugins/Steamworks.NET/autogen/isteammatchmaking.cs  
Plugins/Steamworks.NET/autogen/isteammusic.cs  
Plugins/Steamworks.NET/autogen/isteammusicremote.cs  
Plugins/Steamworks.NET/autogen/isteamnetworking.cs  
Plugins/Steamworks.NET/autogen/isteamparentalsettings.cs  
Plugins/Steamworks.NET/autogen/isteamremoteplay.cs  
Plugins/Steamworks.NET/autogen/isteamremotestorage.cs  
Plugins/Steamworks.NET/autogen/isteamscreenshots.cs  
Plugins/Steamworks.NET/autogen/isteamugc.cs  
Plugins/Steamworks.NET/autogen/isteamunifiedmessages.cs  
Plugins/Steamworks.NET/autogen/isteamuser.cs  
Plugins/Steamworks.NET/autogen/isteamuserstats.cs  
Plugins/Steamworks.NET/autogen/isteamutils.cs  
Plugins/Steamworks.NET/autogen/isteamvideo.cs  
Plugins/Steamworks.NET/autogen/NativeMethods.cs

# Easy Steam Lobby

Plugins/Steamworks.NET/autogen/SteamCallbacks.cs  
Plugins/Steamworks.NET/autogen/SteamConstants.cs  
Plugins/Steamworks.NET/autogen/SteamEnums.cs  
Plugins/Steamworks.NET/autogen/SteamStructs.cs  
Plugins/Steamworks.NET/redis/steam\_appid.txt  
Plugins/Steamworks.NET/types/MatchmakingTypes/gameserverite  
Plugins/m\_t.cs  
Plugins/Steamworks.NET/types/MatchmakingTypes/servernetadr\_t  
.cs  
Plugins/Steamworks.NET/types/Steam\_api\_common/HSteamPipe.  
cs  
Plugins/Steamworks.NET/types/Steam\_api\_common/HSteamUser.  
cs  
Plugins/Steamworks.NET/types/SteamClient/SteamAPI\_CheckCall  
backRegistered\_t.cs  
Plugins/Steamworks.NET/types/SteamClient/SteamAPI\_PostAPIR  
esultInProgress\_t.cs  
Plugins/Steamworks.NET/types/SteamClient/SteamAPIWarningMe  
ssageHook\_t.cs  
Plugins/Steamworks.NET/types/SteamClientPublic/CGameID.cs  
Plugins/Steamworks.NET/types/SteamClientPublic/CSteamID.cs  
Plugins/Steamworks.NET/types/SteamClientPublic/HAuthTicket.c  
s  
Plugins/Steamworks.NET/types/SteamController/ControllerAction  
SetHandle\_t.cs  
Plugins/Steamworks.NET/types/SteamController/ControllerAnalog  
ActionHandle\_t.cs

# Easy Steam Lobby

Plugins/Steamworks.NET/types/SteamController/ControllerDigital  
ActionHandle\_t.cs

Plugins/Steamworks.NET/types/SteamController/ControllerHandle  
\_t.cs

Plugins/Steamworks.NET/types/SteamFriends/FriendsGroupID\_t.c  
s

Plugins/Steamworks.NET/types/SteamHTMLSurface/HHTMLBro  
wser.cs

Plugins/Steamworks.NET/types/SteamHTTP/HTTPCookieContai  
nerHandle.cs

Plugins/Steamworks.NET/types/SteamHTTP/HTTPRequestHandl  
e.cs

Plugins/Steamworks.NET/types/SteamInput/InputActionSetHandle  
\_t.cs

Plugins/Steamworks.NET/types/SteamInput/InputAnalogActionHa  
ndle\_t.cs

Plugins/Steamworks.NET/types/SteamInput/InputDigitalActionHa  
ndle\_t.cs

Plugins/Steamworks.NET/types/SteamInput/InputHandle\_t.cs

Plugins/Steamworks.NET/types/SteamInventory/SteamInventoryRe  
sult\_t.cs

Plugins/Steamworks.NET/types/SteamInventory/SteamInventoryU  
pdateHandle\_t.cs

Plugins/Steamworks.NET/types/SteamInventory/SteamItemDef\_t.c  
s

Plugins/Steamworks.NET/types/SteamInventory/SteamItemInstanc  
eID\_t.cs

# Easy Steam Lobby

Plugins/Steamworks.NET/types/SteamMatchmaking/HServerListRequest.cs

Plugins/Steamworks.NET/types/SteamMatchmaking/HServerQuery.cs

Plugins/Steamworks.NET/types/SteamNetworking/SNetListenSocket\_t.cs

Plugins/Steamworks.NET/types/SteamNetworking/SNetSocket\_t.cs

Plugins/Steamworks.NET/types/SteamRemoteStorage/PublishedFileId\_t

Plugins/Steamworks.NET/types/SteamRemoteStorage/PublishedFileUpdateHandle\_t.cs

Plugins/Steamworks.NET/types/SteamRemoteStorage/UGCFileWriteStreamHandle\_t.cs

Plugins/Steamworks.NET/types/SteamRemoteStorage/UGCHandle\_t.cs

Plugins/Steamworks.NET/types/SteamScreenshots/ScreenshotHandle.cs

Plugins/Steamworks.NET/types/SteamTypes/AccountID\_t.cs

Plugins/Steamworks.NET/types/SteamTypes/AppId\_t.cs

Plugins/Steamworks.NET/types/SteamTypes/DepotId\_t.cs

Plugins/Steamworks.NET/types/SteamTypes/ManifestId\_t.cs

Plugins/Steamworks.NET/types/SteamTypes/PartyBeaconID\_t.cs

Plugins/Steamworks.NET/types/SteamTypes/RTime32.cs

Plugins/Steamworks.NET/types/SteamTypes/SiteId\_t.cs

Plugins/Steamworks.NET/types/SteamTypes/SteamAPICall\_t.cs

Plugins/Steamworks.NET/types/SteamUGC/UGCQueryHandle\_t.cs

# Easy Steam Lobby

Plugins/Steamworks.NET/types/SteamUGC/UGCUpdateHandle\_t.cs

Plugins/Steamworks.NET/types/SteamUnifiedMessages/ClientUnifiedMessageHandle.cs

Plugins/Steamworks.NET/types/SteamUserStats/SteamLeaderboard\_t.cs

Plugins/Steamworks.NET/types/SteamUserStats/SteamLeaderboardEntries\_t.cs

Plugins/Steamworks.NET/CallbackDispatcher.cs

Plugins/Steamworks.NET/CallbackIdentity.cs

Plugins/Steamworks.NET/InteropHelp.cs

Plugins/Steamworks.NET/ISteamMatchmakingResponses.cs

Plugins/Steamworks.NET/Packsize.cs

Plugins/Steamworks.NET/Steam.cs

Plugins/x86/libsteam\_api.so

Plugins/x86/steam\_api.so

Plugins/x86\_64/libsteam\_api.so

Plugins/x86\_64/steam\_api64.so

Scripts/Steamworks.NET/SteamManager.cs



# Easy Steam Lobby

## 3. Getting Started

Import this asset into your Steam game project.

(The project that already has steam\_appid.txt and Steamworks.NET is imported completely)

EasySteamLobby/Scenes/EasySteamLobbyScenes.unity

When you open the scene, your Steam Matchmaking setup is already completed.

See Matchmaking.cs attached to the "Matchmaking" GameObject in the scene.

If you want to start your own online games from EasySteamLobby, StartHost() for Host Players and JoinMatch() for Client Players are the functions that are called.

These functions continue to be called every frame with the Host side pressing the Start button or the Client side pressing the Ready button in that state.

# Easy Steam Lobby

## 4. Tutorials

Here are two tutorials that helps you to make Photon Sample games work with EasySteamLobby.

[How To Make Easy Steam Lobby Work With Photon Sample1 \(Asteroid\)](#)

[How To Make Easy Steam Lobby Work With Photon Sample2 \(Slot Racer\)](#)

## 5. API Reference

Matchmaking class has the following functions mainly:

StartHost() – Called every frame after Host player pressed Start Button

JoinMatch() – Called every frame after Client player pressed Ready Button and Host player pressed Start Button.

CreateLobby() – Called when Host player pressed Create Lobby Button

SetInitiatedLobbyData() – Called when Host player created the lobby and set metadata etc.

uiJoinLobby(ulong l) – Called when Client player entered lobbies

uiLeaveLobby() – Called when players exited lobbies

# Easy Steam Lobby

## 6. Support

If you are in need of support or have any comments/suggestions regarding this product please contact us.

Email: [c.inugoya@gmail.com](mailto:c.inugoya@gmail.com)

Website: <https://cinugoya.tumblr.com/>