Social Connections

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OnlineSubsystem

- Used to abstract online platform features

- Contains identity, social, and MP interfaces

- Asynchronous in nature
  – Many calls go to a custom cloud service

Supported Subsystems

- OnlineSubsystemSteam
- OnlineSubystemFacebook
- OnlineSubystemIOS
- OnlineSubsystemGooglePlay
- OnlineSubsystemLive
- OnlineSubsystemPS4

Identity

- FUniqueNetId
  - Opaque object that uniquely identifies a player for the corresponding platform
    - SteamID, FacebookID, XUID, NPID, etc.
  - Supports replication as part of a game

Friends Interface

- Used to interact with a player's social graph

- Read friend list

- Add/Remove friends
  - Not supported by every OSS

Session Interface

- Used to create/join multiplayer matches
- Game invites

Example Uses

- Gears of War's "What's Up?"
  - Used friend info to create fast invite/join

- Infinity Blade 2's "My Mob"
  - List of friends across multiple social graphs
  - Rewards for more friends playing IB2

My Mob

- For each supported OSS
  - Get the list of friends
  - Use a custom backend to filter to only friends that have played Infinity Blade
  - Display with in game UI

My Mob

Code to review

- IOnlineSubsystem

- IOnlineIdentity

- IOnlineFriends

- IOnlineSession

Questions?

Documentation, Tutorials, and Help at:
- AnswerHub: http://answers.unrealengine.com
- Engine Documentation: http://docs.unrealengine.com
- Official Forums: http://forums.unrealengine.com
- Community Wiki: http://wiki.unrealengine.com
- YouTube Videos: http://www.youtube.com/user/UnrealDevelopmentKit
- Community IRC: #unrealengine on FreeNode

Unreal Engine 4 Roadmap
- lmgtfy.com/?q=Unreal+engine+Trello+

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