



## Unreal Engine - Code Plugins EOS Online Subsystem v5.1

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**Unreal Engine - Code Plugins EOS Online Subsystem v5.1:** Harness the power of Epic Online Services (EOS) within Unreal Engine! This plugin offers comprehensive support for authentication, avatars, friends, sessions, parties, voice chat, presence, stats, achievements, leaderboards, player data storage, title storage, peer-to-peer networking, anti-cheat measures, and network authentication.

Experience the convenience of a unified friends list, seamlessly integrating friends from various platforms like Steam, Discord, itch.io, GOG Galaxy, and more. Invite friends to parties effortlessly, even across different platforms, without the need for Epic Games accounts.

Authentication is streamlined - no account linking or UI setup is required. Simply call AutoLogin and you're ready to roll. Plus, enjoy full play-in-editor support, eliminating the need for multiple testing setups.

- Authentication across multiple platforms including Steam, Discord, itch.io, GOG Galaxy, and more.
- Avatars for Steam, Discord, itch.io, and Oculus.
- Cross-platform friends support, enabling friend invites to any EOS user.
- Sessions, parties, and invites.
- Voice chat, presence, and user info.
- Stats, achievements, and leaderboards.
- Player Data Storage (UserCloud) and Title Storage (TitleFile).
- Peer-to-peer networking with support for listening and dedicated servers.
- Anti-cheat measures and network authentication.
- Full play-in-editor support.



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