



Unreal Engine - Kronos Matchmaking v5.2

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Unreal Engine - Kronos Matchmaking v5.2: Introducing Kronos, a comprehensive matchmaking solution for multiplayer projects in Unreal Engine. With features like skill-based matchmaking, party and lobby management, a session reservation system, and more, Kronos simplifies connecting players into the same game seamlessly.

Getting players into the exact match has never been easier. With Kronos, you can start matchmaking with a single Blueprint node, and the plugin takes care of the rest. From finding and joining sessions to establishing connections with the desired host, Kronos handles everything behind the scenes, eliminating the need for manual intervention.

Kronos offers easy project integration, designed as a standalone plugin with seamless integration in mind. Once the Online Subsystem is configured, override the Online Session class, and you're ready to start matchmaking. The plugin has no dependencies on match-related activities, making integration into existing projects or templates straightforward.

One of Kronos's standout features is its cost-effectiveness. Built on the Online Subsystem framework of Unreal Engine, Kronos supports a wide range of online platforms that allow hosting sessions without any additional fees or external service costs.

Whether you're an indie developer looking to save time or a programmer seeking to learn more about matchmaking and the Online Subsystem, Kronos is an invaluable resource. Developed over two years, Kronos offers full source code access and is a comprehensive learning material for understanding matchmaking and online subsystems.

Technical Details:

- Skill Based Matchmaking
- Parties
- Game Reservations
- Game Lobbies
- Blueprint Support
- Full Source Code Access

Code Modules:

- Kronos (Runtime)
- KronosEditor (Editor)



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