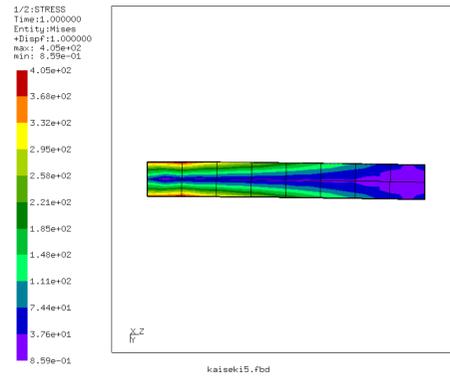


Steamapi Registercallresult.23



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 For example, say you want to know when a user is signed in or out, you would call SteamAPI_IsUserStatus(SteamAPI_UserStatus __userstatus) / where __userstatus is the status you want to retrieve. The response will be a 32-bit integer representing the status. Note that this requires the user's password to be stored somewhere, and your game must be set to single-user mode. Using this method, you can also see if a Steam client is running, to ensure only a single instance of Steam is allowed. To see this and other methods, use the SteamAPI library. Note that if you do not store the user's password, a malicious user may be able to access your game without having to login. To avoid this, always keep a user's password in a safe place where no one can see it, or store it on a server. To learn more about storing the user's password, see our secure password storage guide. Pass the buck If you don't want to store your user's password, or if it is not secure enough, then you can ask the user for their password when they join the game. This is called a "pass the buck" system. Since you don't know the password, you can prompt the user to enter it before you save the game data, and store the password in a safe place. If they fail to provide a password, the game won't be able to save to their profile, and thus the game can't be played. To use this system, use SteamAPI_RequestPassword, and store the password in the game's save data. See our 82157476af

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