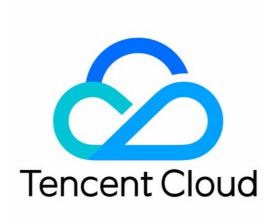


Game Player Matchmaking FAQs Product Documentation



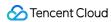


Copyright Notice

©2013-2019 Tencent Cloud. All rights reserved.

Copyright in this document is exclusively owned by Tencent Cloud. You must not reproduce, modify, copy or distribute in any way, in whole or in part, the contents of this document without Tencent Cloud's the prior written consent.

Trademark Notice



All trademarks associated with Tencent Cloud and its services are owned by Tencent Cloud Computing (Beijing) Company Limited and its affiliated companies. Trademarks of third parties referred to in this document are owned by their respective proprietors.

Service Statement

This document is intended to provide users with general information about Tencent Cloud's products and services only and does not form part of Tencent Cloud's terms and conditions. Tencent Cloud's products or services are subject to change. Specific products and services and the standards applicable to them are exclusively provided for in Tencent Cloud's applicable terms and conditions.



FAQs

Last updated: 2022-03-29 18:51:52

Note:

Since the product logic no longer meets the technical development of game industry, Game Player Matching GPM will be deprecated on June 1st, 2022. Please complete service migration before May 31, 2022.

How does a game client initiate a matchmaking request?

Currently, a matchmaking request can be initiated only by calling the TencentCloud API. You need a server to process matchmaking requests from your players, and call TencentCloud GPM API to initiate matchmaking requests.

What rule types does GPM support?

Currently, GPM support rule types such as distance, comparison, collection, latency and distance sort. We plan to support more in the future.

What's the maximum number of players GPM supports for a single game session?

Currently, GPM supports matching up to 200 players in a single game session for a large match, and up to 40 players for a small match.

How can I get the matchmaking status and results?

There are two ways to get the matchmaking status and results. We recommend that you use the first method below for better matchmaking performance.

- 1. Automatic event notifications
- 2. Manually calling the API for querying matchmaking progress

How are matchmaking results processed?

GPM can automatically place matchmaking results into GSE to launch game server sessions, or you can process them by yourself.

Can I use GPM independently?

Yes, you can use GPM independently. However, we recommend that you use it with GSE for increased efficiency.