

Game Player Matchmaking

Getting Started

Product Documentation



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Last updated : 2022-03-29 18:51:50

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.

This document helps you quickly get started with **Game Player Matchmaking (GPM)** service.

Step 1. Activate the Service

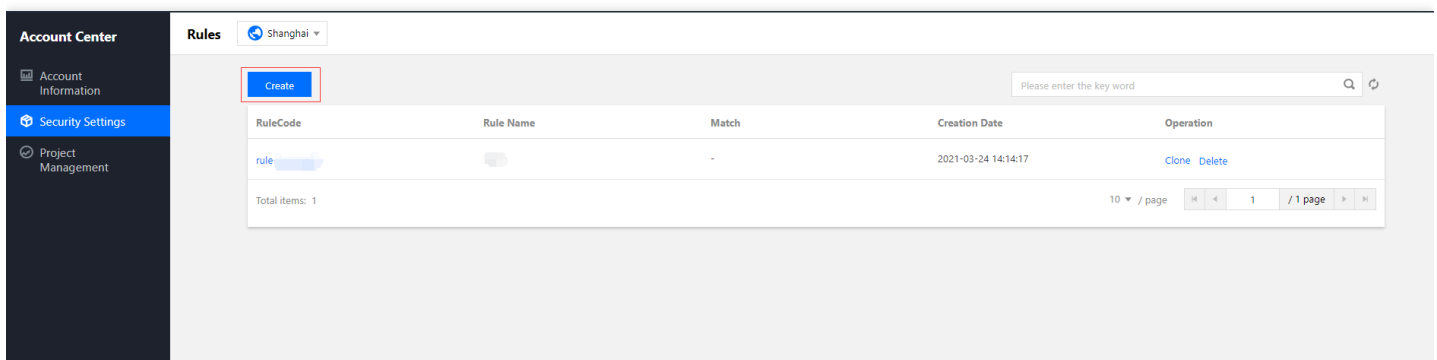
Before your first login to the [GPM console](#), apply for GPM beta eligibility. Then the GPM service will be activated for your account.

(Optional) Step 2. Configure a Notification Address

Configure a HTTP or HTTPS URL address to receive GPM event notifications. We recommend HTTPS to improve data transmission security.

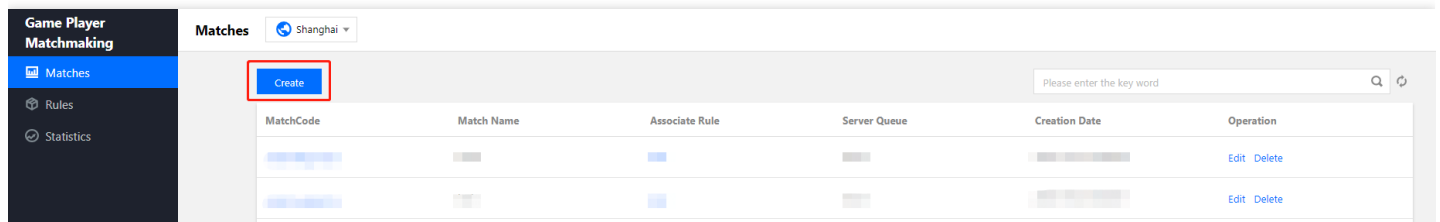
Step 3. Create a Rule

Go to the **Rules** page and click **Create**. For detailed directions, see [Creating Rules](#).



Step 4. Create a Match

Go to the **Matches** page and click **Create**. For detailed directions, see [Creating Matches](#).



Step 5. Initiate a Match

Call the [InitiateMatch](#) API to initiate a player matchmaking request.