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# luasteam Documentation

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luasteam enables you to use SteamWorks API from Lua, for example (but not limited to) when you're building games with [Love2D](#).

To learn how to use luasteam, check our [Getting Started](#) section.

While using this documentation, you may also like to check the [SteamWorks API Reference](#) and [SteamWorks API Overview](#).



### 1.1 Installation

To install luasteam, you can use one of our pre-compiled binaries in our [releases page](#). Make sure you're using the same version of this documentation as of the release you downloaded.

Download the correct binary for your platform and rename it to simply `luasteam.ext`. For example, if you're using Windows 32-bits, download `win32_luasteam.dll` and rename it to `luasteam.dll`. Then copy this file to the same directory as your lua files, and make sure `require 'luasteam'` works.

**Warning:** You also need to copy the correct SteamWorks library to the same directory. This library is not on the luasteam repository, and must be downloaded through the [SteamWorks website](#). This version of luasteam is guaranteed to work with SteamWorks SDK v1.42, but probably works with future versions.

After you download the SDK, you should copy the corresponding library for your platform. Here is a cheat-sheet:

- Linux 32: `sdk/redistributable_bin/linux32/libsteam_api.so`
- Linux 64: `sdk/redistributable_bin/linux64/libsteam_api.so`
- Windows 32: `sdk/redistributable_bin/steam_api.dll`
- Windows 64: `sdk/redistributable_bin/win64/steam_api64.dll`
- OSX: `sdk/redistributable_bin/osx32/libsteam_api.dylib`

### 1.2 Basic Usage

luasteam tries to be very similar to the SteamWorks API, that way you don't need to learn two different APIs. Big differences (other than lua/C++ differences) are documented.

## 1.2.1 Initialization and Shutdown

Using the usual SteamWorks API, your code will look like:

```
#include <steam_api.h>

SteamAPI_Init();
// ...
// when game is closing
SteamAPI_Shutdown();
```

Doing this in luasteam should be as easy as:

```
local Steam = require 'luasteam'

Steam.init()
-- ...
-- when game is closing
Steam.shutdown()
```

Check the [overview](#) for more info on initialization and shutdown. When developing your game, remember to have Steam turned on and use a `steam_appid.txt` file.

## 1.2.2 Normal functions

The lua bindings for normal functions are very similar to the C++ API, so for example

```
SteamFriends()->ActivateGameOverlay("achievements");
```

becomes

```
Steam.friends.activateGameOverlay("achievements")
```

## 1.2.3 Callbacks

Callbacks work a little different, for example, the `GameOverlayActivated_t` callback in `ISteamUserFriends` can be used creating a function named `onGameOverlayActivated` inside `userStats`.

Original code:

```
class Listener {
    STEAM_CALLBACK(Listener, OnGameOverlayActivated, GameOverlayActivated_t);
};

void Listener::OnGameOverlayActivated(GameOverlayActivated_t* data) {
    if (data->m_bActive)
        printf("Steam overlay now active\n" );
    else
        printf("Steam overlay now inactive\n");
}
```

Code using luasteam:



```
function Steam.userStats.onGameOverlyActivated(data)
    if data.active then
        print("Steam overlay now active")
    else
        print("Steam overlay now inactive")
    end
end
end
```

## 1.2.4 CallResults

Using CallResults is also slightly different. Instead of receiving a `SteamAPICall_t` and registering to listen to it, you simply pass a function as the last argument to the function. This function receives two arguments: `data` is the object returned by the `CallResult` and `err` is a boolean indicating if there was an IO error.

Original code:

```
class Listener {
public:
    void FindTestLeaderboard(const char *name);

private:
    void OnLeaderboardFindResult(LeaderboardFindResult_t *data, bool err);
    CCallResult<Listener, LeaderboardFindResult_t> leaderboardFindResult;
};

void Listener::OnLeaderboardFindResult(LeaderboardFindResult_t *data, bool err) {
    if (err || data->m_bLeaderboardFound == 0)
        printf("Leaderboard not found!\n");
    else
        printf("Leaderboard found!\n");
}

// Make the request
void Listener::FindTestLeaderboard() {
    SteamAPICall_t call = SteamUserStats()->FindLeaderboard("test");
    leaderboardFindResult.Set(call, this, &Listener::OnLeaderboardFindResult);
}
```

Code in luasteam

```
Steam.userStats.findLeaderboard("test", function(data, err)
    if err or not data.leaderboardFound then
        print("Leaderboard not found!")
    else
        print("Leaderboard found!")
    end
end)
```

**Warning:** To use Callbacks and Call Results, you **must** constantly call `Steam.runCallbacks()`, preferably in your game loop.



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## SteamAPI Core Functions

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### 2.1 List of Functions

- `init()`
- `shutdown()`
- `runCallbacks()`

### 2.2 Function Reference

#### `init()`

##### Returns

(*boolean*) **true** indicates that all required interfaces have been acquired and are accessible. **false** indicates one of the following conditions:

- The Steam client isn't running. A running Steam client is required to provide implementations of the various Steamworks interfaces.
- The Steam client couldn't determine the App ID of game. If you're running your application from the executable or debugger directly then you must have a `steam_appid.txt` in your game directory next to the executable, with your app ID in it and nothing else. Steam will look for this file in the current working directory. If you are running your executable from a different directory you may need to relocate the `steam_appid.txt` file.
- Your application is not running under the same OS user context as the Steam client, such as a different user or administration access level.
- Ensure that you own a license for the App ID on the currently active Steam account. Your game must show up in your Steam library.
- Your App ID is not completely set up, i.e. in Release State: Unavailable, or it's missing default packages.

### SteamWorks [SteamAPI\\_Init](#)

Initializes the Steamworks API. **Must** be the first thing you call after loading the library, do it before anything else in your game.

See [Initialization and Shutdown](#) for additional information.

#### Example:

```
local Steam = require 'luasteam'

if not Steam.init() then
    error("Steam couldn't initialize")
end
```

### **shutdown()**

**Returns** nothing

### SteamWorks [SteamAPI\\_Shutdown](#)

Shuts down the Steamworks API, releases pointers and frees memory.

You should call this during process shutdown if possible.

This will not unhook the Steam Overlay from your game as there's no guarantee that your rendering API is done using it.

#### Example:

```
function onMyGameClosing()
    Steam.shutdown()
end
```

### **runCallbacks()**

**Returns** nothing

### SteamWorks [SteamAPI\\_RunCallbacks](#)

Dispatches callbacks and call results to all of the registered listeners.

It's best to call this at >10Hz, the more time between calls, the more potential latency between receiving events or results from the Steamworks API. Most games call this once per render-frame. All registered listener functions will be invoked during this call, in the callers thread context.

[runCallbacks\(\)](#) is safe to call from multiple threads simultaneously, but if you choose to do this, callback code could be executed on any thread. One alternative is to call [runCallbacks\(\)](#) from the main thread only, and call [releaseCurrentThreadMemory\(\)](#) (**missing**) regularly on other threads.

#### Example:

```
function myGameLoop(dt)
    Steam.runCallbacks()
end
```

### 3.1 List of Functions

- `friends.activateGameOverlay()`
- `friends.activateGameOverlayToWebPage()`
- `friends.getFriendPersonaName()`

### 3.2 List of Callbacks

- `friends.onGameOverlayActivated()`

### 3.3 Function Reference

`friends.activateGameOverlay(dialog)`

**Parameters** `dialog` (*string*) – The dialog to open. Valid options are: “friends”, “community”, “players”, “settings”, “officialgamegroup”, “stats”, “achievements”.

**Returns** nothing

**SteamWorks** [ActivateGameOverlay](#)

Activates the Steam Overlay to a specific dialog.

**Example:**

```
Steam.friends.activateGameOverlay('stats')
```

`friends.activateGameOverlayToWebPage(url)`

**Parameters** `url` (*string*) – The webpage to open. (A fully qualified address with the protocol is required, e.g. “<http://www.steampowered.com>”)

**Returns** nothing

**SteamWorks** [ActivateGameOverlayToWebPage](#)

Activates Steam Overlay web browser directly to the specified URL.

**Example:**

```
Steam.friends.activateGameOverlayToWebPage('https://www.google.com')
```

`friends.getFriendPersonaName` (*steam\_id*)

**Parameters** `steam_id` – The Steam ID of the other user.

**Returns** (*string*) The current users persona name. Returns an empty string (“”), or “[unknown]” if the Steam ID is invalid or not known to the caller.

**SteamWorks** [GetFriendPersonaName](#)

Gets the specified user’s persona (display) name.

This will only be known to the current user if the other user is in their friends list, on the same game server, in a chat room or lobby, or in a small Steam group with the local user.

**Example:**

```
steam_id = getSteamIdSomehow()
print("Friend's name is:", Steam.friends.getFriendPersonaName(steam_id))
```

## 3.4 Callbacks Reference

**Warning:** Remember callbacks are functions that you should override in order to receive the events, and not call directly.

Also, you **must** constantly call `Steam.runCallbacks()` (preferably in your game loop) in order for your callbacks to be called.

`friends.onGameOverlayActivated` (*data*)

**Parameters** `data` (*table*) – A table with a single

**Returns** nothing

**SteamWorks** [GameOverlayActivated\\_t](#)

Posted when the Steam Overlay activates or deactivates. The game can use this to be pause or resume single player games.

**Example:**

```
function Steam.friends.onGameOverlayActivated(data)
    print('Overlay active is', data.active)
end
```

### 4.1 List of Functions

- `userStats.getAchievement()`
- `userStats.setAchievement()`
- `userStats.resetAllStats()`
- `userStats.storeStats()`
- `userStats.requestCurrentStats()`
- `userStats.findLeaderboard()`
- `userStats.findOrCreateLeaderboard()`
- `userStats.getLeaderboardEntryCount()`
- `userStats.getLeaderboardName()`
- `userStats.getLeaderboardSortMethod()`
- `userStats.getLeaderboardDisplayType()`
- `userStats.uploadLeaderboardScore()`
- `userStats.downloadLeaderboardEntries()`

### 4.2 Function Reference

`userStats.getAchievement` (*name*)

**Parameters** `name` (*string*) – The ‘API Name’ of the achievement.

**Returns**

(*boolean*) This function returns true upon success if all of the following conditions are met; otherwise, false.

- `userStats.requestCurrentStats()` has completed and successfully returned its callback.
- The 'API Name' of the specified achievement exists in App Admin on the Steamworks website, and the changes are published.

**Returns** (*boolean?*) If the call is successful, returns a second value, the unlock status of the achievement.

#### SteamWorks `GetAchievement`

Gets the unlock status of the Achievement.

The equivalent function for other users is `userStats.getUserAchievement()` (**missing**).

#### Example:

```
local success, achieved = Steam.userStats.getAchievement('ach_name')
if success and achieved then
    print('Yep, you have the achievement')
end
```

`userStats.setAchievement(name)`

**Parameters** `name` (*string*) – The 'API Name' of the Achievement to unlock.

#### Returns

(*boolean*) This function returns true upon success if all of the following conditions are met; otherwise, false.

- The specified achievement 'API Name' exists in App Admin on the Steamworks website, and the changes are published.
- `userStats.requestCurrentStats()` has completed and successfully returned its callback.

#### SteamWorks `SetAchievement`

Unlocks an achievement.

You must have called `userStats.requestCurrentStats()` and it needs to return successfully via its callback prior to calling this!

You can unlock an achievement multiple times so you don't need to worry about only setting achievements that aren't already set. This call only modifies Steam's in-memory state so it is quite cheap. To send the unlock status to the server and to trigger the Steam overlay notification you must call `userStats.storeStats()`.

#### Example:

```
if achievementConditionSatisfied() and doesntHaveAchievement() then
    Steam.userStats.setAchievement('ach_name')
    Steam.userStats.storeStats() -- shows overlay notification
end
```

`userStats.resetAllStats(achievementsToo)`

**Parameters** `achievementsToo` (*boolean*) – Also reset the user's achievements?

**Returns** (*boolean*) true indicating success if `userStats.requestCurrentStats()` has already been called and successfully returned its callback; otherwise false.



**SteamWorks** [ResetAllStats](#)

Resets the current users stats and, optionally achievements.

This automatically calls `userStats.storeStats()` to persist the changes to the server. This should typically only be used for testing purposes during development. Ensure that you sync up your stats with the new default values provided by Steam after calling this by calling `userStats.requestCurrentStats()`.

**Example:**

```
if dev_mode and keypressed('f10') then
    Steam.userStats.resetAllStats(true)
end
```

`userStats.storeStats()`

**Returns**

(*boolean*) This function returns true upon success if all of the following conditions are met; otherwise, false.

- `userStats.requestCurrentStats()` has completed and successfully returned its callback.
- The current game has stats associated with it in the Steamworks Partner backend, and those stats are published.

**SteamWorks** [StoreStats](#)

Send the changed stats and achievements data to the server for permanent storage.

If this fails then nothing is sent to the server. It's advisable to keep trying until the call is successful.

This call can be rate limited. Call frequency should be on the order of minutes, rather than seconds. You should only be calling this during major state changes such as the end of a round, the map changing, or the user leaving a server. This call is required to display the achievement unlock notification dialog though, so if you have called `userStats.setAchievement()` then it's advisable to call this soon after that.

If you have stats or achievements that you have saved locally but haven't uploaded with this function when your application process ends then this function will automatically be called.

You can find additional debug information written to the `%steam_install%\logs\stats_log.txt` file.

If the call is successful you will receive a `userStats.userStatsStored()` callback. If **result** has a result of **"InvalidParam"**, then one or more stats uploaded has been rejected, either because they broke constraints or were out of date. In this case the server sends back updated values and the stats should be updated locally to keep in sync.

If one or more achievements has been unlocked then this will also trigger a `userStats.userAchievementStored()` callback.

**Example:**

```
function onMatchEnd()
    Steam.userStats.storeStats()
end
```

`userStats.requestCurrentStats()`

**Returns** (*boolean*) Only returns false if there is no user logged in; otherwise, true.

**SteamWorks** [RequestCurrentStats](#)

Asynchronously request the user's current stats and achievements from the server.

You must **always call this first** to get the initial status of stats and achievements. Only after the resulting callback comes back can you start calling the rest of the stats and achievement functions for the current user.

The equivalent function for other users is `userStats.requestUserStats()` (**missing**).

Triggers a `userStats.userStatsReceived()` callback.

#### Example:

```
-- before any achievement/stats stuff
Steam.userStats.requestCurrentStats()

function Steam.userStats.userStatsReceived()
    can_do_stats_stuff = true
end
```

`userStats.findLeaderboard(name, callback)`

##### Parameters

- **name** (*string*) – The name of the leaderboard to find. Must not be longer than 128 bytes.
- **callback** (*function*) – Called asynchronously when this function returns. See below.

**Returns** nothing

**SteamWorks** [FindLeaderboard](#)

Gets a leaderboard by name.

You must call either this or `userStats.findOrCreateLeaderboard()` to obtain the leaderboard handle which is valid for the game session for each leaderboard you wish to access prior to calling any other Leaderboard functions.

**callback(data, err)** receives two arguments:

- **data** (*table*) – Similar to [LeaderboardFindResult\\_t](#), or **nil** if there was **err** is **true**.
  - **data.steamLeaderboard** (*leaderboard*) – Handle to the leaderboard that was searched for. A special value is returned if no leaderboard was found.
  - **data.leaderboardFound** (*boolean*) – Was the leaderboard found? **true** if it was, **false** if it wasn't.
- **err** (*boolean*): **true** if there was any IO error with the request.

#### Example:

```
Steam.userStats.findLeaderboard('l_name', function(data, err)
    if err or not data.leaderboardFound then
        print('Something happened')
    elseif
        uploadScoresHelper(data.steamLeaderboard)
    end
end)
```

`userStats.findOrCreateLeaderboard(name, sortMethod, displayType, callback)`

##### Parameters

- **name** (*string*) – The name of the leaderboard to find or create. Must not be larger than 128 bytes.

- **sortMethod** (*string*) – The sort order of the new leaderboard if it's created. Must be 'Ascending' or 'Descending' (see [ELeaderboardSortMethod](#)).
- **displayType** (*string*) – The display type (used by the Steam Community web site) of the new leaderboard if it's created. Must be one of: 'Numeric', 'TimeSeconds' or 'TimeMilliseconds' (see [ELeaderboardDisplayType](#)).
- **callback** (*function*) – Called asynchronously when this function returns. It must be of the same type as the callback in `userStats.findLeaderboard()`.

**Returns** nothing

**SteamWorks** [FindOrCreateLeaderboard](#)

Gets a leaderboard by name, it will create it if it's not yet created.

You must call either this or `userStats.findLeaderboard()` to obtain the leaderboard handle which is valid for the game session for each leaderboard you wish to access prior to calling any other Leaderboard functions.

Leaderboards created with this function will not automatically show up in the Steam Community. You must manually set the Community Name field in the App Admin panel of the Steamworks website. As such it's generally recommended to prefer creating the leaderboards in the App Admin panel on the Steamworks website and using `userStats.findLeaderboard()` unless you're expected to have a large amount of dynamically created leaderboards.

**Example:**

```
Steam.userStats.findOrCreateLeaderboard('l_name', 'Ascending', 'Numeric',
↪function(data, err)
    if err or not data.leaderboardFound then
        print('Something happened')
    elseif
        uploadScoresHelper(data.steamLeaderboard)
    end
end)
```

`userStats.getLeaderboardName (steamLeaderboard)`

**Parameters** **steamLeaderboard** (*leaderboard*) – A leaderboard handle obtained from `userStats.findLeaderboard()` or `userStats.findOrCreateLeaderboard()`.

**Returns** (*string*) The name of the leaderboard. Returns an empty string if the leaderboard handle is invalid.

**SteamWorks** [GetLeaderboardName](#)

Returns the name of a leaderboard handle.

**Example:**

```
function printLeaderboardInfo(handle)
    print('Leaderboard name: ' .. Steam.userStats.getLeaderboardName(handle))
    print('Entries: ' .. Steam.userStats.getLeaderboardEntryCount(handle))
    print('Sort Method: ' .. Steam.userStats.getLeaderboardSortMethod(handle))
    print('Display Type: ' .. Steam.userStats.getLeaderboardDisplayType(handle))
end
```

`userStats.getLeaderboardEntryCount (steamLeaderboard)`

**Parameters** `steamLeaderboard` (*leaderboard*) – A leaderboard handle obtained from `userStats.findLeaderboard()` or `userStats.findOrCreateLeaderboard()`.

**Returns** (*number*) The number of entries in the leaderboard. Returns 0 if the leaderboard handle is invalid.

**SteamWorks** `GetLeaderboardEntryCount`

Returns the total number of entries in a leaderboard.

This is cached on a per leaderboard basis upon the first call to `userStats.findLeaderboard()` or `userStats.findOrCreateLeaderboard()` and is re-freshed on each successful call to `userStats.downloadLeaderboardEntries()`, `userStats.downloadLeaderboardEntriesForUsers()` (**missing**), and `userStats.uploadLeaderboardScore()`.

**Example:** See `userStats.getLeaderboardName()`'s example.

`userStats.getLeaderboardSortMethod(steamLeaderboard)`

**Parameters** `steamLeaderboard` (*leaderboard*) – A leaderboard handle obtained from `userStats.findLeaderboard()` or `userStats.findOrCreateLeaderboard()`.

**Returns** (*string?*) The sort method of the leaderboard, either “Ascending” or “Descending”. Returns **nil** if the leaderboard handle is invalid.

**SteamWorks** `GetLeaderboardSortMethod`

Returns the sort order of a leaderboard handle.

**Example:** See `userStats.getLeaderboardName()`'s example.

`userStats.getLeaderboardDisplayType(steamLeaderboard)`

**Parameters** `steamLeaderboard` (*leaderboard*) – A leaderboard handle obtained from `userStats.findLeaderboard()` or `userStats.findOrCreateLeaderboard()`.

**Returns** (*string?*) The display type of the leaderboard, one of “Numeric”, “TimeSeconds” or “TimeMilliseconds”. Returns **nil** if the leaderboard handle is invalid.

**SteamWorks** `GetLeaderboardDisplayType`

Returns the display type of a leaderboard handle.

**Example:** See `userStats.getLeaderboardName()`'s example.

`userStats.uploadLeaderboardScore(steamLeaderboard, uploadScoreMethod, score, details, callback)`

**Parameters**

- **steamLeaderboard** (*leaderboard*) – A leaderboard handle obtained from `userStats.findLeaderboard()` or `userStats.findOrCreateLeaderboard()`.
- **uploadScoreMethod** (*string*) – Do you want to force the score to change, or keep the previous score if it was better? Either “KeepBest” or “ForceUpdate”.
- **score** (*number*) – The score to upload. Must be a 32-bit integer.
- **details** (*string?*) – Optional string with details surrounding the unlocking of this score. Size must be a multiple of four, and at most 256 bytes. Will be converted to an array of 32-bit integers.

- **callback** (*function*) – Called asynchronously when this function returns. See below.

**Returns** nothing

**SteamWorks** [UploadLeaderboardScore](#)

Uploads a user score to a specified leaderboard.

Details are optional game-defined information which outlines how the user got that score. For example if it's a racing style time based leaderboard you could store the timestamps when the player hits each checkpoint. If you have collectibles along the way you could use bit fields as booleans to store the items the player picked up in the playthrough.

Uploading scores to Steam is rate limited to 10 uploads per 10 minutes and you may only have one outstanding call to this function at a time.

**callback(data, err)** receives two arguments:

- **data** (*table*) – Similar to [LeaderboardScoreUploaded\\_t](#), or **nil** if there was **err** is **true**.
  - **data.success** (*boolean*) – Was the call successful? Returns **true** if the call was successful, **false** on failure, for example:
    - \* The amount of details sent exceeds 256 bytes.
    - \* The leaderboard is set to “Trusted” in App Admin on Steamworks website, and will only accept scores sent from the Steam Web API.
  - **data.steamLeaderboard** (*leaderboard*) – Handle to the leaderboard that was searched for. A special value is returned if no leaderboard was found.
  - **data.score** (*number*) – The score that was attempted to set.
  - **data.scoreChanged** (*boolean*) – **true** if the score on the leaderboard changed otherwise **false** if the existing score was better.
  - **data.globalRankNew** (*number*) – The new global rank of the user on this leaderboard.
  - **data.globalRankPrevious** (*number*) – The previous global rank of the user on this leaderboard; 0 if the user had no existing entry in the leaderboard.
- **err** (*boolean*): **true** if there was any IO error with the request.

**Example:**

```
function uploadScoresHelper(handle)
    local score = getScore()
    Steam.userStats.uploadLeaderboardScore(handle, "KeepBest", score, nil,
    ↪function(data, err)
        if err or not data.success then
            print('Upload score failed')
        else
            print('Upload score success. New rank is: ' .. data.globalRankNew)
        end
    end)
end
```

```
userStats.downloadLeaderboardEntries(steamLeaderboard, dataRequest, rangeStart, rangeEnd,
                                     callback)
userStats.downloadLeaderboardEntries(steamLeaderboard, dataRequest, callback)
```

**Parameters**

- **steamLeaderboard** (*leaderboard*) – A leaderboard handle obtained from `userStats.findLeaderboard()` or `userStats.findOrCreateLeaderboard()`.
- **dataRequest** (*string*) – The type of data request to make. Must be one of “Global”, “GlobalAroundUser” or “Friends” (see [ELeaderboardDataRequest](#)).
- **rangeStart** (*number*) – The index to start downloading entries relative to **dataRequest**. Must **not** be supplied if **dataRequest** is “Friends”.
- **rangeEnd** (*number*) – The last index to retrieve entries relative to **dataRequest**. Must **not** be supplied if **dataRequest** is “Friends”.
- **callback** (*function*) – Called asynchronously when this function returns. See below.

**Returns** nothing

#### SteamWorks [DownloadLeaderboardEntries](#)

Fetches a series of leaderboard entries for a specified leaderboard.

You can ask for more entries than exist, then this will return as many as do exist.

If you want to download entries for an arbitrary set of users, such as all of the users on a server then you can use `userStats.downloadLeaderboardEntriesForUsers()` (**missing**) which takes an array of Steam IDs.

**callback(data, err)** receives two arguments:

- **data** (*table*) – An array of tables similar to [LeaderboardEntry\\_t](#), or **nil** if there was **err** is **true**.
  - **data[i].steamIDUser** (*steamID*) – User who this entry belongs to. You can use `friends.getFriendPersonaName()` and `friends.getSmallFriendAvatar()` (**missing**) to get more info.
  - **data[i].globalRank** (*number*) – The global rank of this entry ranging from [1..N], where N is the number of users with an entry in the leaderboard.
  - **data[i].score** (*number*) – The raw score as set in the leaderboard.
  - **data[i].details** (*string*) – Details of the entry. String is used as a byte array, so may contain a '\0' in the middle.
  - **data[i].UGC** (*ugcHandle*) – Handle for the UGC attached to the entry. A special value if there is none. (**useless for now, as there are no UGC functions implemented**)
- **err** (*boolean*): **true** if there was any IO error with the request.

**Warning:** This function has two major differences from the SteamWorks API.

- If the data request is “Friends”, you **must not** use the **rangeStart** and **rangeEnd** parameters (see the second example).
- The callback is not called with a table similar to [LeaderboardScoresDownloaded\\_t](#), and there is no need to use the function [GetDownloadedLeaderboardEntry](#), since this is already done for you. The callback already receives a list of objects like [LeaderboardEntry\\_t](#).

#### Examples:

```
function showGlobalEntries(handle)
    Steam.userStats.downloadLeaderboardEntries(handle, 'Global', 1, 1000,
    ↪function(data, err)
```

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```
    if err then
        print('Error happened')
    else
        for _, user in ipairs(data) do
            print('Rank #' .. user.globalRank .. ': ' .. user.score)
        end
    end
end
end
```

```
function showFriendsEntries(handle)
    Steam.userStats.downloadLeaderboardEntries(handle, 'Friends', function(data, err)
        if err then
            print('Error happened')
        else
            for _, user in ipairs(data) do
                local name = Steam.friends.getFriendPersonaName(user.steamIDUser)
                print('Friend ' .. name .. ': ' .. user.score)
            end
        end
    end)
end
end
```





## CHAPTER 5

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