
{steamAPI Registercallresult}



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as the parameter to the function. In addition, the signature of the SteamAPI should be changed to the following: void RegisterCallResult(const CSteamAPIContext * pContext, SteamCallHandle_t callHandle, SteamAPICallResult_t * pCallResult, SteamAPICallFailure_t * pCallFailure); As you can see, a new member, SteamAPICallResult_t * pCallResult was added. This member is used to store the return result value of the call and is declared as a pointer to a CSteamAPICallResult_t structure. In

the example, a pointer to a CSteamAPICallResult_t structure has been allocated on the heap and assigned to the pCallResult parameter, as shown in the following code: // Allocate a new object on the heap and store a pointer to it in the out pCallResult parameter. pCallResult = new CSteamAPICallResult_t(); // Set the return value to a success indicator pCallResult->m_eResult = SteamAPICallResult_t::k_EResultOK; To the parameters of the RegisterCallResult function, a call handle, the return result of the call and the return failure are stored. For the first parameter, a pointer to a CSteamAPIContext_t structure is passed as shown in the following code: The steamclient_handle member of this structure is a call handle. You can specify a different call

handle in the API by using this member to store the returned call handle of the call. In the example, the steamclient_handle member of the CSteamAPIContext_t structure is set to the callHandle member of the SteamCallHandle_t structure, which was returned by the initial call to the RegisterCallResult function. The SteamAPI keeps track of the returned call handle and will return the same handle in all subsequent calls to the RegisterCallResult function. The steamclient_ip member of the CSteamAPIContext_t structure holds the IP address of the client making the call. The structure can be used to specify a different IP address in the API by setting the steamclient_ip member of the CSteamAPIContext_t structure. In the example, the steamclient_ip member of the CSteamAPIContext_t structure is set to a pointer 520fdb1ae7

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