



Developer Guide

Amazon GameLift Streams



Amazon GameLift Streams: Developer Guide

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What is Amazon GameLift Streams?

With Amazon GameLift Streams, game publishers and others can provide on-demand, low-latency streaming experiences to players and viewers globally. Amazon GameLift Streams uses its own streaming technology combined with the AWS global infrastructure to operate and maintain application streaming at scale. Publishers have the flexibility to provision both on-demand and reserved streaming resources to effectively manage capacity and costs.

Topics

- [Features](#)
- [How to get started with Amazon GameLift Streams](#)
- [Accessing Amazon GameLift Streams](#)

Features

Amazon GameLift Streams offers these key features:

- Streaming technology that delivers real-time gameplay experiences with minimal player-to-cloud latency to any device with a browser using the AWS global footprint.
- Seamless play of games at high definition (1080p) resolution and 60 fps without requiring downloads, turning any browser-based device into a powerful gaming machine.
- Scaling tools to adjust your streaming capacity to meet customer demand. For example, with these tools you can keep game streaming costs in line while maintaining enough capacity to accommodate new players into stream sessions quickly.
- Stream performance analysis using the Amazon GameLift Streams console to track metrics, view stream logs, and review data on stream resource usage.
- Direct streaming of Windows and Linux-based games with little to no modification.
- Amazon GameLift Streams SDK to help you integrate your existing identity services, storefront, and client applications.
- Stream URLs to share a stream session, with no client integration required. A stream URL opens a stream session in a supported web browser, so end users can start streaming without your own web client and without AWS credentials of their own. For more information, see [Share stream sessions with stream URLs](#).

How to get started with Amazon GameLift Streams

If you're a first-time Amazon GameLift Streams user, we recommend that you begin with the following topics:

- [Setting up Amazon GameLift Streams as a developer](#) covers one-time setup tasks, including getting an AWS account with user access and setting up the software you need for development with Amazon GameLift Streams.
- [Starting your first stream in Amazon GameLift Streams](#) guides you through the critical steps in the content streaming workflow. Starting with your content, such as a game build, you will provision Amazon GameLift Streams streaming cloud resources and initiate a streaming session.

Accessing Amazon GameLift Streams

You can create, access, and manage your application content and streaming resources with the following tools:

- AWS Management Console – Provides a web interface that you can use to create and manage your Amazon GameLift Streams applications and stream groups.
- AWS Command Line Interface (AWS CLI) – Provides commands for a broad set of AWS services and is supported on Windows, Mac, and Linux. For more information on this tool, see the [AWS Command Line Interface page](#).
- AWS SDK – Provides language-specific APIs and takes care of connection details, such as calculating signatures, handling request retries, and error handling. For documentation on the Amazon GameLift Streams service API, see the [Amazon GameLift Streams API Reference](#). For more general information on the AWS SDK, see [Tools to Build on AWS](#).

For additional information on supported AWS Regions, see [Regions, quotas, and limitations](#).

Terms of use for Amazon GameLift Streams

Before you use Amazon GameLift Streams, be sure you can comply with all applicable legal requirements, including license terms applicable to the applications you intend to stream, and the locations where you intend to be streaming.

- For more information about the AWS requirements, see Section 43 of the [AWS Service Terms](#).
- For more information about the service level agreements, see the [Amazon GameLift Streams Service Level Agreement](#).

Setting up Amazon GameLift Streams as a developer

To start using the Amazon GameLift Streams service with your projects, complete these basic setup tasks. If you already have an AWS account and a user under that account that you want to use with Amazon GameLift Streams, you can skip to [Download the Web SDK](#).

For more information on what you can do with an AWS account, see [Getting started with AWS](#).

After you've completed these setup tasks, we recommend that you go to [Starting your first stream in Amazon GameLift Streams](#) and step through the tutorial, which covers the entire workflow for getting your content streaming in a web client.

Topics

- [Sign up for an AWS account](#)
- [Get programmatic access](#)
- [Download the Amazon GameLift Streams Web SDK](#)
- [Download the AWS CLI](#)
- [Set up billing alerts](#)

Sign up for an AWS account

To get started with AWS, you need an AWS account. For information about creating an AWS account, see [Getting started with an AWS account](#) in the *AWS Account Management Reference Guide*.

Get programmatic access

In addition to your user sign-in credentials for the AWS Management Console, you need credentials for programmatic access, such as when working with the AWS Command Line Interface (AWS CLI). Programmatic credentials consist of a two-part set of access keys. Use one of the following methods to generate your access keys:

- Method 1 – If you're using an administrative user created with the IAM Identity Center, see [Getting IAM role credentials for AWS CLI access](#) to generate temporary security credentials for short-term access to AWS resources. When following these instructions, make sure you're

signed in through your account's AWS access portal URL with your administrative user name and password (not your root user).

- Method 2 – If you're using an existing IAM user and you haven't yet transitioned to using the IAM Identity Center, see [Managing access keys for IAM users \(console\)](#) to generate long-term credentials for your user.

Note

As a best practice, use temporary credentials instead of long-term access keys. Temporary credentials include an access key ID, a secret access key, and a security token that indicates when the credentials expire. For more information, see [Best practices for managing AWS access keys](#) in the *AWS General Reference*.

Download the Amazon GameLift Streams Web SDK

You can get started without any additional materials by using the in-console streaming experience. We recommend this as a starting point because it allows you to evaluate how your application performs on the Amazon GameLift Streams without setting up any additional infrastructure. For more information, proceed to [Getting started with Amazon GameLift Streams](#).

When you're ready to build your own Amazon GameLift Streams integration, download the Amazon GameLift Streams Web SDK, available in the Resources section of the [Getting Started product page](#). Amazon GameLift Streams is built to be integrated into your web applications. You will need to integrate our JavaScript-based Web SDK to setup streaming from your website or browser-based applications. The download also contains a sample web server that uses the Amazon GameLift Streams service, and a sample web client for connecting to streams.

For more information about setting up your own Amazon GameLift Streams solution, refer to [Amazon GameLift Streams backend service and web client](#).

Download the AWS CLI

To use Amazon GameLift Streams with your content, we recommend that you get the AWS Command Line Interface (AWS CLI). The AWS CLI is an open source tool that gives you equivalent AWS SDK functionality by running commands from a terminal program.

1. Download and install the latest version of the AWS CLI for your operating system. See these [install instructions](#) in the *AWS Command Line Interface User Guide*.
2. Configure the tool with your user access credentials and other preferences, as described in [Setting up the AWS CLI](#). With this configuration, you won't have to explicitly specify your credentials and other settings with every command.
3. Use the following command to verify your installation and get a list of available Amazon GameLift Streams commands:

```
aws gameliftstreams help
```

Set up billing alerts

A stream group incurs cost per active stream capacity per second. To make sure your cost and usage stays within your budget, see [Create billing alerts to monitor usage](#).

Getting started with Amazon GameLift Streams

This section can help you successfully get started streaming your applications and games through Amazon GameLift Streams. The topics in this section cover the end-to-end process—from uploading your application to Amazon GameLift Streams, to testing how your content performs in a stream. It also covers important steps to help you prepare for streaming, such as choosing the right runtime and stream class configuration to optimize performance and cost.

Topics

- [Choosing a configuration in Amazon GameLift Streams](#)
- [Configuration options](#)
- [Starting your first stream in Amazon GameLift Streams](#)

Choosing a configuration in Amazon GameLift Streams

This guide can help you choose the optimal runtime environment and configuration settings for streaming your applications and games through Amazon GameLift Streams. The configuration settings directly impact your content's performance and the costs associated with running it on Amazon GameLift Streams. There are several options to support a wide variety of applications and graphical fidelity.

You can find the complete list of configuration options in [Configuration options](#).

The following key terms can help you understand how these configuration options work together:

- *Runtimes* refer to the underlying operating system and software environment that will execute your application on Amazon GameLift Streams. The main runtime environment options are Windows, Linux, and Proton.
- *Stream classes* represent the different resource configurations available within Amazon GameLift Streams, varying in operating system, CPU, GPU, RAM, and other specifications. The stream class is a configuration option of a stream group that defines both the hardware resources allocated to a stream session and the tenancy model (how many concurrent streams can run on a single virtual machine).
- *Multi-tenancy* enables multiple users to share the same underlying hardware resources, which can be a cost-effective option for applications that don't require maximum hardware capabilities.

A stream class with multi-tenancy can host multiple streams for the cost of one resource. "High" stream classes have 1:2 tenancy, while "Ultra" stream classes have 1 tenancy.

When setting up your Amazon GameLift Streams configuration, the runtime environment you choose determines the specific stream class options that are compatible and available to you. Matching your application's requirements with the right runtime environment and stream class is key to optimizing performance and cost-efficiency in Amazon GameLift Streams.

The cost to stream depends on the stream class. For a detailed list of cost, refer to the Amazon GameLift Streams [Pricing page](#).

Starting point

Depending on your application, these are good starting points to get started streaming. Later, you can explore other configuration options to optimize the cost.

For Windows applications

We recommend for Windows applications starting with the Microsoft Windows Server 2022 Base runtime environment and the `gen6n_ultra_win2022` stream class. This combination of runtime environment and stream classes provides a predictable, well-supported configuration with the highest compatibility and high performance for a wide range of graphics-intensive use cases for your Windows-based content.

Other Windows stream class configurations exist that offer different price and performance options (refer to [Windows stream classes](#)), you may want to try these out to find the best fit for your application.

The Windows runtime supports games and other 3D applications using DirectX 11 or DirectX 12, and game engines including Unity 2022.3, Unreal Engine 4.27, and Unreal Engine 5 up through 5.6. Streaming is supported over both IPv4 and IPv6.

For Linux applications

Use the Ubuntu 22.04 LTS runtime environment for applications built to run natively on Linux. To optimize for performance, choose one of the Pro or Ultra stream classes (refer to [Linux and Proton stream classes](#)). To optimize for cost, choose one of the Small, Medium, or High stream classes. These are cost-effective options where multiple concurrent stream sessions share the same compute resources.

⚠ Important

The Linux runtime in Amazon GameLift Streams does not support streaming over IPv6. Clients must stream applications over IPv4.

Cost optimizations

While the starting point recommendations are a great place to begin, you might want to consider other configuration options to optimize for cost while maintaining good performance.

Use Proton runtime environment

Many Windows applications can run in the Proton runtime environment. Proton is a game-optimized compatibility layer that runs on Linux. The stream class options for this runtime include powerful GPU resources running on NVIDIA hardware, with support for DirectX 11 and, beginning with Proton 8.0-5, DirectX 12. Visit the [Proton wiki](#) for more details about this option. If you choose to explore running your application on Proton, we recommend that you start your testing using Proton 10.0-4.

⚠ Important

Proton runtimes in Amazon GameLift Streams do not support streaming over IPv6. Clients must stream applications over IPv4.

⚠ Important

The compatibility of your Windows application in a Proton runtime environment depends on your specific application requirements. For example, Proton 10.0-4 has better support than Proton 8.0-2c for Unreal Engine 5. In general, the newer your game, the newer version of Proton you will need. We strongly recommend thoroughly testing this runtime in your local environment to ensure optimal performance. Use our [Proton troubleshooting guide](#) to help you in this effort.

Compile your application to Linux

Another cost-saving option is to target your application to run natively on Linux. Test the application on your end first to ensure that the Linux version of your application performs as needed. If your application successfully runs on Linux, then you can follow the Amazon GameLift Streams configuration options for Linux applications.

For information about cross-compiling Unreal Engine applications to Linux, refer to the [Cross-Compile Toolchain](#) section in Unreal Engine's developer guide.

Deciding on a configuration

To determine the best runtime and stream class configuration, consider the following key questions.

- 1. What platform is your application or game built for?** If you have a Windows application, the Windows runtime environment is the simplest to set up. If your application is built for Linux, the Linux runtime environment is the most straightforward. To save costs for streaming a Windows application, you can explore the Proton runtime environment or compile the application to Linux.
- 2. How important is performance versus cost for your use case?** The Windows runtime environment may offer the best performance, but it can be more expensive to run. Comparitively, the Proton runtime environment is more cost-effective, though you might experience slightly lower performance or potential compatibility issues. This is because Windows-based applications might require certain functionality that is not yet fully supported in the available Proton runtimes. As a result, you could experience functional or graphical differences when running your application on the Proton environment. We recommend that you test your application on the different runtime environments and stream classes to evaluate the performance and cost trade-offs. For a full list of runtime environment options, see [Runtime environments](#).
- 3. What are the graphical requirements of your application?** The graphical requirements of your application can help determine which stream class configuration is most appropriate. If your application demands high-performance GPUs, you should consider using stream classes with greater amounts of video memory (VRAM) and system memory (RAM). For example, the gen5n and gen6n stream classes deliver up to 3x better performance for graphics-intensive applications compared to the gen4n stream classes. If your application requires maximum GPU and CPU resources, you should consider the "pro" stream classes. Conversely, if your application

can operate effectively at a lower graphical fidelity, you might save on costs by using any of the Small, Medium, or High stream classes that share a GPU. See [Stream classes](#).

4. **How much effort are you willing to invest in the setup?** The simplest way to set up your application is to run it natively using the Windows or Linux runtimes, since they are more likely to be compatible with your application out-of-the-box. In contrast, the Proton runtime environment will require more hands-on testing to identify the optimal Proton configuration for your needs. Consider the time and resources you can allocate to the setup and testing process when deciding between the runtime environment options.
5. **Have you tested your application on the various runtime environments and stream classes?** We recommend testing your content on different runtime environments and stream classes to see how it performs. This helps you determine the best fit based on factors like stability, graphics quality, feature functionality, and input responsiveness.

How your configuration choices impact next steps

The configuration you select directly impacts the next phases of setting up your streaming environment. Specifically:

- **Creating an Amazon GameLift Streams application:** When you upload your game or application to Amazon GameLift Streams, you'll need to specify the runtime environment you want to use. This choice will determine the type of stream group you can use.
- **Linking to a stream group:** If you already have an existing stream group, your runtime environment choice will need to match the configuration of that group. For example, if you select the Windows runtime, you can only link your application to a stream group that's set up for Windows applications.
- **Creating a stream group:** When you create a new stream group, you must choose a stream class that's compatible with your chosen runtime. The stream class you choose should match the graphics requirements and compute power that your application requires.

By understanding how the configuration settings you choose influences these subsequent steps, you can better plan your overall streaming implementation and ensure a smooth integration process.

Next steps

Depending on the configuration you've chosen, there are a few different approaches you can take to set up your application for streaming.

If you've selected the Windows or Linux runtime

For Windows or Linux runtimes, the next steps are to set up streaming in Amazon GameLift Streams and then test the stream. For more information, proceed to [Starting your first stream in Amazon GameLift Streams](#).

If you're considering using Proton

An application's compatibility with Proton depends on the application's specific requirements. Therefore, we recommend that you test your application on different Proton versions before bringing it to Amazon GameLift Streams. This helps you identify the Proton setup that provides the best performance and compatibility for your needs. By testing outside of Amazon GameLift Streams, you can validate the application's performance and functionality, and debug issues that are specific to the runtime. For information, see [Testing and troubleshooting compatibility with Proton for Amazon GameLift Streams](#).

When you've selected a specific Proton configuration, you're ready to set up streaming in Amazon GameLift Streams. For more information, proceed to [Starting your first stream in Amazon GameLift Streams](#).

Configuration options

Runtime environments

Runtimes refer to the underlying operating system and software environment that executes your application on Amazon GameLift Streams. The main runtime options are Windows, Linux, and Proton. You specify the runtime environment in [Step 2: Configure your application for Amazon GameLift Streams](#) of the getting started workflow.

[Proton](#) is a compatibility layer that enables many Windows applications to run in a Linux-based environment. If you plan to use Proton, we recommend that you test how your application runs on a local machine. For more information, refer to [Testing and troubleshooting compatibility with Proton for Amazon GameLift Streams](#).

Runtime	Description
Microsoft Windows Server 2022 Base	Compatible with Windows applications. Supports using IPv4 and IPv6 in stream sessions.
Ubuntu 22.04 LTS	Compatible with Linux applications. Does not support using IPv6 in stream sessions.
Proton 10.0-4	Compatible with Windows applications. Based on the Proton proton-10.0-4 branch. Recommended version to start testing compatibility with Proton. Does not support using IPv6 in stream sessions.
Proton 9.0-2	Compatible with Windows applications. Based on the Proton experimental_9.0 branch. Does not support using IPv6 in stream sessions.
Proton 8.0-5	Compatible with Windows applications. Based on the Proton experimental_8.0 branch. Does not support using IPv6 in stream sessions.
Proton 8.0-2c	Compatible with Windows applications. Based on the Proton experimental_8.0 branch. Does not support using IPv6 in stream sessions.

Limitations

The Ubuntu 22.04 LTS runtime environment supports gamepads for applications that use the Simple DirectMedia Layer (SDL) libraries. If your application uses other input libraries, gamepad functionality might not work. If you experience issues, consider using a Proton or Windows runtime environment instead. For more information, see [Amazon GameLift Streams compatible devices and browsers](#).

Stream classes

Stream classes represent the different resource configurations available within Amazon GameLift Streams, varying in CPU, GPU, RAM, and other specifications. The stream class is a configuration option of a stream group that defines both the hardware resources allocated to a stream session and the tenancy model (how many concurrent streams can run on a single virtual machine). You specify the stream class in [Step 3: Manage how Amazon GameLift Streams streams your application](#) of the getting started workflow.

Windows stream classes

Stream class	Amazon EC2 configuration	Description
gen6n_pro_win2022	Windows runtime on a g6.4xlarge Amazon EC2 instance	(NVIDIA, pro) Supports applications with extremely high 3D scene complexity which require maximum resources. Runs applications on Microsoft Windows Server 2022 Base and supports DirectX 12. Compatible with Unreal Engine versions up through 5.6, 32 and 64-bit applications, and anti-cheat technology. Uses NVIDIA L4 Tensor Core GPU. Resources per application: vCPUs: 16. RAM: 64 GB. VRAM: 24 GB. Tenancy: Supports up to one concurrent stream session.
gen6n_ultra_win2022	Windows runtime on a g6.2xlarge Amazon EC2 instance	(NVIDIA, ultra) Supports applications with high 3D scene complexity. Runs applications on Microsoft Windows Server 2022 Base and supports DirectX 12. Compatible with Unreal Engine versions up through 5.6, 32 and 64-bit applications, and anti-cheat technology. Uses NVIDIA L4 Tensor Core GPU. Resources per application: vCPUs: 8. RAM: 32 GB. VRAM: 24 GB. Tenancy: Supports up to one concurrent stream session.
gen6n_medium_win2022	Windows runtime on a g6f.2xlarge Amazon EC2 instance with 1:1 tenancy	(NVIDIA, small) Supports applications with low 3D scene complexity. Runs applications

Stream class	Amazon EC2 configuration	Description
		on Microsoft Windows Server 2022 Base. Uses NVIDIA L4 Tensor Core GPU. Resources per application: vCPUs: 2. RAM: 8 GB. VRAM: 3 GB. Tenancy: Supports up to one concurrent stream session.
gen6n_small_win2022	Windows runtime on a g6f.large Amazon EC2 instance with 1:1 tenancy	(NVIDIA, small) Supports applications with low 3D scene complexity. Runs applications on Microsoft Windows Server 2022 Base. Uses NVIDIA L4 Tensor Core GPU. Resources per application: vCPUs: 2. RAM: 8 GB. VRAM: 3 GB. Tenancy: Supports up to one concurrent stream session.
gen6e_pro_win2022	Windows runtime on a g6e.4xlarge Amazon EC2 instance	(NVIDIA, pro) Supports applications with extremely high 3D scene complexity which require maximum resources. Runs applications on Microsoft Windows Server 2022 Base and supports DirectX 12. Compatible with Unreal Engine versions up through 5.6, 32 and 64-bit applications, and anti-cheat technology. Uses NVIDIA L40S Tensor Core GPU. Resources per application: vCPUs: 16. RAM: 128 GB. VRAM: 48 GB. Tenancy: Supports up to one concurrent stream session.

Stream class	Amazon EC2 configuration	Description
gen5n_win 2022	Windows runtime on a g5.2xlarge Amazon EC2 instance	(NVIDIA, ultra) Supports applications with extremely high 3D scene complexity. Runs applications on Microsoft Windows Server 2022 Base and supports DirectX 12 and DirectX 11. Supports Unreal Engine up through version 5.6, 32 and 64-bit applications, and anti-cheat technology. Uses NVIDIA A10G Tensor Core GPU. Resources per application: vCPUs: 8. RAM: 32 GB. VRAM: 24 GB. Tenancy: Supports one concurrent stream session.
gen4n_win 2022	Windows runtime on a g4dn.2xlarge Amazon EC2 instance	(NVIDIA, ultra) Supports applications with high 3D scene complexity. Runs applications on Microsoft Windows Server 2022 Base and supports DirectX 12 and DirectX 11. Supports Unreal Engine up through version 5.6, 32 and 64-bit applications, and anti-cheat technology. Uses NVIDIA T4 Tensor Core GPU. Resources per application: vCPUs: 8. RAM: 32 GB. VRAM: 16 GB. Tenancy: Supports one concurrent stream session.

Linux and Proton stream classes

Stream class	Amazon EC2 configuration	Description
gen6n_pro	Linux runtime on a g6.4xlarge Amazon EC2 instance	(NVIDIA, pro) Supports applications with extremely high 3D scene complexity which require maximum resources. Uses NVIDIA L4 Tensor Core GPU. Resources per application: vCPUs: 16. RAM: 64 GB. VRAM: 24 GB. Tenancy: Supports up to one concurrent stream session.
gen6n_ultra	Linux runtime on a g6.2xlarge Amazon EC2 instance	(NVIDIA, ultra) Supports applications with high 3D scene complexity. Uses NVIDIA L4 Tensor Core GPU. Resources per application: vCPUs: 8. RAM: 32 GB. VRAM: 24 GB. Tenancy: Supports up to one concurrent stream session.
gen6n_high	Linux runtime on a g6.2xlarge Amazon EC2 instance with 2:1 tenancy	(NVIDIA, high) Supports applications with moderate-to-high 3D scene complexity. Uses NVIDIA L4 Tensor Core GPU. Resources per application: vCPUs: 4. RAM: 16 GB. VRAM: 12 GB. Tenancy: Supports up to two concurrent stream sessions.
gen6n_medium	Linux runtime on a g6.2xlarge Amazon EC2 instance with 4:1 tenancy	(NVIDIA, medium) Supports applications with moderate 3D scene complexity. Uses NVIDIA L4 Tensor Core GPU.

Stream class	Amazon EC2 configuration	Description
		Resources per application: vCPUs: 2. RAM: 8 GB. VRAM: 6 GB. Tenancy: Supports up to four concurrent stream sessions.
gen6n_small	Linux runtime on a g6.4xlarge Amazon EC2 instance with 12:1 tenancy	(NVIDIA, small) Supports applications with lightweight 3D scene complexity and low CPU usage. Uses NVIDIA L4 Tensor Core GPU. Resources per application: vCPUs: 1. RAM: 4 GB. VRAM: 2 GB. Tenancy: Supports up to twelve concurrent stream sessions.
gen6e_pro	Linux runtime on a g6e.4xlarge Amazon EC2 instance	(NVIDIA, pro) Supports applications with extremely high 3D scene complexity which require maximum resources. Uses NVIDIA L40S Tensor Core GPU. Resources per application: vCPUs: 16. RAM: 128 GB. VRAM: 48 GB. Tenancy: Supports up to one concurrent stream session.
gen5n_ultra	Linux runtime on a g5.2xlarge Amazon EC2 instance	(NVIDIA, ultra) Supports applications with extremely high 3D scene complexity. Uses NVIDIA A10G Tensor Core GPU. Resources per application: vCPUs: 8. RAM: 32 GB. VRAM: 24 GB. Tenancy: Supports one concurrent stream session.

Stream class	Amazon EC2 configuration	Description
gen5n_high	Linux runtime on a g5.2xlarge Amazon EC2 instance with 2:1 tenancy	(NVIDIA, high) Supports applications with moderate-to-high 3D scene complexity. Uses NVIDIA A10G Tensor Core GPU. Resources per application: vCPUs: 4. RAM: 16 GB. VRAM: 12 GB. Tenancy: Supports up to two concurrent stream sessions.
gen4n_ultra	Linux runtime on a g4dn.2xlarge Amazon EC2 instance	(NVIDIA, ultra) Supports applications with high 3D scene complexity. Uses NVIDIA T4 Tensor Core GPU. Resources per application: vCPUs: 8. RAM: 32 GB. VRAM: 16 GB. Tenancy: Supports one concurrent stream session.
gen4n_high	Linux runtime on a g4dn.2xlarge Amazon EC2 instance with 2:1 tenancy	(NVIDIA, high) Supports applications with moderate-to-high 3D scene complexity. Uses NVIDIA T4 Tensor Core GPU. Resources per application: vCPUs: 4. RAM: 16 GB. VRAM: 8 GB. Tenancy: Supports up to two concurrent stream sessions.

IPv6 support

Amazon GameLift Streams supports streaming to IPv6-only clients only with Windows runtime applications.

Runtime	Streaming over IPv4	Streaming over IPv6
Microsoft Windows Server 2022 Base	Yes	Yes
Ubuntu 22.04 LTS	Yes	No
Proton runtimes	Yes	No

GPU driver versions

Amazon GameLift Streams supports the following GPU driver versions by runtime. Each stream group uses the same GPU driver version for its lifetime.

Runtime	GPU driver version
Windows	581.42
Linux or Proton	580.95.05

Starting your first stream in Amazon GameLift Streams

This tutorial walks you through the steps to get started with Amazon GameLift Streams to stream your application or game. Amazon GameLift Streams runs your application and streams them directly to your end-users' web browser. You'll learn how to upload and configure the application you want to stream, and how to manage the way Amazon GameLift Streams streams. By the end, you will test how your application streams on Amazon GameLift Streams by interacting with it directly in the Amazon GameLift Streams console.

Before you start, understand Amazon GameLift Streams pricing.

You can find the cost of Amazon GameLift Streams in the [Pricing page](#). To learn more, refer to [Managing usage and bills for Amazon GameLift Streams](#).

You incur cost for using Amazon GameLift Streams, specifically when you:

- Create an Amazon GameLift Streams application in [Step 2: Configure your application for Amazon GameLift Streams](#)

- Create a stream group in [Step 3: Manage how Amazon GameLift Streams streams your application](#)

Do not skip [Step 5: Clean up \(don't skip\)](#). To avoid unnecessary charges after you're done trying Amazon GameLift Streams, you must clean up all your resources.

Topics

- [Prerequisites](#)
- [Step 1: Upload your application to an Amazon S3 bucket](#)
- [Step 2: Configure your application for Amazon GameLift Streams](#)
- [Step 3: Manage how Amazon GameLift Streams streams your application](#)
- [Step 4: Test your stream in Amazon GameLift Streams](#)
- [Step 5: Clean up \(don't skip\)](#)

Prerequisites

Complete the following tasks before you start the tutorial.

- Sign up for an AWS account and create a user with administrative access, if you don't already have one. Refer to the [Setting up](#) topic in this guide for help with this task. You do not need to download the Amazon GameLift Streams Web SDK or set up the AWS CLI at this time — you will complete the following steps using the AWS Management Console.
- Get a version of your application content files with no digital rights management (DRM). Collect the files required to run the application, including executables and assets, into a folder, but *do not* compress the folder.

Step 1: Upload your application to an Amazon S3 bucket

Amazon GameLift Streams uses Amazon Simple Storage Service (Amazon S3) to store your application or game files in the cloud and access it for streaming. In this step, you upload your application files to an Amazon S3 bucket. Complete this step in the Amazon S3 Console.

Note

The Amazon S3 storage class that Amazon GameLift Streams requires is the default **S3 Standard**. Other storage classes like **S3 Glacier** or objects being moved to **Infrequent Access** or **Archive Access** by **S3 Intelligent-Tiering** are not supported by Amazon GameLift Streams.

To optimize storage cost, you can delete the application from your S3 bucket after you complete [Step 2: Configure your application for Amazon GameLift Streams](#) and the application is in **Ready** status.

Application limitations

Name	Default	Adjustable	Description
Files per application	30,000 files	Yes*	The maximum number of files that you can have in an application, in this account.
Single file size	80 GiB	No	The maximum size of a single file in an application. Note that a gibibyte (GiB) equals 1024*1024*1024 bytes.
Application size	100 GiB	Yes*	The maximum total size of an Amazon GameLift Streams application, in this account. Note that a gibibyte (GiB) equals 1024*1024*1024 bytes.

*To request an increase, sign in to the AWS Management Console and open the Service Quotas console to [Amazon GameLift Streams](#), where you can review your current quotas in the **Applied account-level quota value** column and submit a request to increase a value.

To upload your application to Amazon S3

1. Sign in to the AWS Management Console and open the Amazon S3 console at <https://console.aws.amazon.com/s3/>.
2. Create an Amazon S3 bucket. Enter a bucket name and select an AWS Region. This region must be the same as the application and stream group that you will create later. See [AWS Regions and streaming locations supported by Amazon GameLift Streams](#) for a list of AWS Regions where Amazon GameLift Streams is available. For the remaining fields, keep the default settings.

For more instructions, refer to [Creating a bucket](#) in the *Amazon Simple Storage Service User Guide*.

3. Open the new bucket and upload the folder with your application files.

Warning

You must upload your application files as an uncompressed folder. Don't upload a .zip folder.

Warning

Ensure that the application files you uploaded are the correct ones, and are within the application file size limitations. If you want to update your files later, you must repeat [Step 2: Configure your application for Amazon GameLift Streams](#), which can take a few minutes.

Step 2: Configure your application for Amazon GameLift Streams

What is an application in Amazon GameLift Streams?

An Amazon GameLift Streams application is a resource that contains a game or interactive application that runs on Amazon GameLift Streams infrastructure and delivers gameplay experiences to players through cloud streaming. The application executes on AWS compute instances and renders game content that is streamed directly to players' devices over the internet, eliminating the need for players to download, install, or run the game locally.

In this step, you configure the application you want to stream with Amazon GameLift Streams by creating an Amazon GameLift Streams application. When you create an Amazon GameLift Streams application, you provide the Amazon S3 URI to the application folder you uploaded to your Amazon S3 bucket, and the relative path to a valid executable or script file. Complete this step in the Amazon GameLift Streams console.

To create an Amazon GameLift Streams application using the Amazon GameLift Streams console

1. Sign in to the AWS Management Console and open the [Amazon GameLift Streams console](#). Choose the same AWS Region as the Amazon S3 bucket where you uploaded your set of files. For more information, refer to [Choosing a Region](#) in the *AWS Management Console Getting Started Guide*.
2. In the navigation bar, choose **Applications** and then choose **Create application**.
3. In **Runtime settings**, enter the following:

- **Runtime environment**

This is the runtime environment to run your application on. Amazon GameLift Streams can run on either Windows, Ubuntu 22.04 LTS, or [Proton](#).

You cannot edit this field after the creation workflow.

Choose from one of the following runtime environments.

- For Linux applications:
 - Ubuntu 22.04 LTS (UBUNTU, 22_04_LTS)
- For Windows applications:
 - Microsoft Windows Server 2022 Base (WINDOWS, 2022)
 - Proton 10.0-4 (PROTON, 20260204)
 - Proton 9.0-2 (PROTON, 20250516)
 - Proton 8.0-5 (PROTON, 20241007)
 - Proton 8.0-2c (PROTON, 20230704)

Review the descriptions and use the comparison checklist to help you select the optimal runtime environment for your application.

4. In **General settings**, enter the following:

a. **Description**

This is a human-readable label for your application. This value does not have to be unique. For best practice, use a meaningful description, name, or label for the application. You can edit this field at any time.

b. **Base path**

This is the Amazon S3 URI to your application's root folder in the Amazon S3 bucket. The folder and any subfolders should contain your build executable and any supporting files.

A valid URI is the bucket prefix that contains all the files needed to run and stream the application. Example: A bucket called `mygamebuild` contains three complete versions of the game build files, each in a separate folder. You want to stream the build in the folder `mygamebuild-EN101`. In this example, the URI is `s3://amzn-s3-demo-bucket/mygamebuild-EN101`.

You cannot edit this field after the creation workflow.

c. **Executable launch path**

This is the Amazon S3 URI of the executable file that Amazon GameLift Streams will stream. The file must be contained within the application's root folder. For Windows applications, the file must be a valid Windows executable or batch file with a filename ending in `.exe`, `.cmd`, or `.bat`. For Linux applications, the file must be a valid Linux binary executable or a script that contains an initial interpreter line starting with a shebang (`#!`).

You cannot edit this field after the creation workflow.

5. (Optional) In **Application log path**, enter the following:

a. **Application log path**

Specify the paths to log files or folders that you want Amazon GameLift Streams to save. At the end of every stream session, Amazon GameLift Streams copies the specified files to the Amazon S3 bucket that you name.

- Paths are relative to your application directory, or relative to the user's home directory when using a supported path variable.

- If you specify a directory, only .txt, .log, and .utrace files are collected. To collect other file types, specify the exact file path.
- The copy operation is not performed recursively in subfolders.
- You can specify up to 10 log paths. Each individual log file cannot exceed 50 MB in size.

Path variables

The following variables are recognized when they appear as the first component of a path.

- %USERPROFILE% – The user's home directory (Windows and Proton)
- \$HOME, ~ – The user's home directory (Linux)

Examples:

- Saved\Logs – Collects .txt, .log, and .utrace files from the Saved\Logs directory relative to your application.
- Saved\Logs\debug.dmp – Collects a specific named file.
- %USERPROFILE%\AppData\Local\MyGame\Logs – Collects .txt, .log, and .utrace files relative to the user's home directory. Use a path variable when your application writes logs outside of the application directory.

To disable logging, remove all application log paths and clear the application log output destination.

You can edit this field at any time.

b. Application log output

This is the URI to the Amazon S3 bucket where Amazon GameLift Streams will copy application log files. This field is required if you specify an application log path.

To disable logging, remove all application log paths and clear the application log output destination.

You can edit this field at any time.

To save log files on your behalf, Amazon GameLift Streams must be given permission to your S3 bucket for saving. If you let Amazon GameLift Streams create the bucket for

logging, the permission policy will be applied automatically upon creation. If you provide your own bucket, you will need to apply the permission policy, yourself.

Bucket permission policy template

Copy the following policy code and apply it to the bucket that you want to use for application logs. Be sure to replace **amzn-s3-demo-bucket** with the name of your existing S3 bucket.

```
{
  "Version": "2012-10-17",
  "Statement": [
    {
      "Sid": "PutPolicy",
      "Effect": "Allow",
      "Principal": {
        "Service": [
          "gameliftstreams.amazonaws.com"
        ]
      },
      "Action": "s3:PutObject",
      "Resource": "arn:aws:s3:::amzn-s3-demo-bucket/*",
      "Condition": {
        "StringEquals": {
          "aws:SourceAccount": "your 12-digit account id"
        }
      }
    }
  ]
}
```

6. (Optional) In **Tags**, assign tags to this application.

Tags are labels that can help you organize your AWS resources. For more information, refer to [Tagging your AWS resources](#).

For example to track application versions, use a tag such as `application-version : my-game-1121`.

7. Choose **Create application**.

Amazon GameLift Streams takes a few minutes to prepare your application. In the **Applications** page, the new application is in **Processing** status. When your application is in **Ready** status, you can go to the next step, [Step 3: Manage how Amazon GameLift Streams streams your application](#).

If the request returns an error, or if the application is created but in **Error** status, make sure that you're working with user credentials that include access to both Amazon S3 and Amazon GameLift Streams.

 Note

When an application is in **Ready** status, you can safely delete the application files in your Amazon S3 bucket, without affecting your new application. This also helps optimize storage cost. For more information, see [Delete an application](#).

For more information, refer to [Prepare an application in Amazon GameLift Streams](#).

Step 3: Manage how Amazon GameLift Streams streams your application

What is a stream group?

Manage how Amazon GameLift Streams streams your applications by using a stream group. A stream group is a collection of compute resources that Amazon GameLift Streams uses to stream your application to end users. When you create a stream group, you specify the hardware configuration (CPU, GPU, RAM) that will run your game (known as the *stream class*), the geographical locations where your game can run, and the number of streams that can run simultaneously in each location (known as *stream capacity*). You can link an application when you create the stream group, or wait until later, but you must link at least one application before you can stream from a stream group. After a stream group has been created, Amazon GameLift Streams allocates compute resources in the locations where you have allocated stream capacity. At this point, you can also associate additional applications to the stream group so that you have a choice of which one to stream.

With your application ready, the next thing you need is compute resources for Amazon GameLift Streams to stream it. In this step, you manage how Amazon GameLift Streams streams your application by creating a stream group. Complete this step in the Amazon GameLift Streams console.

To create a stream group in the Amazon GameLift Streams console

1. Sign in to the AWS Management Console and open the [Amazon GameLift Streams console](#). Choose the AWS Region where you want to create your stream group. This Region must be the same as that of the application that you want to stream with the stream group. For more information, refer to [Choosing a Region](#) in the *AWS Management Console Getting Started Guide*.
2. To open the creation workflow, in the navigation pane, choose **Stream groups**, and then choose **Create stream group**.
3. In **Define stream group**, enter the following:

- a. **Description**

A human-readable label for your stream group. This value doesn't have to be unique. As a best practice, use a meaningful description, name, or label for the stream group. You can edit this field at any time.

- b. **Tags**

Tags are labels that can help you organize your AWS resources. For more information, refer to [Tagging your AWS resources](#).

4. In **Select stream class**, choose a stream class for the stream group.

- **Stream class options**

The type of compute resources to run and stream applications with. This choice impacts the quality of the streaming experience and the cost. You can specify only one stream class per stream group. Choose the class that best fits your application.

Stream class	Description
gen6n_pro _win2022	(NVIDIA, pro) Supports applications with extremely high 3D scene complexity which require maximum resources. Runs applications on Microsoft Windows Server 2022 Base and supports DirectX 12. Compatible with Unreal Engine versions up through 5.6, 32 and 64-bit applications, and anti-cheat technology. Uses NVIDIA L4 Tensor Core GPU. Resources per application: vCPUs: 16. RAM: 64 GB. VRAM: 24 GB.

Stream class	Description
	Tenancy: Supports up to one concurrent stream session.
gen6n_pro	(NVIDIA, pro) Supports applications with extremely high 3D scene complexity which require maximum resources. Uses NVIDIA L4 Tensor Core GPU. Resources per application: vCPUs: 16. RAM: 64 GB. VRAM: 24 GB. Tenancy: Supports up to one concurrent stream session.
gen6n_ultra_win2022	(NVIDIA, ultra) Supports applications with high 3D scene complexity. Runs applications on Microsoft Windows Server 2022 Base and supports DirectX 12. Compatible with Unreal Engine versions up through 5.6, 32 and 64-bit applications, and anti-cheat technology. Uses NVIDIA L4 Tensor Core GPU. Resources per application: vCPUs: 8. RAM: 32 GB. VRAM: 24 GB. Tenancy: Supports up to one concurrent stream session.
gen6n_ultra	(NVIDIA, ultra) Supports applications with high 3D scene complexity. Uses NVIDIA L4 Tensor Core GPU. Resources per application: vCPUs: 8. RAM: 32 GB. VRAM: 24 GB. Tenancy: Supports up to one concurrent stream session.
gen6n_high	(NVIDIA, high) Supports applications with moderate-to-high 3D scene complexity. Uses NVIDIA L4 Tensor Core GPU. Resources per application: vCPUs: 4. RAM: 16 GB. VRAM: 12 GB. Tenancy: Supports up to two concurrent stream sessions.

Stream class	Description
gen6n_medium	(NVIDIA, medium) Supports applications with moderate 3D scene complexity. Uses NVIDIA L4 Tensor Core GPU. Resources per application: vCPUs: 2. RAM: 8 GB. VRAM: 6 GB. Tenancy: Supports up to four concurrent stream sessions.
gen6n_small	(NVIDIA, small) Supports applications with lightweight 3D scene complexity and low CPU usage. Uses NVIDIA L4 Tensor Core GPU. Resources per application: vCPUs: 1. RAM: 4 GB. VRAM: 2 GB. Tenancy: Supports up to twelve concurrent stream sessions.
gen6n_medium_win2022	(NVIDIA, medium) Supports applications with low 3D scene complexity. Runs applications on Microsoft Windows Server 2022 Base. Uses NVIDIA L4 Tensor Core GPU. Resources per application: vCPUs: 8. RAM: 32 GB. VRAM: 6 GB. Tenancy: Supports up to one concurrent stream session.
gen6n_small_win2022	(NVIDIA, small) Supports applications with low 3D scene complexity. Runs applications on Microsoft Windows Server 2022 Base. Uses NVIDIA L4 Tensor Core GPU. Resources per application: vCPUs: 2. RAM: 8 GB. VRAM: 3 GB. Tenancy: Supports up to one concurrent stream session.

Stream class	Description
gen6e_pro _win2022	(NVIDIA, pro) Supports applications with extremely high 3D scene complexity which require maximum resources. Runs applications on Microsoft Windows Server 2022 Base and supports DirectX 12. Compatible with Unreal Engine versions up through 5.6, 32 and 64-bit applications, and anti-cheat technology. Uses NVIDIA L40S Tensor Core GPU. Resources per application: vCPUs: 16. RAM: 128 GB. VRAM: 48 GB. Tenancy: Supports up to one concurrent stream session.
gen6e_pro	(NVIDIA, pro) Supports applications with extremely high 3D scene complexity which require maximum resources. Uses NVIDIA L40S Tensor Core GPU. Resources per application: vCPUs: 16. RAM: 128 GB. VRAM: 48 GB. Tenancy: Supports up to one concurrent stream session.
gen5n_win2022	(NVIDIA, ultra) Supports applications with extremely high 3D scene complexity. Runs applications on Microsoft Windows Server 2022 Base and supports DirectX 12 and DirectX 11. Supports Unreal Engine up through version 5.6, 32 and 64-bit applications, and anti-cheat technology. Uses NVIDIA A10G Tensor Core GPU. Resources per application: vCPUs: 8. RAM: 32 GB. VRAM: 24 GB. Tenancy: Supports one concurrent stream session.
gen5n_high	(NVIDIA, high) Supports applications with moderate-to-high 3D scene complexity. Uses NVIDIA A10G Tensor Core GPU. Resources per application: vCPUs: 4. RAM: 16 GB. VRAM: 12 GB. Tenancy: Supports up to two concurrent stream sessions.

Stream class	Description
gen5n_ultra	(NVIDIA, ultra) Supports applications with extremely high 3D scene complexity. Uses NVIDIA A10G Tensor Core GPU. Resources per application: vCPUs: 8. RAM: 32 GB. VRAM: 24 GB. Tenancy: Supports one concurrent stream session.
gen4n_win2022	(NVIDIA, ultra) Supports applications with high 3D scene complexity. Runs applications on Microsoft Windows Server 2022 Base and supports DirectX 12 and DirectX 11. Supports Unreal Engine up through version 5.6, 32 and 64-bit applications, and anti-cheat technology. Uses NVIDIA T4 Tensor Core GPU. Resources per application: vCPUs: 8. RAM: 32 GB. VRAM: 16 GB. Tenancy: Supports one concurrent stream session.
gen4n_high	(NVIDIA, high) Supports applications with moderate-to-high 3D scene complexity. Uses NVIDIA T4 Tensor Core GPU. Resources per application: vCPUs: 4. RAM: 16 GB. VRAM: 8 GB. Tenancy: Supports up to two concurrent stream sessions.
gen4n_ultra	(NVIDIA, ultra) Supports applications with high 3D scene complexity. Uses NVIDIA T4 Tensor Core GPU. Resources per application: vCPUs: 8. RAM: 32 GB. VRAM: 16 GB. Tenancy: Supports one concurrent stream session.

To continue, choose **Next**.

5. In **Link application**, choose an application that you want to stream, or select **"No application"** to choose one at a later time. You can edit the stream group after it has been created to add or remove applications. You can only link an application that's in Ready status and has a runtime that's compatible with the stream class you've chosen. By default, these are the only

applications that are shown in the table. To see all applications in Ready status, choose All runtimes in the drop down list.

 Note

If you don't see your application listed, then check the current AWS Region setting. You can only link an application to a stream group that's in the same Region.

To continue, choose **Next**.

6. In **Configure stream settings**, under **Locations and capacity**, choose one or more locations where your stream group will have capacity to stream your application. By default, the region where you create the stream group, known as the *primary location*, has already been added to your stream group and cannot be removed. You can add additional locations by checking the box next to each location that you want to add. For lower latency and better quality streaming, you should choose locations closer to your users.

For each location, you can specify its *streaming capacity*. Stream capacity represents the number of concurrent streams that can be active at a time. You set stream capacity per location in each stream group.

- **Always-on capacity:** This setting, if non-zero, indicates minimum streaming capacity which is allocated to you and is never released back to the service. You pay for this base level of capacity at all times, whether used or idle.
- **Maximum capacity:** This indicates the maximum capacity that the service can allocate for you. Newly created streams may take a few minutes to start. Capacity is released back to the service when idle. You pay for capacity that is allocated to you until it is released.
- **Target-idle capacity:** This indicates idle capacity which the service pre-allocates and hold for you in anticipation of future activity. This helps to insulate your users from capacity-allocation delays. You pay for capacity which is held in this intentional idle state.

You can increase or decrease your total stream capacity at any time to meet changes in user demand for a location by adjusting either capacity. Amazon GameLift Streams fulfills streaming requests using the idle, pre-allocated resources in the always-on capacity pool if any are available. If all always-on capacity is in use, Amazon GameLift Streams will provision additional compute resources up to the maximum number specified in on-demand capacity. As allocated capacity scales, the change is reflected in your total cost for the stream group.

Linked applications will be automatically replicated to each enabled location. An application must finish replicating in a remote location before the remote location can host a stream. To check on the replication status, open the stream group after it has been created and refer to the **Replication status** column in the table of linked applications. Click on the current status to see the replication status for each added location.

 Note

Application data will be stored in all enabled locations including the primary location for this stream group. Stream session data will be stored in both the primary location and the location where the streaming occurred.

7. In **Review and create stream group**, verify your stream group configuration and make changes as needed. When everything is correct, choose **Create stream group**.

For more information, refer to [Manage streaming with an Amazon GameLift Streams stream group](#).

Step 4: Test your stream in Amazon GameLift Streams

What is a stream session?

Refers to the stream itself. This is an instance of a stream that Amazon GameLift Streams transmits from the server to the end-user. A stream session runs on a compute resource, or stream capacity, that a stream group has allocated. Also referred to as *stream* for short.

You can see how your application streams by running it directly in the Amazon GameLift Streams console. When you start a stream, Amazon GameLift Streams uses one of the compute resources that your stream group allocates. So, you must have available capacity in your stream group.

To test your stream in the Amazon GameLift Streams console

1. Sign in to the AWS Management Console and open the [Amazon GameLift Streams console](#).
2. You can test a stream in several ways. Start from the **Stream groups** page or **Test stream** page and follow these steps:
 - a. Select a stream group that you want to use to stream.

- b. If you're starting from the **Stream groups** page, choose **Test stream**. If you're starting from the **Test stream** page, select **Choose**. This opens the **Test stream** configuration page for the selected stream group.
 - c. In **Linked applications**, select an application.
 - d. In **Location**, choose a location with available capacity.
 - e. (Optional) In **Program configurations**, enter command-line arguments or environment variables to pass to the application as it launches.
 - f. Confirm your selection, and choose **Test stream**.
3. After your stream loads, you can do the following actions in your stream:
 - a. To connect input, such as your mouse, keyboard, and gamepad (except microphones, which are not supported in **Test stream**), choose **Attach input**. You automatically attach your mouse when you move the cursor into the stream window.
 - b. To have files that were created during the streaming session exported to an Amazon S3 bucket at the end of the session, choose **Export files** and specify the bucket details. Exported files can be found on the **Sessions** page.
 - c. To view the stream in fullscreen, choose **Fullscreen**. Press **Escape** to reverse this action.
4. To end the stream, choose **Terminate session**. When the stream disconnects, the stream capacity becomes available to start another stream.

Note

The **Test stream** feature in the Amazon GameLift Streams console does not support microphones.

Step 5: Clean up (don't skip)

Avoid unnecessary cost

A stream group incurs costs when it has allocated capacity, even if that capacity is unused. To avoid unnecessary costs, scale your stream group capacities to your required size. We suggest during development you scale your always-on capacity to zero when not in use. For more information, refer to [Best practices to manage Amazon GameLift Streams costs](#).

After you complete the tutorial and no longer need to stream your application, follow these steps to clean up your Amazon GameLift Streams resources.

To delete a stream group using the Amazon GameLift Streams console

1. Sign in to the AWS Management Console and open the [Amazon GameLift Streams console](#).
2. To view a list of your existing stream groups, in the navigation pane, choose **Stream groups**.
3. Choose the name of the stream group that you want to delete.
4. On the stream group detail page, choose **Delete**.
5. In the **Delete** dialog box, confirm the delete action.

Amazon GameLift Streams begins releasing compute resources and deleting the stream group. During this time, the stream group is in **Deleting** status. After Amazon GameLift Streams deletes the stream group, you can no longer retrieve it.

To delete an application using the Amazon GameLift Streams console

1. Sign in to the AWS Management Console and open the [Amazon GameLift Streams console](#).
2. In the navigation bar, choose **Applications** to view a list of your existing applications. Choose the application you want to delete.
3. In the application detail page, choose **Delete**.
4. In the **Delete** dialog box, confirm the delete action.

Amazon GameLift Streams begins deleting the application. During this time, the application is in **Deleting** status. After Amazon GameLift Streams deletes the application, you can no longer retrieve it.

For more information, refer to [Delete a stream group](#) and [Delete an application](#).

Managing your streams with Amazon GameLift Streams

This section provides detailed information about how to stream with Amazon GameLift Streams. Learn about the streaming resources (an *application* and *stream group*), the properties to scale your streaming (*stream capacity* and *locations*), and the stream itself (a *stream session*). You can handle all of the tasks required to set up streaming with Amazon GameLift Streams by using the Amazon GameLift Streams console or Amazon GameLift Streams CLI commands.

If it's your first time using Amazon GameLift Streams, then refer to [Starting your first stream in Amazon GameLift Streams](#), which walks you through the whole workflow.

Topics

- [Key concepts](#)
- [Prepare an application in Amazon GameLift Streams](#)
- [Manage streaming with an Amazon GameLift Streams stream group](#)
- [Overview of multi-application stream groups](#)
- [Start stream sessions with Amazon GameLift Streams](#)
- [Share stream sessions with stream URLs](#)
- [Custom stream resolution in Amazon GameLift Streams](#)
- [Export stream session files](#)
- [Shader cache](#)

Key concepts

Application

An Amazon GameLift Streams application is a resource that contains a game or interactive application that runs on Amazon GameLift Streams infrastructure and delivers gameplay experiences to players through cloud streaming. The application executes on AWS compute instances and renders game content that is streamed directly to players' devices over the internet, eliminating the need for players to download, install, or run the game locally.

Multi-application stream groups

A stream group that's linked to multiple applications. This many-to-one relationship allows you to stream multiple applications by using the same configuration that you've set up in a single

stream group . When you start a stream session, you specify any linked applications. Then, Amazon GameLift Streams streams that application by using available stream capacity in this stream group.

Multi-location stream groups

A stream group that's configured to host applications and stream sessions from multiple locations, in addition to the primary location (the AWS Region where you created the stream group). You manage capacity for each location.

Multi-tenancy

Tenancy refers to how many concurrent streams can be supported by a single compute resource in Amazon GameLift Streams. *Multi-tenancy* is a feature that enables multiple users to share the same underlying hardware resources, which can be a cost-effective option for applications that don't require maximum hardware capabilities. A stream class with multi-tenancy can host multiple streams for the cost of one resource. "High" stream classes support multi-tenancy, allowing two applications to run concurrently on a single compute resource, while "Ultra" stream classes do not support multi-tenancy.

Stream group

Manage how Amazon GameLift Streams streams your applications by using a stream group. A stream group is a collection of compute resources that Amazon GameLift Streams uses to stream your application to end users. When you create a stream group, you specify the hardware configuration (CPU, GPU, RAM) that will run your game (known as the *stream class*), the geographical locations where your game can run, and the number of streams that can run simultaneously in each location (known as *stream capacity*). You can link an application when you create the stream group, or wait until later, but you must link at least one application before you can stream from a stream group. After a stream group has been created, Amazon GameLift Streams allocates compute resources in the locations where you have allocated stream capacity. At this point, you can also associate additional applications to the stream group so that you have a choice of which one to stream.

Stream capacity

Represents the number of concurrent streams that can be active at a time. You set stream capacity per location in each stream group. You configure always-on capacity and maximum capacity. Maximum capacity represents the total streams possible, combining always-on capacity with additional capacity provisioned as needed.

Stream session

Refers to the stream itself. This is an instance of a stream that Amazon GameLift Streams transmits from the server to the end-user. A stream session runs on a compute resource, or stream capacity, that a stream group has allocated. Also referred to as *stream* for short.

Prepare an application in Amazon GameLift Streams

To set up streaming with Amazon GameLift Streams, first you upload the game or other application that you want to stream, then you configure an application resource within Amazon GameLift Streams to define metadata about your game. An Amazon GameLift Streams application consists of the files you uploaded (executable and any supporting files) and a configuration that instructs Amazon GameLift Streams what executable to run when streaming.

Each Amazon GameLift Streams application represents a single version of your content. If you have multiple versions, you must create a separate application for each version. After you create an application, you cannot update the files. If you need to update the executable or any supporting files, you must create a new Amazon GameLift Streams application.

Before you upload

Before you create an Amazon GameLift Streams application, verify that your game adheres to the following limitations.

Name	Default	Adjustable	Description
Files per application	30,000 files	Yes*	The maximum number of files that you can have in an application, in this account.
Single file size	80 GiB	No	The maximum size of a single file in an application. Note that a gibibyte (GiB) equals 1024*1024*1024 bytes.

Name	Default	Adjustable	Description
Application size	100 GiB	Yes*	The maximum total size of an Amazon GameLift Streams application, in this account. Note that a gibibyte (GiB) equals 1024*1024*1024 bytes.

*To request an increase, sign in to the AWS Management Console and open the Service Quotas console to [Amazon GameLift Streams](#), where you can review your current quotas in the **Applied account-level quota value** column and submit a request to increase a value.

Note

To save yourself time and effort, verify that the files you are ready to upload are the correct version of your application. While you can upload new versions later, you will need to repeat the [Create an application](#) step for each version.

Upload your application to an Amazon S3 bucket

Now that you have prepared your game for Amazon GameLift Streams, it's time to upload it to an Amazon Simple Storage Service (Amazon S3) bucket in your AWS account.

Note

The Amazon S3 storage class that Amazon GameLift Streams requires is the default **S3 Standard**. Other storage classes like **S3 Glacier** or objects being moved to **Infrequent Access** or **Archive Access** by **S3 Intelligent-Tiering** are not supported by Amazon GameLift Streams.

To optimize storage cost, you can delete the application from your S3 bucket after you complete [Create an application](#) and the application is in **Ready** status.

To upload your application to Amazon S3

1. Sign in to the AWS Management Console and open the Amazon S3 console at <https://console.aws.amazon.com/s3/>.
2. Create an Amazon S3 bucket. Enter a bucket name and select an AWS Region. This region must be the same as the application and stream group that you will create later. See [AWS Regions and streaming locations supported by Amazon GameLift Streams](#) for a list of AWS Regions where Amazon GameLift Streams is available. For the remaining fields, keep the default settings.

For more instructions, refer to [Creating a bucket](#) in the *Amazon Simple Storage Service User Guide*.

3. Open the new bucket and upload the folder with your application files.

Warning

You must upload your application files as an uncompressed folder. Don't upload a .zip folder.

Create an application

An Amazon GameLift Streams application is a resource that contains a game or interactive application that runs on Amazon GameLift Streams infrastructure and delivers gameplay experiences to players through cloud streaming. The application executes on AWS compute instances and renders game content that is streamed directly to players' devices over the internet, eliminating the need for players to download, install, or run the game locally.

When you create an Amazon GameLift Streams application, you provide the Amazon S3 URI to the application folder you uploaded to your Amazon S3 bucket, and the relative path to a valid executable or script file.

Amazon GameLift Streams does not keep your application files in sync with the files in the Amazon S3 bucket. If you want to update the files in your Amazon GameLift Streams application, you must create a new Amazon GameLift Streams application.

Console

To create an Amazon GameLift Streams application using the Amazon GameLift Streams console

1. Sign in to the AWS Management Console and open the [Amazon GameLift Streams console](#). Choose the same AWS Region as the Amazon S3 bucket where you uploaded your set of files. For more information, refer to [Choosing a Region](#) in the *AWS Management Console Getting Started Guide*.
2. In the navigation bar, choose **Applications** and then choose **Create application**.
3. In **Runtime settings**, enter the following:

- **Runtime environment**

This is the runtime environment to run your application on. Amazon GameLift Streams can run on either Windows, Ubuntu 22.04 LTS, or [Proton](#).

You cannot edit this field after the creation workflow.

Choose from one of the following runtime environments.

- For Linux applications:
 - Ubuntu 22.04 LTS (UBUNTU, 22_04_LTS)
- For Windows applications:
 - Microsoft Windows Server 2022 Base (WINDOWS, 2022)
 - Proton 10.0-4 (PROTON, 20260204)
 - Proton 9.0-2 (PROTON, 20250516)
 - Proton 8.0-5 (PROTON, 20241007)
 - Proton 8.0-2c (PROTON, 20230704)

Review the descriptions and use the comparison checklist to help you select the optimal runtime environment for your application.

4. In **General settings**, enter the following:
 - a. **Description**

This is a human-readable label for your application. This value does not have to be unique. For best practice, use a meaningful description, name, or label for the application. You can edit this field at any time.

b. **Base path**

This is the Amazon S3 URI to your application's root folder in the Amazon S3 bucket. The folder and any subfolders should contain your build executable and any supporting files.

A valid URI is the bucket prefix that contains all the files needed to run and stream the application. Example: A bucket called mygamebuild contains three complete versions of the game build files, each in a separate folder. You want to stream the build in the folder mygamebuild-EN101. In this example, the URI is `s3://amzn-s3-demo-bucket/mygamebuild-EN101`.

You cannot edit this field after the creation workflow.

c. **Executable launch path**

This is the Amazon S3 URI of the executable file that Amazon GameLift Streams will stream. The file must be contained within the application's root folder. For Windows applications, the file must be a valid Windows executable or batch file with a filename ending in `.exe`, `.cmd`, or `.bat`. For Linux applications, the file must be a valid Linux binary executable or a script that contains an initial interpreter line starting with a shebang (`#!`).

You cannot edit this field after the creation workflow.

5. (Optional) In **Application log path**, enter the following:

a. **Application log path**

Specify the paths to log files or folders that you want Amazon GameLift Streams to save. At the end of every stream session, Amazon GameLift Streams copies the specified files to the Amazon S3 bucket that you name.

- Paths are relative to your application directory, or relative to the user's home directory when using a supported path variable.
- If you specify a directory, only `.txt`, `.log`, and `.utrace` files are collected. To collect other file types, specify the exact file path.

- The copy operation is not performed recursively in subfolders.
- You can specify up to 10 log paths. Each individual log file cannot exceed 50 MB in size.

Path variables

The following variables are recognized when they appear as the first component of a path.

- %USERPROFILE% – The user's home directory (Windows and Proton)
- \$HOME, ~ – The user's home directory (Linux)

Examples:

- Saved\Logs – Collects .txt, .log, and .utrace files from the Saved\Logs directory relative to your application.
- Saved\Logs\debug.dmp – Collects a specific named file.
- %USERPROFILE%\AppData\Local\MyGame\Logs – Collects .txt, .log, and .utrace files relative to the user's home directory. Use a path variable when your application writes logs outside of the application directory.

To disable logging, remove all application log paths and clear the application log output destination.

You can edit this field at any time.

b. Application log output

This is the URI to the Amazon S3 bucket where Amazon GameLift Streams will copy application log files. This field is required if you specify an application log path.

To disable logging, remove all application log paths and clear the application log output destination.

You can edit this field at any time.

To save log files on your behalf, Amazon GameLift Streams must be given permission to your S3 bucket for saving. If you let Amazon GameLift Streams create the bucket

for logging, the permission policy will be applied automatically upon creation. If you provide your own bucket, you will need to apply the permission policy, yourself.

Bucket permission policy template

Copy the following policy code and apply it to the bucket that you want to use for application logs. Be sure to replace **amzn-s3-demo-bucket** with the name of your existing S3 bucket.

```
{
  "Version": "2012-10-17",
  "Statement": [
    {
      "Sid": "PutPolicy",
      "Effect": "Allow",
      "Principal": {
        "Service": [
          "gameliftstreams.amazonaws.com"
        ]
      },
      "Action": "s3:PutObject",
      "Resource": "arn:aws:s3:::amzn-s3-demo-bucket/*",
      "Condition": {
        "StringEquals": {
          "aws:SourceAccount": "your 12-digit account id"
        }
      }
    }
  ]
}
```

6. (Optional) In **Tags**, assign tags to this application.

Tags are labels that can help you organize your AWS resources. For more information, refer to [Tagging your AWS resources](#).

For example to track application versions, use a tag such as `application-version : my-game-1121`.

7. Choose **Create application**.

CLI

Prerequisite

You must configure the AWS CLI with your user credentials and your chosen AWS Region. For setup instructions, refer to [Download the AWS CLI](#).

To create an application using the AWS CLI

In your AWS CLI use the [CreateApplication](#) command, customized for your content.

```
aws gameliftstreams create-application \  
  --description "MyGame v1" \  
  --runtime-environment '{"Type":"PROTON", "Version":"20241007"}' \  
  --executable-path "launcher.exe" \  
  --application-source-uri "s3://amzn-s3-demo-bucket/example"
```

where

- **description:**

This is a human-readable label for your application. This value does not have to be unique. For best practice, use a meaningful description, name, or label for the application. You can edit this field at any time.

- **runtime-environment:**

This is the runtime environment to run your application on. Amazon GameLift Streams can run on either Windows, Ubuntu 22.04 LTS, or [Proton](#).

You cannot edit this field after the creation workflow.

Choose from one of the following runtime environments.

- For Linux applications:
 - Ubuntu 22.04 LTS (Type=UBUNTU, Version=22_04_LTS)
- For Windows applications:
 - Microsoft Windows Server 2022 Base (Type=WINDOWS, Version=2022)
 - Proton 10.0-4 (Type=PROTON, Version=20260204)
 - Proton 9.0-2 (Type=PROTON, Version=20250516)
 - Proton 8.0-5 (Type=PROTON, Version=20241007)

- Proton 8.0-2c (Type=PROTON, Version=20230704)
- application-source-uri:

This is the Amazon S3 URI to your application's root folder in the Amazon S3 bucket. The folder and any subfolders should contain your build executable and any supporting files.

A valid URI is the bucket prefix that contains all the files needed to run and stream the application. Example: A bucket called mygamebuild contains three complete versions of the game build files, each in a separate folder. You want to stream the build in the folder mygamebuild-EN101. In this example, the URI is `s3://amzn-s3-demo-bucket/mygamebuild-EN101`.

You cannot edit this field after the creation workflow.

- executable-path:

This is the relative path and file name of the executable file that Amazon GameLift Streams will stream. Specify a path relative to the application-source-uri. The file must be contained within the application's root folder. For Windows applications, the file must be a valid Windows executable or batch file with a filename ending in .exe, .cmd, or .bat. For Linux applications, the file must be a valid Linux binary executable or a script that contains an initial interpreter line starting with a shebang (`#!`).

You cannot edit this field after the creation workflow.

If the request is successful, Amazon GameLift Streams returns a response similar to the following:

```
{
  "Arn": "arn:aws:gameliftstreams:us-west-2:111122223333:application/a-9ZY8X7Wv6",
  "Description": "MyGame v1",
  "RuntimeEnvironment": {
    "Type": "PROTON",
    "Version": "20241007"
  },
  "ExecutablePath": "launcher.exe",
  "ApplicationSourceUri": "s3://amzn-s3-demo-bucket/example",
  "Id": "a-9ZY8X7Wv6",
  "Status": "PROCESSING",
  "CreatedAt": "2022-11-18T15:47:11.924000-08:00",
```

```
"LastUpdatedAt": "2022-11-18T15:47:11.924000-08:00"  
}
```

To check the status of your application, call the [GetApplication](#) command, as shown in the following example.

```
aws gameliftstreams get-application /  
  --identifier a-9ZY8X7Wv6
```

Amazon GameLift Streams takes a few minutes to prepare your application. During this time, the new application is in **Processing** status. When your application is in **Ready** status, you can go to the next step, [Create a stream group](#).

If the request returns an error, or if the application is created but placed in an **Error** status, make sure that you're working with user credentials that include access to both Amazon S3 and Amazon GameLift Streams.

Note

When an application is in **Ready** status, Amazon GameLift Streams has successfully copied your application files to its private Amazon S3 bucket. You can delete your original application files without affecting your new application. This also helps you optimize on storage cost. For more information, see [Delete an application](#).

Edit an application

You can update the settings for any application in **Ready** status. If you make changes to an existing application, these changes impact the streaming behavior for both new and existing stream groups.

Console

To edit an application in the Amazon GameLift Streams console

1. In the navigation bar, choose **Applications** to view a list of your existing applications. Choose the application you want to edit.

2. In the application details page, locate the section that contains the settings you want to change and choose **Edit** or **Manage tags** accordingly.
3. You can change the following settings:

Short description

This is a human-readable label for your application. This value does not have to be unique. For best practice, use a meaningful description, name, or label for the application. You can edit this field at any time.

Application log path

Specify the paths to log files or folders that you want Amazon GameLift Streams to save. At the end of every stream session, Amazon GameLift Streams copies the specified files to the Amazon S3 bucket that you name.

- Paths are relative to your application directory, or relative to the user's home directory when using a supported path variable.
- If you specify a directory, only `.txt`, `.log`, and `.utrace` files are collected. To collect other file types, specify the exact file path.
- The copy operation is not performed recursively in subfolders.
- You can specify up to 10 log paths. Each individual log file cannot exceed 50 MB in size.

Path variables

The following variables are recognized when they appear as the first component of a path.

- `%USERPROFILE%` – The user's home directory (Windows and Proton)
- `$HOME`, `~` – The user's home directory (Linux)

Examples:

- `Saved\Logs` – Collects `.txt`, `.log`, and `.utrace` files from the `Saved\Logs` directory relative to your application.
- `Saved\Logs\debug.dmp` – Collects a specific named file.
- `%USERPROFILE%\AppData\Local\MyGame\Logs` – Collects `.txt`, `.log`, and `.utrace` files relative to the user's home directory. Use a path variable when your application writes logs outside of the application directory.

To disable logging, remove all application log paths and clear the application log output destination.

You can edit this field at any time.

Application log output

This is the URI to the Amazon S3 bucket where Amazon GameLift Streams will copy application log files. This field is required if you specify an application log path.

To disable logging, remove all application log paths and clear the application log output destination.

You can edit this field at any time.

To save log files on your behalf, Amazon GameLift Streams must be given permission to your S3 bucket for saving. If you let Amazon GameLift Streams create the bucket for logging, the permission policy will be applied automatically upon creation. If you provide your own bucket, you will need to apply the permission policy, yourself.

For more information, see [Application log bucket permission policy](#).

Tags

Tags are labels that can help you organize your AWS resources. For more information, refer to [Tagging your AWS resources](#).

For example to track application versions, use a tag such as `application-version : my-game-1121`.

4. Choose **Save changes**. The Amazon GameLift Streams console returns to the application details page, displaying the updated settings.

CLI

Prerequisite

You must configure the AWS CLI with your user credentials and your chosen AWS Region. For setup instructions, refer to [Download the AWS CLI](#).

To edit an application using the AWS CLI

In your AWS CLI use the [UpdateApplication](#) command, customized for your content.

```
aws gameliftstreams update-application \  
  --identifier a-9ZY8X7Wv6 \  
  --description "MyGame v2" \  
  --application-log-paths '[".\logs"]' \  
  --application-log-output-uri "s3://amzn-s3-demo-bucket/mygame"
```

where

- **identifier:** The application to edit.

This value is an [Amazon Resource Name \(ARN\)](#) or ID that uniquely identifies the application resource.

ARN example: `arn:aws:gameliftstreams:us-west-2:111122223333:application/a-9ZY8X7Wv6`

ID example: `a-9ZY8X7Wv6`

- **description:**

This is a human-readable label for your application. This value does not have to be unique. For best practice, use a meaningful description, name, or label for the application. You can edit this field at any time.

- **application-log-paths:**

Specify the paths to log files or folders that you want Amazon GameLift Streams to save. At the end of every stream session, Amazon GameLift Streams copies the specified files to the Amazon S3 bucket that you name.

- Paths are relative to your application directory, or relative to the user's home directory when using a supported path variable.
- If you specify a directory, only `.txt`, `.log`, and `.utrace` files are collected. To collect other file types, specify the exact file path.
- The copy operation is not performed recursively in subfolders.
- You can specify up to 10 log paths. Each individual log file cannot exceed 50 MB in size.

Path variables

The following variables are recognized when they appear as the first component of a path.

- %USERPROFILE% – The user's home directory (Windows and Proton)
- \$HOME, ~ – The user's home directory (Linux)

Examples:

- Saved\Logs – Collects .txt, .log, and .utrace files from the Saved\Logs directory relative to your application.
- Saved\Logs\debug.dmp – Collects a specific named file.
- %USERPROFILE%\AppData\Local\MyGame\Logs – Collects .txt, .log, and .utrace files relative to the user's home directory. Use a path variable when your application writes logs outside of the application directory.

To disable logging, remove all application log paths and clear the application log output destination.

You can edit this field at any time.

- application-log-output-uri:

This is the URI to the Amazon S3 bucket where Amazon GameLift Streams will copy application log files. This field is required if you specify an application log path.

To disable logging, remove all application log paths and clear the application log output destination.

You can edit this field at any time.

To save log files on your behalf, Amazon GameLift Streams must be given permission to your S3 bucket for saving. If you let Amazon GameLift Streams create the bucket for logging, the permission policy will be applied automatically upon creation. If you provide your own bucket, you will need to apply the permission policy, yourself.

For more information, see [Application log bucket permission policy](#).

Delete an application

Delete an application if you no longer need it. This action permanently deletes the application, including the application content files stored with Amazon GameLift Streams. However, this does not delete the original files that you uploaded to your Amazon S3 bucket; you can delete these

any time after Amazon GameLift Streams creates an application, which is the only time Amazon GameLift Streams accesses your Amazon S3 bucket.

You can only delete an application that meets the following conditions:

- The application is in the **Ready** or **Error** state.
- An application is not streaming in any ongoing stream session. You must wait until the client ends the stream session or call [TerminateStreamSession](#) in the Amazon GameLift Streams API to end the stream.

If the application is linked to any stream groups, you must unlink it from all associated stream groups before you can delete it. In the console, a dialog box will walk you through this process.

Console

To delete an application using the Amazon GameLift Streams console

1. Sign in to the AWS Management Console and open the [Amazon GameLift Streams console](#).
2. In the navigation bar, choose **Applications** to view a list of your existing applications. Choose the application you want to delete.
3. In the application detail page, choose **Delete**.
4. In the **Delete** dialog box, confirm the delete action.

CLI

Prerequisite

You must configure the AWS CLI with your user credentials and your chosen AWS Region. For setup instructions, refer to [Download the AWS CLI](#).

To delete an application using the AWS CLI

In your AWS CLI use the [DeleteApplication](#) command, customized for your content.

```
aws gameliftstreams delete-application \  
  --identifier arn:aws:gameliftstreams:us-west-2:111122223333:application/  
a-9ZY8X7Wv6
```

where

- **identifier**: The application to delete.

This value is an [Amazon Resource Name \(ARN\)](#) or ID that uniquely identifies the application resource.

ARN example: `arn:aws:gameliftstreams:us-west-2:111122223333:application/a-9ZY8X7Wv6`

ID example: `a-9ZY8X7Wv6`

Amazon GameLift Streams begins deleting the application. During this time, the application is in `Deleting` status. After Amazon GameLift Streams deletes the application, you can no longer retrieve it.

Application log bucket permission policy

If you provide your own application log Amazon S3 bucket, you will need to apply a permission policy to the bucket so that Amazon GameLift Streams can save log files to the bucket. Use the following template to update the permissions in Amazon S3.

Bucket permission policy template

Copy the following policy code and apply it to the bucket that you want to use for application logs. Be sure to replace **amzn-s3-demo-bucket** with the name of your existing S3 bucket.

```
{
  "Version": "2012-10-17",
  "Statement": [
    {
      "Sid": "PutPolicy",
      "Effect": "Allow",
      "Principal": {
        "Service": [
          "gameliftstreams.amazonaws.com"
        ]
      },
      "Action": "s3:PutObject",
      "Resource": "arn:aws:s3:::amzn-s3-demo-bucket/*",
      "Condition": {
        "StringEquals": {
          "aws:SourceAccount": "your 12-digit account id"
        }
      }
    }
  ]
}
```

```
    }  
  }  
}  
]  
}
```

Note

Amazon GameLift Streams does not permit cross-account resource access. The Amazon S3 bucket must be owned by the same AWS account as the application resource. Although this is strongly enforced by the service, it is a best practice to always include `aws:SourceAccount` or `aws:SourceArn` conditions to prevent the [confused deputy problem](#) when granting permission to any AWS service.

Linked stream groups

If you want to stream multiple applications by using the same pool of compute resources, you can link multiple applications to the same stream group. Similarly, if you want to stream an application by using different sets of compute resources, you can link an application to multiple stream groups.

For more information about linking applications to stream groups, refer to [Overview of multi-application stream groups](#).

Manage streaming with an Amazon GameLift Streams stream group

After you set up an Amazon GameLift Streams application, you're ready to manage and deploy compute resources to run and stream your application. An Amazon GameLift Streams *stream group* represents a collection of these compute resources. You specify the maximum number of concurrent streams to support by scaling the stream capacity.

Amazon GameLift Streams allocates compute resources in the AWS Region where you create a stream group. You can also add remote locations to a stream group and manage capacity per location. It's a best practice to host stream sessions in locations that are geographically near your end users. This helps minimize latency and improve stream quality. For more information, refer to [AWS Regions and streaming locations supported by Amazon GameLift Streams](#).

In a stream group, you can specify one or more Amazon GameLift Streams applications that the stream group can stream. A single application can be in multiple stream groups, so you can set up different configurations or types of compute resources to stream the same application. For example, to provide two graphics-quality options for streaming an application, you can set up two stream groups with different stream class configurations and link them to the same application.

Conversely, a single stream group can have multiple applications: the *default application*, which you can set when you create the stream group, and additional *linked applications*. For more information, refer to [Overview of multi-application stream groups](#).

How you relate your stream groups and applications together depends on your use case, but the relationship can be many-to-many.

Stream groups should be recreated every 3-4 weeks to pick up important service updates and fixes. For more information, refer to [Stream group lifecycle](#).

Topics

- [About stream capacity](#)
- [Capacity and service quotas](#)
- [About locations](#)
- [Create a stream group](#)
- [Edit general settings](#)
- [Edit capacity](#)
- [Capacity scale-down behavior](#)
- [Add locations in a stream group](#)
- [Remove locations in a stream group](#)
- [Delete a stream group](#)
- [Linked applications](#)
- [Stream group lifecycle](#)
- [Stream group maintenance](#)

About stream capacity

You manage the number of streams you can deliver concurrently to end-users by setting the stream group's capacity, or *stream capacity*. Stream capacity represents the number of concurrent stream sessions a stream group can support. It is configured at each location.

- **Always-on capacity:** This setting, if non-zero, indicates minimum streaming capacity which is allocated to you and is never released back to the service. You pay for this base level of capacity at all times, whether used or idle.
- **Maximum capacity:** This indicates the maximum capacity that the service can allocate for you. Newly created streams may take a few minutes to start. Capacity is released back to the service when idle. You pay for capacity that is allocated to you until it is released.
- **Target-idle capacity:** This indicates idle capacity which the service pre-allocates and hold for you in anticipation of future activity. This helps to insulate your users from capacity-allocation delays. You pay for capacity which is held in this intentional idle state.

If you have a stream group with an maximum capacity set to 100 at a location, this means the stream group has enough resources to stream to 100 end-users concurrently at that location. You can increase or decrease the stream capacity at any time, at each location (up to your current quota amount) to meet changes in user demand.

Amazon GameLift Streams first tries to fulfill new session requests using idle capacity which is already allocated to you. If this causes the amount of idle capacity to drop below your target idle capacity, then new capacity is allocated asynchronously. If no idle capacity is available, the request is paused while new capacity is allocated on demand, up to the maximum capacity for the stream group. If the maximum is reached and there is still no idle capacity available, the session request will wait for an existing session to terminate and free capacity.

When sessions terminate, the corresponding capacity is marked as idle. If there is more idle capacity than the target idle value, the excess capacity will be deallocated and returned to the service after a brief delay. The service will not deallocate idle capacity if that would drop your capacity level below the configured minimum (which could be zero).

When specifying the stream capacity in stream groups with multi-tenant stream classes (which can stream more than 1 session per compute resource), the capacity must be a multiple of the tenancy. For example, the `gen6n_high` stream class has a multi-tenancy of 2. That means each compute resource that gets allocated in your stream group can stream to 2 clients. Therefore, the capacity you request must be in multiples of 2.

Scaling the capacity reflects in your total cost for the stream group. Ensure that you set up billing alerts to manage your Amazon GameLift Streams costs. Refer to [Create billing alerts to monitor usage](#).

To change stream group capacity, edit your stream group settings and enter new values for the capacity settings. When you change always-on capacity, Amazon GameLift Streams adjusts allocated resources to match the new value by provisioning new resources or shutting down existing ones. Increasing always-on capacity can take more than a few minutes if resources aren't immediately available. Decreasing always-on capacity takes a few minutes to deprovision allocated resources.

Example: Stream capacity configurations

The following examples demonstrate common stream capacity configurations for different use cases:

1. **Cost-conscious development phase:** You are a developer who wants to save costs. You set Minimum (always-on) capacity = 0, Maximum capacity = 10, and Target Idle (pre-warmed) capacity = 1. This keeps at least one session available for fast start up.
2. **Planned event with fixed demand:** You want fast session starts for a planned event with known demand. You set Minimum (always-on) capacity = 200, Maximum capacity = 200, and Target Idle (pre-warmed) capacity = 0. You pay only for 200 capacity. No scaling delays happen because demand is known.
3. **Large-scale event with burst capacity:** You are planning for 1,000 users with 100 new sessions per minute at peak times. You set Minimum = 0, Maximum = 1,000, and Target Idle = 100. This saves money when idle. This keeps at least 100 sessions available for fast start up.

Note

The `OnDemandCapacity` input parameter is deprecated. Use `MaximumCapacity` instead when configuring capacity through the API.

Capacity and service quotas

Usage of Amazon GameLift Streams is subject to service quotas that limit the total number of GPUs (compute resources) you can configure for streaming in your account. The default quotas and

the utilization of the quotas can be viewed in the Service Quota Console for GameLift Streams. Understanding how these quotas interact with stream capacity helps you plan your streaming infrastructure and avoid capacity limitations.

More specifically, the GPU service quotas specify the maximum number of GPUs of a particular stream class family you can request per location across all stream groups in your account. For example, if your account has a limit of 5 gen6n GPUs in us-west-2, the sum of gen6n GPUs needed to provide the total stream capacity in us-west-2 for all of your stream groups must be less than or equal to 5. This includes GPUs for both always-on and on-demand capacity.

Amazon GameLift Streams measures your service quotas in terms of allocated GPU totals. It is important to remember that some stream classes (such as gen6n_high or gen6n_small) share a GPU across concurrent sessions. Other stream classes such as gen6n_ultra and gen6n_ultra_win2022 use one full GPU per concurrent session. Therefore, 10 GPUs can be allocated as a MaximumCapacity of 10 on a gen6n_ultra stream group, or a MaximumCapacity of 40 on a gen6n_medium stream class.

Example: How quotas affect capacity

The following example demonstrates how service quotas interact with stream capacity across multiple stream groups and locations. In this example, assume your account has a quota of 10 gen6n GPUs per location.

1. **Create a single-tenant stream group:** You create a stream group using the gen6n_ultra stream class with 5 total capacity (always-on plus on-demand) in us-east-2. Because this stream class has 1:1 tenancy (1 stream per GPU), you need 5 GPUs for 5 total capacity. This leaves you with 5 remaining GPUs in us-east-2.
2. **Create a multi-tenant stream group:** You create another stream group using the gen6n_high stream class with 6 total capacity in us-east-2. Because this stream class has 1:2 tenancy (2 streams per GPU), you only need 3 GPUs for 6 total capacity. This leaves you with 2 remaining GPUs in us-east-2.
3. **Add capacity in other locations:** After creating these stream groups, you have 2 remaining GPUs in us-east-2, but you still have 10 GPUs available in other locations such as us-west-2 or eu-west-1. You can add these locations to either of the stream groups you created earlier or create new stream groups that have these locations.

This example shows that quotas are enforced per location and across all of your stream groups, allowing you to distribute your streaming capacity across multiple geographic regions while staying within service limits.

Note

You can view your Applied account level or default quota, including the utilization of those quotas, in the Service Quotas console by selecting the GameLift Streams as the AWS service. For more information, see [Amazon GameLift Streams service quotas](#).

About locations

The location is where Amazon GameLift Streams allocates compute resources to host your application and stream to users. For lower latency and better quality, you should choose locations closer to your users. By default, you can stream from the AWS Region where you created your stream group, known as the *primary location*. Additionally, a stream group can extend its coverage to stream from other supported locations, known as *remote locations*.

For a complete list of supported locations, refer to [AWS Regions and streaming locations](#).

Multi-location stream group

A stream group that's configured to host applications and stream sessions from multiple locations, in addition to the primary location (the AWS Region where you created the stream group). You manage capacity for each location.

Create a stream group

Console

To create a stream group in the Amazon GameLift Streams console

1. Sign in to the AWS Management Console and open the [Amazon GameLift Streams console](#). Choose the AWS Region where you want to create your stream group. This Region must be the same as that of the application that you want to stream with the stream group. For more information, refer to [Choosing a Region](#) in the *AWS Management Console Getting Started Guide*.

2. To open the creation workflow, in the navigation pane, choose **Stream groups**, and then choose **Create stream group**.
3. In **Define stream group**, enter the following:

- a. **Description**

A human-readable label for your stream group. This value doesn't have to be unique. As a best practice, use a meaningful description, name, or label for the stream group. You can edit this field at any time.

- b. **Tags**

Tags are labels that can help you organize your AWS resources. For more information, refer to [Tagging your AWS resources](#).

4. In **Select stream class**, choose a stream class for the stream group.

- **Stream class options**

The type of compute resources to run and stream applications with. This choice impacts the quality of the streaming experience and the cost. You can specify only one stream class per stream group. Choose the class that best fits your application.

Stream class	Description
gen6n_pro_win2022	(NVIDIA, pro) Supports applications with extremely high 3D scene complexity which require maximum resources. Runs applications on Microsoft Windows Server 2022 Base and supports DirectX 12. Compatible with Unreal Engine versions up through 5.6, 32 and 64-bit applications, and anti-cheat technology. Uses NVIDIA L4 Tensor Core GPU. Resources per application: vCPUs: 16. RAM: 64 GB. VRAM: 24 GB. Tenancy: Supports up to one concurrent stream session.
gen6n_pro	(NVIDIA, pro) Supports applications with extremely high 3D scene complexity which require maximum resources. Uses NVIDIA L4 Tensor Core GPU.

Stream class	Description
	Resources per application: vCPUs: 16. RAM: 64 GB. VRAM: 24 GB. Tenancy: Supports up to one concurrent stream session.
gen6n_ultra_win2022	(NVIDIA, ultra) Supports applications with high 3D scene complexity. Runs applications on Microsoft Windows Server 2022 Base and supports DirectX 12. Compatible with Unreal Engine versions up through 5.6, 32 and 64-bit applications, and anti-cheat technology. Uses NVIDIA L4 Tensor Core GPU. Resources per application: vCPUs: 8. RAM: 32 GB. VRAM: 24 GB. Tenancy: Supports up to one concurrent stream session.
gen6n_ultra	(NVIDIA, ultra) Supports applications with high 3D scene complexity. Uses NVIDIA L4 Tensor Core GPU. Resources per application: vCPUs: 8. RAM: 32 GB. VRAM: 24 GB. Tenancy: Supports up to one concurrent stream session.
gen6n_high	(NVIDIA, high) Supports applications with moderate-to-high 3D scene complexity. Uses NVIDIA L4 Tensor Core GPU. Resources per application: vCPUs: 4. RAM: 16 GB. VRAM: 12 GB. Tenancy: Supports up to two concurrent stream sessions.
gen6n_medium	(NVIDIA, medium) Supports applications with moderate 3D scene complexity. Uses NVIDIA L4 Tensor Core GPU. Resources per application: vCPUs: 2. RAM: 8 GB. VRAM: 6 GB. Tenancy: Supports up to four concurrent stream sessions.

Stream class	Description
gen6n_small	(NVIDIA, small) Supports applications with lightweight 3D scene complexity and low CPU usage. Uses NVIDIA L4 Tensor Core GPU. Resources per application: vCPUs: 1. RAM: 4 GB. VRAM: 2 GB. Tenancy: Supports up to twelve concurrent stream sessions.
gen6n_medium_win2022	(NVIDIA, medium) Supports applications with low 3D scene complexity. Runs applications on Microsoft Windows Server 2022 Base. Uses NVIDIA L4 Tensor Core GPU. Resources per application: vCPUs: 8. RAM: 32 GB. VRAM: 6 GB. Tenancy: Supports up to one concurrent stream session.
gen6n_small_win2022	(NVIDIA, small) Supports applications with low 3D scene complexity. Runs applications on Microsoft Windows Server 2022 Base. Uses NVIDIA L4 Tensor Core GPU. Resources per application: vCPUs: 2. RAM: 8 GB. VRAM: 3 GB. Tenancy: Supports up to one concurrent stream session.
gen6e_pro_win2022	(NVIDIA, pro) Supports applications with extremely high 3D scene complexity which require maximum resources. Runs applications on Microsoft Windows Server 2022 Base and supports DirectX 12. Compatible with Unreal Engine versions up through 5.6, 32 and 64-bit applications, and anti-cheat technology. Uses NVIDIA L40S Tensor Core GPU. Resources per application: vCPUs: 16. RAM: 128 GB. VRAM: 48 GB. Tenancy: Supports up to one concurrent stream session.

Stream class	Description
gen6e_pro	(NVIDIA, pro) Supports applications with extremely high 3D scene complexity which require maximum resources. Uses NVIDIA L40S Tensor Core GPU. Resources per application: vCPUs: 16. RAM: 128 GB. VRAM: 48 GB. Tenancy: Supports up to one concurrent stream session.
gen5n_win2022	(NVIDIA, ultra) Supports applications with extremely high 3D scene complexity. Runs applications on Microsoft Windows Server 2022 Base and supports DirectX 12 and DirectX 11. Supports Unreal Engine up through version 5.6, 32 and 64-bit applications, and anti-cheat technology. Uses NVIDIA A10G Tensor Core GPU. Resources per application: vCPUs: 8. RAM: 32 GB. VRAM: 24 GB. Tenancy: Supports one concurrent stream session.
gen5n_high	(NVIDIA, high) Supports applications with moderate-to-high 3D scene complexity. Uses NVIDIA A10G Tensor Core GPU. Resources per application: vCPUs: 4. RAM: 16 GB. VRAM: 12 GB. Tenancy: Supports up to two concurrent stream sessions.
gen5n_ultra	(NVIDIA, ultra) Supports applications with extremely high 3D scene complexity. Uses NVIDIA A10G Tensor Core GPU. Resources per application: vCPUs: 8. RAM: 32 GB. VRAM: 24 GB. Tenancy: Supports one concurrent stream session.

Stream class	Description
gen4n_win2022	(NVIDIA, ultra) Supports applications with high 3D scene complexity. Runs applications on Microsoft Windows Server 2022 Base and supports DirectX 12 and DirectX 11. Supports Unreal Engine up through version 5.6, 32 and 64-bit applications, and anti-cheat technology. Uses NVIDIA T4 Tensor Core GPU. Resources per application: vCPUs: 8. RAM: 32 GB. VRAM: 16 GB. Tenancy: Supports one concurrent stream session.
gen4n_high	(NVIDIA, high) Supports applications with moderate-to-high 3D scene complexity. Uses NVIDIA T4 Tensor Core GPU. Resources per application: vCPUs: 4. RAM: 16 GB. VRAM: 8 GB. Tenancy: Supports up to two concurrent stream sessions.
gen4n_ultra	(NVIDIA, ultra) Supports applications with high 3D scene complexity. Uses NVIDIA T4 Tensor Core GPU. Resources per application: vCPUs: 8. RAM: 32 GB. VRAM: 16 GB. Tenancy: Supports one concurrent stream session.

To continue, choose **Next**.

5. In **Link application**, choose an application that you want to stream, or select "**No application**" to choose one at a later time. You can edit the stream group after it has been created to add or remove applications. You can only link an application that's in Ready status and has a runtime that's compatible with the stream class you've chosen. By default, these are the only applications that are shown in the table. To see all applications in Ready status, choose **All runtimes** in the drop down list.

 Note

If you don't see your application listed, then check the current AWS Region setting. You can only link an application to a stream group that's in the same Region.

To continue, choose **Next**.

6. In **Configure stream settings**, under **Locations and capacity**, choose one or more locations where your stream group will have capacity to stream your application. By default, the region where you create the stream group, known as the *primary location*, has already been added to your stream group and cannot be removed. You can add additional locations by checking the box next to each location that you want to add. For lower latency and better quality streaming, you should choose locations closer to your users.

For each location, you can specify its *streaming capacity*. Stream capacity represents the number of concurrent streams that can be active at a time. You set stream capacity per location in each stream group.

- **Always-on capacity:** This setting, if non-zero, indicates minimum streaming capacity which is allocated to you and is never released back to the service. You pay for this base level of capacity at all times, whether used or idle.
- **Maximum capacity:** This indicates the maximum capacity that the service can allocate for you. Newly created streams may take a few minutes to start. Capacity is released back to the service when idle. You pay for capacity that is allocated to you until it is released.
- **Target-idle capacity:** This indicates idle capacity which the service pre-allocates and hold for you in anticipation of future activity. This helps to insulate your users from capacity-allocation delays. You pay for capacity which is held in this intentional idle state.

You can increase or decrease your total stream capacity at any time to meet changes in user demand for a location by adjusting either capacity. Amazon GameLift Streams fulfills streaming requests using the idle, pre-allocated resources in the always-on capacity pool if any are available. If all always-on capacity is in use, Amazon GameLift Streams will provision additional compute resources up to the maximum number specified in on-demand capacity. As allocated capacity scales, the change is reflected in your total cost for the stream group.

Linked applications will be automatically replicated to each enabled location. An application must finish replicating in a remote location before the remote location can host a stream. To check on the replication status, open the stream group after it has been created and refer to the **Replication status** column in the table of linked applications. Click on the current status to see the replication status for each added location.

 Note

Application data will be stored in all enabled locations including the primary location for this stream group. Stream session data will be stored in both the primary location and the location where the streaming occurred.

7. In **Review and create stream group**, verify your stream group configuration and make changes as needed. When everything is correct, choose **Create stream group**.

CLI

Prerequisite

You must configure the AWS CLI with your user credentials and your chosen AWS Region. For setup instructions, refer to [Download the AWS CLI](#).

To create a stream group using the AWS CLI

In your AWS CLI use the [CreateStreamGroup](#) command, customized for your content.

```
aws gameliftstreams create-stream-group \
  --description "Test_gen4_high" \
  --default-application-identifier arn:aws:gameliftstreams:us-
west-2:111122223333:application/a-9ZY8X7Wv6 \
  --stream-class gen4n_high \
  --location-configurations '[{"LocationName": "us-east-1", "AlwaysOnCapacity": 2,
"MaximumCapacity": 6, "TargetIdleCapacity": 1}]'
```

where

description:

A human-readable label for your stream group. This value doesn't have to be unique. As a best practice, use a meaningful description, name, or label for the stream group. You can edit this field at any time.

default-application-identifier

The [Amazon Resource Name \(ARN\)](#) value or ID assigned to an Amazon GameLift Streams application resource. The application must be in READY status.

ARN example: `arn:aws:gameliftstreams:us-west-2:111122223333:application/a-9ZY8X7Wv6`

ID example: `a-9ZY8X7Wv6`

stream-class**Stream class options**

The type of compute resources to run and stream applications with. This choice impacts the quality of the streaming experience and the cost. You can specify only one stream class per stream group. Choose the class that best fits your application.

Stream class	Description
gen6n_pro_win2022	(NVIDIA, pro) Supports applications with extremely high 3D scene complexity which require maximum resources. Runs applications on Microsoft Windows Server 2022 Base and supports DirectX 12. Compatible with Unreal Engine versions up through 5.6, 32 and 64-bit applications, and anti-cheat technology. Uses NVIDIA L4 Tensor Core GPU. Resources per application: vCPUs: 16. RAM: 64 GB. VRAM: 24 GB. Tenancy: Supports up to one concurrent stream session.
gen6n_pro	(NVIDIA, pro) Supports applications with extremely high 3D scene complexity which require maximum resources. Uses NVIDIA L4 Tensor Core GPU.

Stream class	Description
	Resources per application: vCPUs: 16. RAM: 64 GB. VRAM: 24 GB. Tenancy: Supports up to one concurrent stream session.
gen6n_ultra_win2022	(NVIDIA, ultra) Supports applications with high 3D scene complexity. Runs applications on Microsoft Windows Server 2022 Base and supports DirectX 12. Compatible with Unreal Engine versions up through 5.6, 32 and 64-bit applications, and anti-cheat technology. Uses NVIDIA L4 Tensor Core GPU. Resources per application: vCPUs: 8. RAM: 32 GB. VRAM: 24 GB. Tenancy: Supports up to one concurrent stream session.
gen6n_ultra	(NVIDIA, ultra) Supports applications with high 3D scene complexity. Uses NVIDIA L4 Tensor Core GPU. Resources per application: vCPUs: 8. RAM: 32 GB. VRAM: 24 GB. Tenancy: Supports up to one concurrent stream session.
gen6n_high	(NVIDIA, high) Supports applications with moderate-to-high 3D scene complexity. Uses NVIDIA L4 Tensor Core GPU. Resources per application: vCPUs: 4. RAM: 16 GB. VRAM: 12 GB. Tenancy: Supports up to two concurrent stream sessions.
gen6n_medium_win2022	(NVIDIA, medium) Supports applications with low 3D scene complexity. Runs applications on Microsoft Windows Server 2022 Base. Uses NVIDIA L4 Tensor Core GPU. Resources per application: vCPUs: 8. RAM: 32 GB. VRAM: 6 GB. Tenancy: Supports up to one concurrent stream session.

Stream class	Description
gen6n_medium	(NVIDIA, medium) Supports applications with moderate 3D scene complexity. Uses NVIDIA L4 Tensor Core GPU. Resources per application: vCPUs: 2. RAM: 8 GB. VRAM: 6 GB. Tenancy: Supports up to four concurrent stream sessions.
gen6n_small	(NVIDIA, small) Supports applications with lightweight 3D scene complexity and low CPU usage. Uses NVIDIA L4 Tensor Core GPU. Resources per application: vCPUs: 1. RAM: 4 GB. VRAM: 2 GB. Tenancy: Supports up to twelve concurrent stream sessions.
gen6n_small_win2022	(NVIDIA, small) Supports applications with low 3D scene complexity. Runs applications on Microsoft Windows Server 2022 Base. Uses NVIDIA L4 Tensor Core GPU. Resources per application: vCPUs: 2. RAM: 8 GB. VRAM: 3 GB. Tenancy: Supports up to one concurrent stream session.
gen6e_pro_win2022	(NVIDIA, pro) Supports applications with extremely high 3D scene complexity which require maximum resources. Runs applications on Microsoft Windows Server 2022 Base and supports DirectX 12. Compatible with Unreal Engine versions up through 5.6, 32 and 64-bit applications, and anti-cheat technology. Uses NVIDIA L40S Tensor Core GPU. Resources per application: vCPUs: 16. RAM: 128 GB. VRAM: 48 GB. Tenancy: Supports up to one concurrent stream session.

Stream class	Description
gen6e_pro	(NVIDIA, pro) Supports applications with extremely high 3D scene complexity which require maximum resources. Uses NVIDIA L40S Tensor Core GPU. Resources per application: vCPUs: 16. RAM: 128 GB. VRAM: 48 GB. Tenancy: Supports up to one concurrent stream session.
gen5n_win2022	(NVIDIA, ultra) Supports applications with extremely high 3D scene complexity. Runs applications on Microsoft Windows Server 2022 Base and supports DirectX 12 and DirectX 11. Supports Unreal Engine up through version 5.6, 32 and 64-bit applications, and anti-cheat technology. Uses NVIDIA A10G Tensor Core GPU. Resources per application: vCPUs: 8. RAM: 32 GB. VRAM: 24 GB. Tenancy: Supports one concurrent stream session.
gen5n_ultra	(NVIDIA, ultra) Supports applications with extremely high 3D scene complexity. Uses NVIDIA A10G Tensor Core GPU. Resources per application: vCPUs: 8. RAM: 32 GB. VRAM: 24 GB. Tenancy: Supports one concurrent stream session.
gen5n_high	(NVIDIA, high) Supports applications with moderate-to-high 3D scene complexity. Uses NVIDIA A10G Tensor Core GPU. Resources per application: vCPUs: 4. RAM: 16 GB. VRAM: 12 GB. Tenancy: Supports up to two concurrent stream sessions.

Stream class	Description
gen4n_win2022	(NVIDIA, ultra) Supports applications with high 3D scene complexity. Runs applications on Microsoft Windows Server 2022 Base and supports DirectX 12 and DirectX 11. Supports Unreal Engine up through version 5.6, 32 and 64-bit applications, and anti-cheat technology. Uses NVIDIA T4 Tensor Core GPU. Resources per application: vCPUs: 8. RAM: 32 GB. VRAM: 16 GB. Tenancy: Supports one concurrent stream session.
gen4n_ultra	(NVIDIA, ultra) Supports applications with high 3D scene complexity. Uses NVIDIA T4 Tensor Core GPU. Resources per application: vCPUs: 8. RAM: 32 GB. VRAM: 16 GB. Tenancy: Supports one concurrent stream session.
gen4n_high	(NVIDIA, high) Supports applications with moderate-to-high 3D scene complexity. Uses NVIDIA T4 Tensor Core GPU. Resources per application: vCPUs: 4. RAM: 16 GB. VRAM: 8 GB. Tenancy: Supports up to two concurrent stream sessions.

location-configurations

A set of locations to add to this stream group, and their capacities. By default, if no capacities are specified, Amazon GameLift Streams will only allocate enough always-on stream capacity to start one stream in the location where the stream group is created. For a complete list of locations that Amazon GameLift Streams supports, refer to [AWS Regions and streaming locations supported by Amazon GameLift Streams](#).

Values for capacity must be whole number multiples of the tenancy value of the stream group's stream class.

If the request is successful, then Amazon GameLift Streams returns a response similar to the following:

```
{
  "Arn": "arn:aws:gameliftstreams:us-west-2:111122223333:streamgroup/
sg-1AB2C3De4",
  "Description": "Test_gen4_high",
  "DefaultApplication": {
    "Id": "a-9ZY8X7Wv6"
  },
  "StreamClass": "gen4n_high",
  "Id": "sg-1AB2C3De4",
  "Status": "ACTIVATING",
  "LastUpdatedAt": "2024-11-18T15:49:01.482000-08:00",
  "CreatedAt": "2024-11-18T15:49:01.482000-08:00"
}
```

Amazon GameLift Streams begins searching for unallocated computing resources and provisioning them for the new stream group, which can take several minutes. During this time, the new stream group is in **Activating** status.

You can adjust the stream group's capacity when its status is **Active**. For more information, refer to [Edit capacity](#).

When the stream group is in **Active** status, it's ready to deploy resources for streaming. To start streaming, refer to [Start stream sessions with Amazon GameLift Streams](#).

Edit general settings

Amazon GameLift Streams groups the following settings together in the console under **Stream group settings**: **Status**, **Stream group ID**, **Description**, **Stream group ARN**, and **Stream class**. Of these, the only one that you can update without creating a new stream group is **Description**.

Console

1. Sign in to the AWS Management Console and open the [Amazon GameLift Streams console](#).
2. In the navigation bar, choose **Stream groups** to view a list of your existing stream groups. Choose the stream group you want to edit.
3. In the stream group detail page, choose **Edit settings**.

4. To update the description, enter a new value.

CLI

Prerequisite

You must configure the AWS CLI with your user credentials and your chosen AWS Region. For setup instructions, refer to [Download the AWS CLI](#).

To edit a stream group's description using the AWS CLI

In your AWS CLI use the [UpdateStreamGroup](#) command, customized for your content.

```
aws gameliftstreams update-stream-group \  
  --identifier arn:aws:gameliftstreams:us-west-2:111122223333:streamgroup/  
sg-1AB2C3De4 \  
  --description "MyGame - Ultra"
```

where

identifier

An [Amazon Resource Name \(ARN\)](#) or ID that uniquely identifies the stream group resource.

ARN example: `arn:aws:gameliftstreams:us-west-2:111122223333:streamgroup/sg-1AB2C3De4`

ID example: `sg-1AB2C3De4`

description

A human-readable label for your stream group. This value doesn't have to be unique. As a best practice, use a meaningful description, name, or label for the stream group. You can edit this field at any time.

Edit capacity

Scale your stream groups by adjusting the capacity for each location.

Refer to [Amazon GameLift Streams service quotas](#) to learn more about stream group capacity quotas per AWS account, per location, and how to increase these quotas.

Console

1. Sign in to the AWS Management Console and open the [Amazon GameLift Streams console](#).
2. In the navigation bar, choose **Stream groups** to view a list of your existing stream groups. Choose the stream group you want to edit.
3. In the stream group detail page, choose **Edit configuration**.
4. For each location, enter new always-on capacity, maximum capacity, and target-idle capacity values in the relevant cells in the table. Values for capacity must be whole number multiples of the tenancy value of the stream group's stream class.

If you set the always-on capacity value to zero, the stream group won't allocate any hosts to stream.

CLI

Prerequisite

You must configure the AWS CLI with your user credentials and your chosen AWS Region. For setup instructions, refer to [Download the AWS CLI](#).

To edit stream capacity using the AWS CLI

In your AWS CLI use the [UpdateStreamGroup](#) command, customized for your content.

```
aws gameliftstreams update-stream-group \  
  --identifier arn:aws:gameliftstreams:us-west-2:111122223333:streamgroup/  
sg-1AB2C3De4 \  
  --location-configurations '[{"LocationName": "us-east-1", "AlwaysOnCapacity": 4,  
"MaximumCapacity": 8}, \  
  {"LocationName": "ap-northeast-1", "AlwaysOnCapacity": 0,  
"MaximumCapacity": 2, "TargetIdleCapacity": 1}]'
```

where

identifier

An [Amazon Resource Name \(ARN\)](#) or ID that uniquely identifies the stream group resource.

ARN example: `arn:aws:gameliftstreams:us-west-2:111122223333:streamgroup/sg-1AB2C3De4`

ID example: sg-1AB2C3De4

location-configurations

A set of locations to update in this stream group with their new capacities. Values for capacity must be whole number multiples of the tenancy value of the stream group's stream class.

When you update a stream group location's capacity, Amazon GameLift Streams will begin processing your request, which can take a some time. During this time, Amazon GameLift Streams works to allocate or release resources in the stream group as needed to meet the desired always-on stream capacity you set. You can view the provisioning status of your stream capacity by viewing the **Stream group details** page in the Amazon GameLift Streams console, or by calling the [GetStreamGroup](#) API.

When your stream group is in **Active** status, has available stream capacity, and the application has finished replicating to the location where you want to stream, you can start streaming. For more information, refer to [Start stream sessions with Amazon GameLift Streams](#).

Capacity scale-down behavior

When you scale down capacity, Amazon GameLift Streams waits until the host is idle before releasing it. Since a host can support 1 or 2 sessions, the host is idle only when all active sessions on the host end. A stream session ends when the user ends their session or the session times out. Therefore, in extreme situations when existing sessions are allowed to reach the maximum possible duration, it may take up to 24 hours to reach the desired capacity. If you want to force all active stream sessions in a stream group to end, you can delete the stream group in the console or by using the [DeleteStreamGroup](#) API, or you can use the [TerminateStreamSession](#) API to end active sessions one at a time.

Add locations in a stream group

Console

To add locations to a stream group using the Amazon GameLift Streams console

1. In the navigation bar, choose **Stream groups** to view a list of your existing stream groups. Choose the stream group you want to add new locations to.
2. In the **Stream group details** page, choose **Edit configuration**.

3. Select the checkbox next to the location(s) you want to add to this stream group, and then set their capacities.
4. Review the summary of your selected locations, including the cost for stream capacity. Choose **Save** to confirm your selection.

CLI

Prerequisite

You must configure the AWS CLI with your user credentials and your chosen AWS Region. For setup instructions, refer to [Download the AWS CLI](#).

To add locations to a stream group using the AWS CLI

In your AWS CLI use the [AddStreamGroupLocations](#) command, customized for your content.

```
aws gameliftstreams add-stream-group-locations \
  --identifier arn:aws:gameliftstreams:us-west-2:111122223333:streamgroup/
sg-1AB2C3De4
  --location-configurations '[{"LocationName": "us-east-1", "AlwaysOnCapacity": 2,
    "MaximumCapacity": 4, "TargetIdleCapacity": 1}]'
```

where

identifier

An [Amazon Resource Name \(ARN\)](#) or ID that uniquely identifies the stream group resource.

ARN example: `arn:aws:gameliftstreams:us-west-2:111122223333:streamgroup/sg-1AB2C3De4`

ID example: `sg-1AB2C3De4`

location-configurations

A set of locations to add to this stream group, and their capacities. For a complete list of locations that Amazon GameLift Streams supports, refer to [AWS Regions and streaming locations supported by Amazon GameLift Streams](#).

Values for capacity must be whole number multiples of the tenancy value of the stream group's stream class.

When your application has completed replicating to the new location(s) and your stream group has available stream capacity, you can start streaming from the new location(s). For more information on streaming, refer to [Start stream sessions with Amazon GameLift Streams](#). Amazon GameLift Streams will begin processing your request. During this time, Amazon GameLift Streams works to replicate your application and allocate compute resources in the new locations. You can view the status of the replication from the **Linked applications** section of the **Stream group details** page by clicking on the status in the **Replication status** column.

Remove locations in a stream group

To stop using compute resources from specific locations, you can remove the locations from your stream group. You cannot remove the primary location of a stream group. However, if you don't want compute resources in that location, then you can set the stream capacities to zero.

Warning

When you remove a location in a stream group, Amazon GameLift Streams disconnects active streams in that location, which stops the stream of any connected end users.

Console

To remove locations from a stream group using the Amazon GameLift Streams console

1. In the navigation pane, choose **Stream groups** to view a list of your existing stream groups.
2. Choose the name of the stream group that you want to remove locations from.
3. In the **Stream group details** page, choose **Edit configuration**.
4. Uncheck the checkbox next to the name of the location that you want to remove.
5. Choose **Save**.

CLI

Prerequisite

You must configure the AWS CLI with your user credentials and your chosen AWS Region. For setup instructions, refer to [Download the AWS CLI](#).

To remove locations from a stream group using the AWS CLI

In your AWS CLI use the [RemoveStreamGroupLocations](#) command, customized for your content.

```
aws gameliftstreams remove-stream-group-locations \  
  --identifier arn:aws:gameliftstreams:us-west-2:111122223333:streamgroup/  
sg-1AB2C3De4 \  
  --locations us-east-1 eu-central-1
```

where

identifier

An [Amazon Resource Name \(ARN\)](#) or ID that uniquely identifies the stream group resource.

ARN example: `arn:aws:gameliftstreams:us-west-2:111122223333:streamgroup/sg-1AB2C3De4`

ID example: `sg-1AB2C3De4`

locations

A set of locations to remove from this stream group. For a complete list of locations that Amazon GameLift Streams supports, refer to [AWS Regions and streaming locations supported by Amazon GameLift Streams](#).

Delete a stream group

You can delete a stream group that's in any status. This action permanently deletes the stream group and releases its compute resources. If there are streams in process, then this action stops them and your end users can no longer view the stream.

As a best practice, before you delete a stream group, check for streams in process and take steps to stop them.

Console

To delete a stream group using the Amazon GameLift Streams console

1. Sign in to the AWS Management Console and open the [Amazon GameLift Streams console](#).
2. To view a list of your existing stream groups, in the navigation pane, choose **Stream groups**.
3. Choose the name of the stream group that you want to delete.

4. On the stream group detail page, choose **Delete**.
5. In the **Delete** dialog box, confirm the delete action.

CLI

Prerequisite

You must configure the AWS CLI with your user credentials and your chosen AWS Region. For setup instructions, refer to [Download the AWS CLI](#).

To delete your stream group using the AWS CLI

In your AWS CLI use the [DeleteStreamGroup](#) command, customized for your content.

```
aws gameliftstreams delete-stream-group \  
    --identifier arn:aws:gameliftstreams:us-west-2:111122223333:streamgroup/  
sg-1AB2C3De4
```

where

`identifier`

An [Amazon Resource Name \(ARN\)](#) or ID that uniquely identifies the stream group resource.

ARN example: `arn:aws:gameliftstreams:us-west-2:111122223333:streamgroup/
sg-1AB2C3De4`

ID example: `sg-1AB2C3De4`

Amazon GameLift Streams begins releasing compute resources and deleting the stream group. During this time, the stream group is in **Deleting** status. After Amazon GameLift Streams deletes the stream group, you can no longer retrieve it.

Linked applications

If you want to stream multiple application using the same pool of compute resources, then you can link multiple applications to the same stream group. Similarly, if you want to stream an application using different sets of compute resources, then you can link an application to multiple stream groups.

For more information about linking applications to stream groups, refer to [Overview of multi-application stream groups](#).

Stream group lifecycle

Stream groups have a maximum lifespan of 365 days. As a best practice, we recommend that you recreate stream groups every 3-4 weeks to receive important service updates and fixes and ensure optimal performance. Recreating a stream group does not affect your uploaded applications.

As stream groups age, the following restrictions apply:

- **At 180 days:** You can no longer update the stream group with new application associations
- **At 365 days:** The stream group expires and can no longer stream sessions

The account associated with the stream group will receive two reminder notifications from AWS Health: one on the 45-day and a second reminder on the 150-day. These notifications will remind you that application association functionality will be lost on the 180-day. There will also be one final notification on 335-day reminding you that stream groups will expire on 365-day. Maintenance warnings also appear on the AWS Health dashboard and on stream group pages in the Amazon GameLift Streams console.

To find the expiration date of a stream group, view the **Stream group details** page on the console, or use the `ExpiresAt` field in the [GetStreamGroup](#) API response.

An expired stream group has a status of EXPIRED and becomes read-only. You cannot update it or start new stream sessions. To regain functionality, recreate the stream group.

Stream group maintenance

Whenever a feature is released that requires a new stream group to use it, you will see a "Maintenance required" message at the top of the stream group's detail page to inform you that it is outdated. Recreating a stream group is a manual process, but to help you do it, use the **Create Stream Group** button in the message to start the process. Some of the fields will be filled in for you.

Stream group maintenance is also required when the stream group is over 180 days old. You will no longer be able to link new applications to these older stream groups until they are recreated. At 365 days, streaming from the stream group will not be possible, and no changes to the stream group will be permitted.

Overview of multi-application stream groups

A *multi-application stream group* is a stream group that's linked to multiple applications. This enables you to stream multiple applications by using the same set of compute resources in a single stream group.

A common use case for multi-application stream groups is to release different versions of your game. For example, suppose that you created a stream group and set the default application to the original version of your game. Then, suppose you create additional applications that contains other versions of your game and link them to the stream group. Since these applications are associated with the same stream group, you only have to manage a single set of compute resources, or stream capacity, to stream all of these games. This means, regardless of which application an end-user streams, the application runs on a compute resource from the same set that this stream group has allocated.

Here are other possible real-life examples:

- A game streaming platform that offers different streaming tiers to customers.
- A quality assurance team that's testing multiple versions of a game.
- To simplify stream capacity management by using a single stream group for multiple applications.
- To enable a set of applications to stream from the same pool of stream capacity.

Limitations and requirements

You can only associate applications to stream groups that have compatible runtime environments and stream classes. For more information, refer to [Stream classes](#).

The following association limits apply to applications and stream groups. These limits are fixed within the service for all customers.

Name	Default	Adjustable	Description
Applications in a stream group	250	No	The maximum number of Amazon GameLift Streams applications that can be

Name	Default	Adjustable	Description
			associated to a stream group.
Stream group associations per application	100	No	The maximum number of stream groups that an Amazon GameLift Streams application can be associated to.

About default applications

Each stream group has one *default application*, which is initially the first application that you add to the stream group. The default application is automatically pre-cached on all always-on compute resources, which can help reduce application load time during stream startup. The Amazon GameLift Streams service can also cache other linked applications during its optimization processes.

Characteristics of default applications and other linked applications:

- The default application is pre-cached (on pre-allocated compute resources such as your always-on capacity) to help reduce application load time during stream startup.
- The default application can be changed. Note that when you switch default applications in a stream group, it can take up to a few hours for the new default application to be pre-cached in all locations.
- At least one linked application is required before you can start streaming from the stream group. The first application linked is automatically made the default application.
- If you unlink the default application of a stream group, Amazon GameLift Streams will automatically choose a new default application from the remaining associated applications, if there are any.
- The same application can be the default application for multiple stream groups.
- The set of linked applications is mutable until the stream group is 180 days old. In practical terms, this means that you can link and unlink applications until the stream group is 180 days old. After that, you will only be able to unlink applications from a stream group throughout the remainder of the stream group's lifecycle.

Change default application

When you link the first application to a stream group, it automatically becomes the default application and receives pre-caching benefits. You can change the default application at any time to give these benefits to a different application.

Note

When you switch default applications in a stream group, it can take up to a few hours for the new default application to be pre-cached in all locations.

Console

To change the default application using the Amazon GameLift Streams console

1. Sign in to the AWS Management Console and open the [Amazon GameLift Streams console](#).
2. In the navigation bar, choose **Stream groups** to view a list of your existing stream groups.
3. Select a stream group to view its details.
4. In **Linked applications**, select the application that you want to make the default.
5. Choose **Make default**.

CLI

Prerequisite

You must configure the AWS CLI with your user credentials and your chosen AWS Region. For setup instructions, refer to [Download the AWS CLI](#).

To change the default application using the AWS CLI

In your AWS CLI use the [UpdateStreamGroup](#) command, customized for your content. The application that you want to make the default must already be associated to the stream group.

```
aws gameliftstreams update-stream-group \  
  --identifier arn:aws:gameliftstreams:us-west-2:111122223333:streamgroup/  
sg-1AB2C3De4 \  
  --default-application-identifier a-9ZY8X7Wv6
```

where

- `identifier`:

A stream group that has an application that you want to make the default.

This value can be an [Amazon Resource Name \(ARN\)](#) or ID that uniquely identifies the stream group resource.

ARN example: `arn:aws:gameliftstreams:us-west-2:111122223333:streamgroup/sg-1AB2C3De4`

ID example: `sg-1AB2C3De4`

- `default-application-identifier`:

The application that you want to make the default in this stream group.

This value is an [Amazon Resource Name \(ARN\)](#) or ID that uniquely identifies the application resource.

ARN example: `arn:aws:gameliftstreams:us-west-2:111122223333:application/a-9ZY8X7Wv6`

ID example: `a-9ZY8X7Wv6`

Link an application

When you link, or associate, an application to a stream group, the stream group will be able to stream the application. If it is the first application in the stream group, it will automatically become the *default application*. You can link and unlink additional applications to a stream group until it reaches 180 days old. After that, you will only be able to unlink applications from a stream group throughout the remainder of the group's lifecycle.

Important

You cannot link an application to a stream group that is over 180 days old. To associate different applications to the stream group, you will first need to recreate it. For instructions on how to recreate a stream group, refer to [Stream group maintenance](#).

Before you link an application, ensure that the stream group is in **Active** status.

Console

To link using the Amazon GameLift Streams console

1. Sign in to the AWS Management Console and open the [Amazon GameLift Streams console](#).
2. In the navigation bar, choose **Stream groups** to view a list of your existing stream groups.
3. Select a stream group to view its details.
4. In **Linked applications**, choose **Link application**.
5. Select an application that you want to link. Confirm your selection and choose **Link application**.

CLI

Prerequisite

You must configure the AWS CLI with your user credentials and your chosen AWS Region. For setup instructions, refer to [Download the AWS CLI](#).

To link an application(s) using the AWS CLI

In your AWS CLI use the [AssociateApplications](#) command, customized for your content.

```
aws gameliftstreams associate-applications \  
  --identifier arn:aws:gameliftstreams:us-west-2:111122223333:streamgroup/  
sg-1AB2C3De4 \  
  --application-identifiers a-9ZY8X7Wv6 a-1Z78C7Wv6
```

where

- **identifier:**

A stream group to link these applications with.

This value can be an [Amazon Resource Name \(ARN\)](#) or ID that uniquely identifies the stream group resource.

ARN example: `arn:aws:gameliftstreams:us-west-2:111122223333:streamgroup/sg-1AB2C3De4`

ID example: sg-1AB2C3De4

- `application-identifiers`:

A set of applications that you want to link with this stream group.

This value is an [Amazon Resource Name \(ARN\)](#) or ID that uniquely identifies the application resource.

ARN example: `arn:aws:gameliftstreams:us-west-2:111122223333:application/a-9ZY8X7Wv6`

ID example: `a-9ZY8X7Wv6`

Unlink an application

When you unlink, or disassociate, an application from a stream group, you can no longer stream this application by using that stream group's allocated compute resources. Any streams in process will continue until they terminate, which helps avoid interrupting an end-user's stream. Amazon GameLift Streams will not initiate new streams using this stream group. The unlink action does not affect the stream capacity of a stream group.

If you unlink the default application of a stream group, Amazon GameLift Streams will automatically choose a new default application from the remaining associated applications, if there are any.

Console

To unlink using the Amazon GameLift Streams console

1. Sign in to the AWS Management Console and open the [Amazon GameLift Streams console](#).
2. In the navigation bar, choose **Stream groups** to view a list of your existing stream groups.
3. Select a stream group to view its details.
4. In **Linked applications**, select the application(s) that you want to unlink. Choose **Unlink applications**.
5. In the **Unlink applications** dialog, confirm the unlink action and choose **Unlink**.

CLI

Prerequisite

You must configure the AWS CLI with your user credentials and your chosen AWS Region. For setup instructions, refer to [Download the AWS CLI](#).

To unlink an application(s) using the AWS CLI

In your AWS CLI use the [DisassociateApplications](#) command, customized for your content.

```
aws gameliftstreams disassociate-applications \
  --identifier arn:aws:gameliftstreams:us-west-2:111122223333:streamgroup/
sg-1AB2C3De4 \
  --application-identifiers a-9ZY8X7Wv6 a-1Z78C7Wv6
```

where

- **identifier:**

A stream group to unlink these applications from.

This value can be an [Amazon Resource Name \(ARN\)](#) or ID that uniquely identifies the stream group resource.

ARN example: `arn:aws:gameliftstreams:us-west-2:111122223333:streamgroup/sg-1AB2C3De4`

ID example: `sg-1AB2C3De4`

- **application-identifiers:**

A set of applications that you want to unlink from this stream group.

This value is an [Amazon Resource Name \(ARN\)](#) or ID that uniquely identifies the application resource.

ARN example: `arn:aws:gameliftstreams:us-west-2:111122223333:application/a-9ZY8X7Wv6`

ID example: `a-9ZY8X7Wv6`

Start stream sessions with Amazon GameLift Streams

This section covers stream sessions, the actual instance of a stream where an end user or player can interact with your application or play your game. You'll learn about how to test your own stream session and understand the stream session lifecycle.

To launch stream sessions to end users, you can integrate Amazon GameLift Streams into your own service and client application; for more information, see [Amazon GameLift Streams backend service and web client](#). You can also create a stream URL, which starts a stream session in a supported web browser without requiring the end user to have AWS credentials or a client integration; for more information, see [Share stream sessions with stream URLs](#).

About stream sessions

The prerequisites to start a stream session are an application in **Ready** status, a stream group that has available capacity in the location where you want to stream, and the application replicated to the location where you want to stream. A stream session runs on one of the compute resources that a stream group has allocated. When you start a stream, you must specify a stream group and an application to stream using their ARN or ID values.

When you successfully start a stream session, you receive a unique identifier for that stream session. Then, you use that ID to connect the stream session to an end user. For more information, see [StartStreamSession](#) in the *Amazon GameLift Streams API Reference*.

Optionally, you can provide an IAM role ARN when starting a stream session. If provided, Amazon GameLift Streams assumes the role and your application automatically receives AWS credentials. You do not need to change your application code. For more information, see [Provide AWS credentials to your streaming application](#).

Testing a stream in the console

The most direct way for you to test how your application streams is through the Amazon GameLift Streams console. When you start a stream, Amazon GameLift Streams uses one of the compute resources that your stream group allocates. So, you must have available capacity in your stream group.

To test your stream in the Amazon GameLift Streams console

1. Sign in to the AWS Management Console and open the [Amazon GameLift Streams console](#).

2. You can test a stream in several ways. Start from the **Stream groups** page or **Test stream** page and follow these steps:
 - a. Select a stream group that you want to use to stream.
 - b. If you're starting from the **Stream groups** page, choose **Test stream**. If you're starting from the **Test stream** page, select **Choose**. This opens the **Test stream** configuration page for the selected stream group.
 - c. In **Linked applications**, select an application.
 - d. In **Location**, choose a location with available capacity.
 - e. (Optional) In **Program configurations**, enter command-line arguments or environment variables to pass to the application as it launches.
 - f. Confirm your selection, and choose **Test stream**.
3. After your stream loads, you can do the following actions in your stream:
 - a. To connect input, such as your mouse, keyboard, and gamepad (except microphones, which are not supported in **Test stream**), choose **Attach input**. You automatically attach your mouse when you move the cursor into the stream window.
 - b. To have files that were created during the streaming session exported to an Amazon S3 bucket at the end of the session, choose **Export files** and specify the bucket details. Exported files can be found on the **Sessions** page.
 - c. To view the stream in fullscreen, choose **Fullscreen**. Press **Escape** to reverse this action.
4. To end the stream, choose **Terminate session**. When the stream disconnects, the stream capacity becomes available to start another stream.

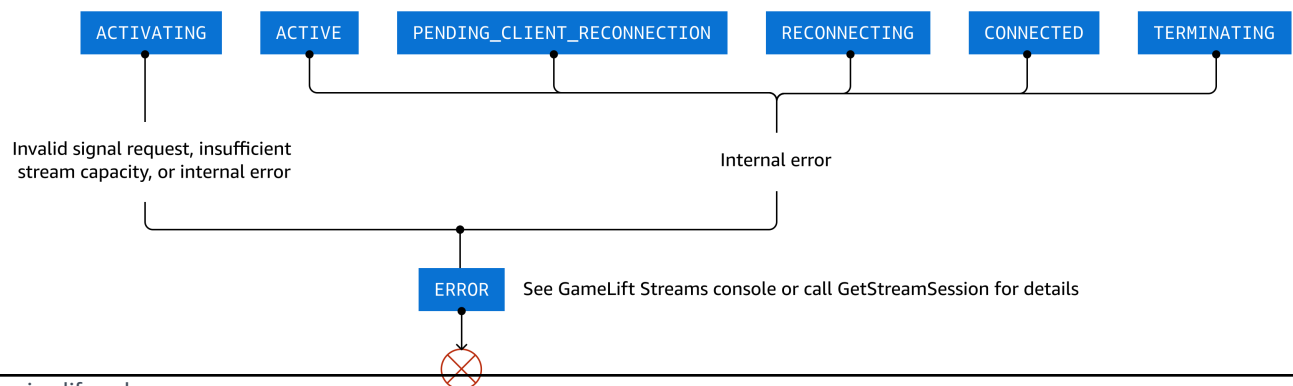
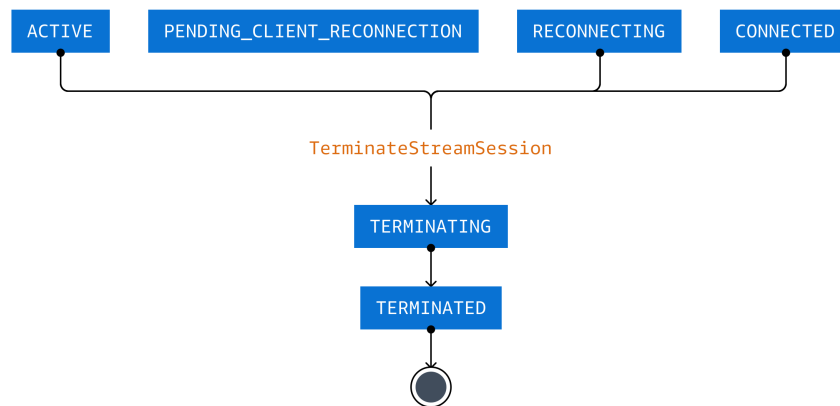
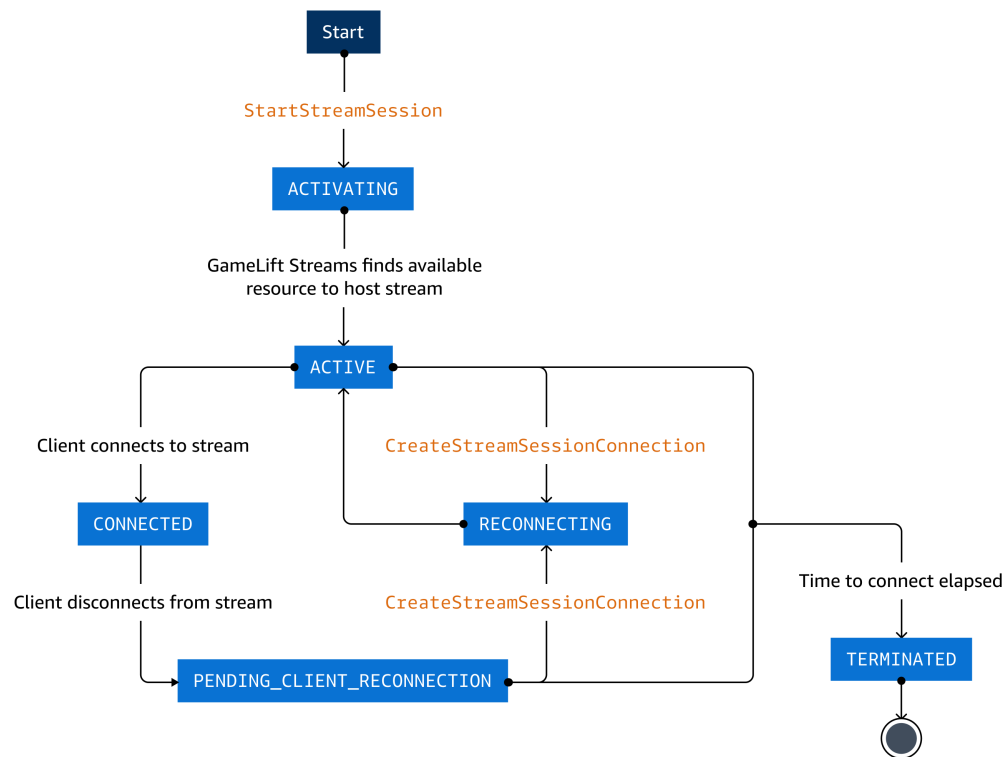
Note

The **Test stream** feature in the Amazon GameLift Streams console does not support microphones.

Stream session lifecycle

When working with stream sessions in Amazon GameLift Streams, this diagram can help you understand the different states that a stream session transitions to throughout its lifecycle.

- [StartStreamSession](#) creates a new stream session, which begins in ACTIVATING state. When Amazon GameLift Streams finds available resources to host the stream, the stream session transitions to ACTIVE. When a client connects to the active stream, the stream session transitions to CONNECTED.
- When a client disconnects from a stream, the stream session transitions to PENDING_CLIENT_RECONNECTION state. [CreateStreamSessionConnection](#) transitions the stream session to RECONNECTING, and will either initiate the client to reconnect to the stream or create a new stream session. When a stream session is ready for the client to reconnect, it transitions to ACTIVE. When the client reconnects, it transitions back to CONNECTED. If a client is disconnected for longer than `ConnectionTimeoutSeconds`, the stream session ends.
- When a client doesn't connect to a stream session in ACTIVE or PENDING_CLIENT_RECONNECTION state within the period of time specified by `ConnectionTimeoutSeconds`, then it transitions to TERMINATED.
- [TerminateStreamSession](#) initiates termination of the stream, and the stream session transitions to TERMINATING state. When the stream session terminates successfully, it transitions to TERMINATED.
- A stream session in any state, except TERMINATED, can transition to ERROR. When an API call returns ERROR as a Status value, check the value of StatusReason for a short description of the cause of the error. You can also call [GetStreamSession](#) to check these values.



Timeout values affecting stream sessions

Stream sessions are governed by several timeout values that control different aspects of the session lifecycle. In roughly chronological order of when you might typically encounter them during the stream session lifecycle, they include the following:

Placement timeout

Time limit for Amazon GameLift Streams to find compute resources to host a stream session using available capacity. Placement timeout varies based on the capacity type used to fulfill your stream request:

- Always-on capacity: 75 seconds
- On-demand capacity:
 - Linux/Proton runtimes: 90 seconds
 - Windows runtime: 10 minutes
- Behavior: If Amazon GameLift Streams cannot identify available resources within this time, the stream session Status changes to ERROR with a StatusReason of placementTimeout.

Connection timeout

Length of time Amazon GameLift Streams waits for a client to connect or reconnect to a stream session.

- Parameter: ConnectionTimeoutSeconds in [StartStreamSession](#)
- Range: 1 - 3600 seconds (1 hour)
- Default: 120 seconds (2 minutes)
- Behavior: Timer starts when the stream session reaches ACTIVE or PENDING_CLIENT_RECONNECTION status. If no client connects before the timeout, the session Status transitions to TERMINATED.

Session length timeout

Maximum duration Amazon GameLift Streams keeps a stream session open.

- Parameter: SessionLengthSeconds in [StartStreamSession](#)
- Range: 1 - 86400 seconds (24 hours)
- Default: 43200 seconds (12 hours)

- **Behavior:** Terminates the stream session regardless of any existing client connection when the time limit is reached.

Terminating a stream session

If you need to force a stream session to terminate, you have the following options:

- **Use the `TerminateStreamSession` API:** To use [TerminateStreamSession](#), you will need the stream group ID and the stream session ID. You can use [ListStreamSessions](#) or [ListStreamSessionsByAccount](#) with the `--status CONNECTED` parameter to get a list of stream sessions that have a client connected.
- **Remove the session's location from its stream group:** Removing the location from the stream group where the session is streaming will terminate all active stream sessions in that location. You can remove a location in a stream group from the console or by using the [RemoveStreamGroupLocations](#) API.
- **Delete the session's stream group:** Deleting a stream group will terminate all active stream sessions in all locations of the stream group. You can delete a stream group from the console or by using the [DeleteStreamGroup](#) API. Use with caution since you will be abruptly ending client connections.

Reconnecting to a stream session

If a client gets disconnected from a stream session without ending the session, it can reconnect to the session within the time specified by `ConnectionTimeoutSeconds` when the stream session was started. To reconnect to a session, you need the stream session's ID. For details, see [CreateStreamSessionConnection](#) in the *Amazon GameLift Streams API Reference*. You can see an example of reconnecting to a stream session in the [React Starter Sample](#).

Reconnection is not available for stream sessions that are started by activating a stream URL. Because there is no reconnection, opening the stream URL again starts a completely new session and consumes another use from its `UsageLimit`. For more information, see [Share stream sessions with stream URLs](#).

Share stream sessions with stream URLs

Stream URLs let you quickly share your stream sessions with anyone. Recipients access your stream sessions in a supported web browser, with no AWS account or client integration required, and you

control expiration, usage, and revocation. After creating a stream URL anyone who accesses it starts their own stream session without needing any credentials. Stream URLs are ideal for quickly and easily setting up demos, playtests, stakeholder reviews, and guest access.

Important

Anyone who has the full URL can start a stream session until the stream URL expires, reaches its usage limit, or is revoked. Treat the stream URL like a credential: share it only through trusted channels, prefer the shortest workable expiration and usage limit, and revoke it immediately if it leaks.

How stream URLs work

A stream URL ties together a stream group (the capacity that runs the stream) and one application in that stream group (the content to run). When you create a stream URL, Amazon GameLift Streams returns a stream URL of the following form:

```
https://gameliftstreams.aws.com/su-1AB2C3De4/stream?token=EXAMPLETOKEN
```

The workflow has four steps:

- **Create.** You call [CreateStreamUrl](#) for a stream group and application, setting how long the stream URL stays valid (`UrlExpiresAfterMinutes`) and how many times it can be used (`UsageLimit`). The stream session configuration – launch arguments, environment variables, session length, display resolution, and so on – is frozen into the stream URL at creation time.
- **Share.** You distribute the stream URL through your own channels, such as email, chat, or an event page.
- **Activate.** Each time a user opens the stream URL and starts streaming, Amazon GameLift Streams consumes one use of the stream URL and starts a brand-new stream session using the frozen configuration. Every activation is an independent session; there is no shared state between the people who use the same stream URL.
- **End.** Sessions started from a stream URL are short-lived and do not support reconnection. When a session ends, its use has already been counted; re-opening the stream URL starts a new session and consumes another use.

Because the stream URL is unauthenticated, the end user never sees or needs your AWS credentials. The service routes each end user to a nearby location based on the streaming location preference you set at creation time. Amazon GameLift Streams reorders your preferred streaming locations by proximity but never adds locations you did not include.

The end-user experience

Users you share a stream URL with do not need an AWS account or any software install. They open the URL in a supported web browser and stream from a webpage that Amazon GameLift Streams hosts for you. Streaming uses WebRTC and has the same browser and device requirements as the Amazon GameLift Streams Web SDK client. For the supported browsers and minimum versions, see [Amazon GameLift Streams compatible devices and browsers](#). If the stream group has no capacity available when an end user opens the URL, the page shows a message that the stream is temporarily at capacity, and the end user can retry. If the end user tries to close or reload the tab, the page prompts them to confirm, because leaving the page ends the session.

Note

Sessions started from a stream URL are tuned for short, single-viewer playback. If the end user loses their connection or reloads the page, the session ends, and re-opening the stream URL starts a new session that consumes another use. See [Differences from sessions you start with `StartStreamSession`](#).

Prerequisites

Before you create a stream URL, you need the following:

- A stream group that is active and has capacity to run sessions.
- An application that is linked to that stream group.
- IAM permission for the stream URL actions. Creating a stream URL also requires `gameliftstreams:StartStreamSession` permission for the application it points to, because activating the stream URL starts a stream session that runs that application. See the [Create and manage stream URLs](#) policy example.
- If you pass an IAM role in `RoleArn`, you also need `iam:PassRole` permission for that role.

Creating a stream URL

Note

You can create a stream URL in the Amazon GameLift Streams console, with the AWS CLI, or with the API. The following examples use the AWS CLI.

The following AWS CLI example creates a stream URL for an application in a stream group. The stream URL is valid for two hours and can be used up to five times, and it prefers the `us-west-2` and `us-east-1` locations.

```
aws gameliftstreams create-stream-url \
  --identifier sg-1AB2C3De4 \
  --application-identifier a-9ZY8X7Wv6 \
  --protocol WebRTC \
  --url-expires-after-minutes 120 \
  --usage-limit 5 \
  --locations us-west-2 us-east-1 \
  --description "Preview build - reviewer invites"
```

A successful call returns the stream URL resource, including its `StreamUrlId` (prefixed `su-`), its ARN, the full shareable `StreamUrl`, the computed expiration time, and the initial remaining uses.

```
{
  "StreamUrlId": "su-1AB2C3De4",
  "Arn": "arn:aws:gameliftstreams:us-west-2:111122223333:streamurl/sg-1AB2C3De4/su-1AB2C3De4",
  "StreamUrl": "https://gameliftstreams.aws.com/su-1AB2C3De4/stream?token=EXAMPLETOKEN",
  "Status": "ACTIVE",
  "UsageLimit": 5,
  "RemainingUses": 5,
  "ExpiresAt": "2026-07-31T20:00:00+00:00"
}
```

The following parameters are required:

Parameter	Description
Identifier (stream group)	The stream group whose capacity runs the sessions. Provide the stream group ID or ARN.
ApplicationIdentifier	The application in that stream group to stream. Provide the application ID or ARN.
Protocol	The stream protocol. WebRTC is the only supported value.
UrlExpiresAfterMinutes	How long the stream URL stays valid, in minutes, from creation. Minimum 1; maximum 1,440 (24 hours). After this window the stream URL becomes EXPIRED.
Locations	Your preferred locations, as AWS Region codes such as us-west-2 , in priority order. Amazon GameLift Streams reorders these by end-user proximity but never adds locations you did not list.

The following parameters are optional. Any session settings you provide are frozen into the stream URL at creation time and applied to every session started from the stream URL.

Parameter	Description
UsageLimit	How many times the stream URL can start a session. Default 1; maximum 50.
Description	A label for the stream URL, 1–80 characters.
SessionLengthSeconds	Maximum length of each session started from the stream URL.
AdditionalLaunchArgs	Command-line arguments passed to the application at launch.
AdditionalEnvironmentVariables	Environment variables set for the application at launch.
DisplayConfiguration (Resolution)	The stream display resolution, given as a Resolution with required Width and Height in pixels. Each dimension must be

Parameter	Description
	from 320 to 4096. When omitted, the service uses a default resolution.
RoleArn	An IAM role whose credentials the application can use during each session. The role is frozen into every session the stream URL starts. Passing a role requires <code>iam:PassRole</code> permission for it.
ClientToken	A unique, case-sensitive identifier that makes the create request idempotent, so a retry with the same token does not create a duplicate stream URL.

Monitoring your stream URLs

Use [GetStreamUrl](#) to retrieve a single stream URL. Specify the stream group with `--identifier` and the stream URL with `--stream-url-identifier` (a stream URL ID or ARN). In addition to the stream URL's configuration, current Status, and RemainingUses, the response includes a StreamSessions list of the sessions started from it, so you can see who is actively streaming.

```
aws gameliftstreams get-stream-url \  
  --identifier sg-1AB2C3De4 \  
  --stream-url-identifier su-1AB2C3De4
```

Use [ListStreamUrls](#) to enumerate the stream URLs in your account. You can filter by Status and by stream group, and page through results with MaxResults (1–100, default 25) and NextToken.

```
aws gameliftstreams list-stream-urls \  
  --status ACTIVE \  
  --stream-group-identifier sg-1AB2C3De4
```

You can also audit stream URL management activity in CloudTrail. CloudTrail records calls to `CreateStreamUrl`, `GetStreamUrl`, `ListStreamUrls`, and `RevokeStreamUrl` as data events. An end user opening a stream URL and starting a session is not one of your API calls and is not recorded as customer CloudTrail activity. For more information, see [Logging Amazon GameLift Streams API calls using AWS CloudTrail](#).

Revoking a stream URL

Revoke a stream URL when you want to stop it from starting any more sessions, for example when a preview period ends or it might have been unintentionally shared.

[RevokeStreamUrl](#) takes a `RevocationMode`:

RevocationMode	Effect
REVOKE_URL (default)	The stream URL can no longer start new sessions. Sessions already in progress continue until they end on their own.
REVOKE_AND_TERMINATE_SESSIONS	The stream URL can no longer start new sessions, and all sessions currently running from it are terminated. When a running session is terminated this way, the end user is disconnected and sees a message that the stream is no longer available.

```
aws gameliftstreams revoke-stream-url \  
  --identifier sg-1AB2C3De4 \  
  --stream-url-identifier su-1AB2C3De4 \  
  --revocation-mode REVOKE_AND_TERMINATE_SESSIONS
```

A revoked stream URL transitions to the REVOKED status and cannot be reactivated. Create a new stream URL if you need to resume sharing.

Amazon GameLift Streams also automatically revokes a stream URL when a resource it depends on is deleted. Deleting the stream group revokes all stream URLs on that stream group, and deleting the application revokes all stream URLs that reference that application. In both cases the stream URL moves to REVOKED with a status reason that identifies the deleted resource.

Note

Removing a resource that a stream URL depends on is not the same as deleting it, and does not automatically revoke the stream URL. The stream URL stays ACTIVE, but every attempt to start a session from it fails. This happens if you unlink the stream URL's application from the stream group, or if you remove all of the stream group locations that the stream URL

was created with. Only deleting the stream group or the application triggers automatic revocation.

Stream URL lifecycle and status

A stream URL is **ACTIVE** when created and stays that way until it expires, runs out of uses, or is revoked. It never returns to **ACTIVE** after leaving that state.

Status	Meaning
ACTIVE	The stream URL can start new sessions.
EXPIRED	The <code>UrlExpiresAfterMinutes</code> window has elapsed.
REVOKED	The stream URL was revoked, either explicitly with <code>RevokeStreamUrl</code> or automatically when its stream group or application was deleted.
LIMIT_REACHED	The stream URL has used all of its <code>UsageLimit</code> .

When a stream URL is **REVOKED**, `GetStreamUrl` and `ListStreamUrls` also return a status reason that explains why.

Status reason	Cause
<code>userRevoked</code>	Revoked with <code>RevokeStreamUrl</code> using <code>REVOKE_URL</code> .
<code>revokedAndTerminatingSessions</code>	Revoked with <code>REVOKE_AND_TERMINATE_SESSIONS</code> ; running sessions are being terminated.
<code>revokedAndSessionsTerminated</code>	Revoked with <code>REVOKE_AND_TERMINATE_SESSIONS</code> ; running sessions have been terminated.
<code>streamGroupDeleted</code>	The stream group was deleted.
<code>applicationDeleted</code>	The referenced application was deleted.

Differences from sessions you start with `StartStreamSession`

Sessions started from a stream URL run on the same infrastructure as sessions you start yourself, but they are tuned for short, hands-off, single-viewer playback. Keep these differences in mind:

- **No reconnection.** If the end user loses their connection or reloads the page, the session ends.
- **Re-visiting consumes another use.** Because there is no reconnection, opening the stream URL again starts a completely new session and consumes another use from its `UsageLimit`.
- **No data channels.** Streams started from a stream URL do not expose application data channels. Build your own client with the Amazon GameLift Streams Web SDK if you need them.

Troubleshooting

Amazon GameLift Streams deliberately hides the specific reason for a failed stream URL activation from end users. An end user who opens a stream URL that cannot start a stream always sees a generic "not found" page or an "at capacity" message, regardless of the underlying cause. To diagnose the real cause, inspect the stream URL from the creator side with `GetStreamUrl` and `ListStreamUrls`, check the `Status` and `status reason`, and review stream URL API activity in CloudTrail.

- **The stream URL shows a "not found" or generic error page.** Check the `Status` with `GetStreamUrl`. `EXPIRED`, `REVOKED`, or `LIMIT_REACHED` each explains a non-startable stream URL. If the status is `ACTIVE` but activations still fail, a resource the stream URL depends on was most likely removed (not deleted): the application was unlinked from the stream group, or all of the stream group locations the stream URL was created with were removed. Re-link the application or restore a location, or create a new stream URL against valid resources.
- **The end user sees an "at capacity" message.** The stream group has no available capacity to place a new session in the end user's nearest location. Each activation starts a new session and consumes capacity like `StartStreamSession`. Increase minimum (always-on) or maximum capacity, or use target idle (pre-warmed) capacity to keep capacity ready ahead of demand, especially for time-boxed events.
- **The session ends when the end user refreshes or navigates away.** This is expected. URL-activated sessions do not reconnect, and each visit starts a new session that consumes a use. Advise end users not to refresh, and set a `UsageLimit` high enough to tolerate occasional reloads.

- **The end user is disconnected mid-session and sees "This experience is no longer available."** End users see this generic message whenever a session ends on the server side. The most common cause for a stream URL is revoking it with `REVOKE_AND_TERMINATE_SESSIONS`, which ends running sessions immediately, but the same message appears if the session reaches its configured length limit or is otherwise terminated by the service. This is expected. Create a new stream URL to resume sharing.
- **The stream does not load or fails to start for the end user.** The end user's browser might not meet the streaming requirements. Streaming requires a browser that supports WebRTC and H.264 (AVC); see [Amazon GameLift Streams compatible devices and browsers](#) for supported browsers and minimum versions. A common cause is opening the stream URL in an in-app browser view, such as a link tapped inside a chat, email, or social app on a mobile device, which can disable WebRTC. Advise recipients to open the stream URL in a standalone browser such as Chrome, Edge, or Safari.
- **CreateStreamUrl returns ServiceQuotaExceededException.** The request would exceed an active-count limit (20 active stream URLs per account or 5 per stream group). Revoke stream URLs you no longer need to free headroom, and use `ListStreamUrls` filtered by `Status` set to `ACTIVE` to see your current count.
- **CreateStreamUrl returns ValidationException.** An input value is out of range. Set `UsageLimit` to 1 through 50, and `UrlExpiresAfterMinutes` to 1 through 1,440.

Custom stream resolution in Amazon GameLift Streams

By default, Amazon GameLift Streams delivers interactive streams at the industry-standard full HD resolution of 1920 × 1080 pixels, in a standard 16-by-9 aspect ratio. You can set a custom resolution for each session to match the screen shape or aspect ratio of the player's device. Custom resolutions support landscape, portrait, and square aspect ratios.

Use custom resolutions to:

- Stream full-screen experiences to phones and tablets in their native device aspect ratio, without padding or cropping.
- Match ultrawide monitor aspect ratios for a native widescreen experience.
- Support game streams with arbitrary dimensions for embedding in non-full-screen web experiences.

You can use custom resolution with all Amazon GameLift Streams service configurations, regardless of stream class or runtime environment.

How resolution works

When you set a custom resolution, Amazon GameLift Streams configures the session's virtual monitor to the desired resolution. This becomes the **monitor resolution** for the session. For best visual quality, the application must render to the configured monitor resolution.

The monitor resolution determines the dimensions of the virtual monitor and the resolution at which frames are captured. Two additional Web SDK settings affect the resolution of the stream delivered to the player:

- **Maximum resolution:** A Web SDK setting that caps the stream resolution. When unspecified, no cap is applied and the full monitor resolution is streamed. See [the section called "Interaction with maximum resolution"](#).
- **Dynamic resolution:** Automatically adjusts the stream resolution to deliver the best visual quality the viewer's network connection can sustain. See [the section called "Interaction with dynamic resolution"](#).

Neither setting changes the monitor resolution for the session.

Custom resolution constraints

The resolution you specify must meet these requirements:

Constraint	Value
Maximum total pixels	2,073,600 (1920 × 1080)
Width and height range	320 – 4096 pixels
Dimension parity	Both width and height must be even numbers

The service validates these constraints when you start a session. If the resolution does not meet the requirements, the request fails with a validation error.

Set a custom resolution

You can set a custom resolution when you start a stream session using the console, the AWS CLI, or the API.

Using the Amazon GameLift Streams console

To test a stream with a custom resolution:

1. Open the [Amazon GameLift Streams console](#) and navigate to your stream group.
2. Choose **Test stream**.
3. In the **Resolution** dropdown, select a resolution for desktop, tablet, or mobile devices.
4. Choose **Test stream** to start the session.

After the stream is active, you can view the current resolution in the real-time stats overlay.

Using the AWS CLI

Use the `start-stream-session` command with the `--display-configuration` parameter:

```
aws gameliftstreams start-stream-session \  
  --identifier sg-ExampleStreamGroup \  
  --application-identifier a-ExampleApp \  
  --protocol WebRTC \  
  --signal-request "your-signal-request" \  
  --display-configuration '{"Resolution":{"Width":1920,"Height":1080}}'
```

Using the API

In the [StartStreamSession](#) API request, include the `DisplayConfiguration` parameter:

```
{  
  "ApplicationIdentifier": "a-ExampleApp",  
  "Protocol": "WebRTC",  
  "SignalRequest": "your-signal-request",  
  "DisplayConfiguration": {  
    "Resolution": {  
      "Width": 1920,  
      "Height": 1080  
    }  
  }  
}
```

```
}
```

Calculate the optimal resolution for a device

You can use any resolution that meets the resolution constraints. The following formula is one recommended approach to find the largest resolution for a specific aspect ratio. It maximizes the available pixels for the best visual quality:

```
height = floor_to_even( sqrt(2,073,600 * H / W) )  
width  = floor_to_even( height * W / H )
```

In this formula, W:H is the target aspect ratio and 2,073,600 is the maximum total pixel count (1920 × 1080). The function `floor_to_even(x)` rounds down to the nearest even integer.

Example 19.5:9 (mobile phone)

```
height = floor_to_even( sqrt(2,073,600 * 9 / 19.5) ) = floor_to_even(978.2) = 978  
width  = floor_to_even( 978 * 19.5 / 9 )             = floor_to_even(2118.3) = 2118  
# Resolution: 2118 × 978 (2,071,404 pixels, 99.9% utilization)
```

For portrait resolutions, calculate the landscape resolution and swap the width and height values.

Common resolution values for devices

The following values use generic standard ratios that cover common device categories. Individual devices might have slightly different native aspect ratios, which results in visually negligible black bars. For pixel-perfect fill, use the device's exact native aspect ratio with the formula above.

Category	Aspect ratio	Landscape	Portrait	Matching devices
Desktop	16:9	1920 × 1080	1080 × 1920	Desktop monitors, TVs, HD mobile
Desktop	16:10	1820 × 1138	1138 × 1820	Widescreen monitors, Amazon Fire tablets
Desktop	21:9	2198 × 942	Not applicable	Ultrawide monitors
Tablet	3:2	1760 × 1174	1174 × 1760	Various iPads

Category	Aspect ratio	Landscape	Portrait	Matching devices
Tablet	4:3	1660 × 1246	1246 × 1660	iPads, Android tablets
Mobile	20:9	2142 × 964	964 × 2142	Google Pixel, Samsung Galaxy
Mobile	19.5:9	2118 × 978	978 × 2118	iPhones, Samsung Galaxy
Mobile	18:9	2036 × 1018	1018 × 2036	Other Android phones
Other	1:1	1440 × 1440	Not applicable	Square monitors

Interaction with maximum resolution

Custom resolution and maximum resolution serve different purposes:

- **Custom resolution:** When you set a custom resolution, it becomes the monitor resolution for the session. This is what the server renders, including the aspect ratio and pixel dimensions of captured frames.
- **Maximum resolution:** A Web SDK setting that caps the stream resolution. The cap fits within the oriented bounding box of the selected tier (for example, 1280 × 720 for 720p). Use this setting to target lower-end devices that cannot decode a full-resolution image.

For more information about the maximum resolution parameter, see the Amazon GameLift Streams Web SDK API Reference on the [Amazon GameLift Streams documentation page](#).

Interaction with dynamic resolution

Dynamic resolution automatically adjusts the stream resolution to deliver the best visual quality the viewer's network connection can sustain. This feature is available with Amazon GameLift Streams Web SDK version 1.3.0 and later.

Dynamic resolution does not affect the monitor resolution for the session. Amazon GameLift Streams adjusts only the stream resolution delivered to the player. When bandwidth is limited, the stream resolution scales down while preserving the aspect ratio. When bandwidth recovers, it scales back up to the full monitor resolution or the maximum resolution cap.

For example, if you set a custom resolution of 1080 × 1920 (mobile portrait, 9:16), the player receives the full 1080 × 1920 stream under normal bandwidth. If the player's network becomes constrained, dynamic resolution might scale the stream down to a lower resolution (for example, 720 × 1280) while maintaining the 9:16 aspect ratio. The monitor resolution on the server remains 1080 × 1920 throughout.

For more information about the dynamic resolution parameter, see the Amazon GameLift Streams Web SDK API Reference on the [Amazon GameLift Streams documentation page](#).

Best practices

Follow these best practices when using custom resolutions with Amazon GameLift Streams:

- **Match the player's device aspect ratio to fill the screen without letterboxing or pillarboxing.** Use the common resolution values or calculation formula to find the optimal resolution for a given aspect ratio. For portrait-oriented mobile games, use a portrait resolution to provide a native vertical experience.
- **Optimize your frontend for the streaming experience.** Make sure your web client handles the stream's aspect ratio correctly when streaming to mobile devices or tablets.
- **Test your application with custom resolutions before deploying to players.** Most applications adapt to the monitor resolution automatically when running in fullscreen. However, some applications might not handle non-16:9 resolutions gracefully.
- **Make sure your in-game camera and UI adapt to the aspect ratio.** Adjust the game camera's field of view to show the appropriate amount of the scene rather than cropping the viewport. Reflow or reposition UI elements to fit the new aspect ratio.
- **Avoid changing the virtual monitor resolution at runtime within your application.** Amazon GameLift Streams sets the monitor resolution when the session starts. Applications that modify it during gameplay might produce unexpected results.
- **Handle device rotation in your application and frontend.** The monitor resolution is fixed for the duration of the session. To support mid-stream device rotation, we recommend sending the rotation signal through [Data channel communication between an application and web client](#) to the application. Have the application rotate its rendering, and update your frontend accordingly.

Troubleshooting

The following table describes common issues, their causes, and suggested solutions.

Issue	Cause	Solution
Session fails to start with validation error	Resolution does not meet constraints	Verify that your resolution meets all constraints listed in the section called "Custom resolution constraints" .
Application renders at wrong resolution	Application is not running in fullscreen, or renders at a different resolution in windowed mode	Configure the application to run in fullscreen. The application can query the system for the configured resolution.
Stream resolution is lower than expected (same aspect ratio)	Maximum resolution cap or dynamic resolution is active	This is expected behavior when maximum resolution or dynamic resolution is active. Both features scale the stream resolution down while preserving the aspect ratio. Check the maximum resolution or dynamic resolution setting in the Web SDK.
Stream resolution differs from custom resolution (different aspect ratio)	Application changes the monitor resolution during startup or mid-stream	Maximum resolution and dynamic resolution do not cause this issue. This is a known behavior for some applications that override the monitor resolution. Consider using an application that does not override the monitor resolution, or configure the application to render at the monitor resolution in fullscreen.
Black bars appear on the player's screen	Aspect ratio mismatch between stream and device, or application renders with black bars internally	Check if the black bars are from the client (aspect ratio mismatch) or within the application itself. Use a resolution value that matches the player's device aspect ratio, or calculate the optimal resolution using the formula in the

Issue	Cause	Solution
		section called “Calculate the optimal resolution for a device”.

Export stream session files

During a stream session, your application can generate output files that help you debug or verify your application, such as logs, diagnostic information, crash dumps, save files, user data, and screenshots. The export stream session files feature collects files that are created or modified during a session and exports them as a compressed ZIP file to a provided Amazon S3 location. The feature also collects performance stats for the session every second, which are included in the export ZIP file.

Warning

Before you export files, be aware of the following things:

- Files may contain sensitive information written by your application, including credentials information.
- File sizes may be large depending on your application size, which impacts your Amazon S3 storage cost.
- If you select an Amazon S3 bucket in an AWS Region that differs from the Region of the stream group, then the exported stream session files will move across regions.

How it works

You must manually invoke this operation on an active stream session to export the files generated during that session. The stream session must be active, specifically in one of the following statuses ACTIVE, CONNECTED, PENDING_CLIENT_RECONNECTION, and RECONNECTING. At the end of the session, Amazon GameLift Streams exports the files to your bucket in Amazon Simple Storage Service (Amazon S3). Thus, all exported data is within your ownership and is subject to the Amazon S3 bucket's permissions policy.

Here's a walkthrough of the stream session lifecycle with export files activated:

1. Amazon GameLift Streams begins a session by connecting the user to your application that's running on the compute resource.
2. While your application streams, it creates or modifies files in the filesystem of the runtime environment.
3. When the session ends, Amazon GameLift Streams gets a copy of all the new or modified files in the filesystem and exports the files to your Amazon S3 bucket.

Amazon GameLift Streams collects the following generated and modified files. Find them in the corresponding folders in the .zip archive.

- `application/`: The folder where your application or game is stored.
- `profile/`: The user's profile folder contains the user's personal settings, configurations, and data.
- `temp/`: The system's temp folder contains temporary files and data that your application and the system creates. This can include cache files, log files, or intermediate processing data.
- `stats/`: Contains `perf_stats_v1.csv`, which holds performance stats for the session collected per-second. This includes application-level stats (CPU and memory utilization) and system-level stats (CPU, memory, GPU, and VRAM utilization). For a detailed description of each stat included in the CSV file, see [the section called "Performance stats reference"](#)

To delete the files, delete the object in the Amazon S3 bucket.

Cost impact

You incur a cost for having the files stored in Amazon S3. A stream session might generate a large amount of data depending on your application. Be aware that with many stream sessions that have this feature enabled, the cost can add up.

For more information, refer to [Amazon S3 pricing](#).

Export files (Console)

To enable export stream session files in the Amazon GameLift Streams console

1. Sign in to the AWS Management Console and open the [Amazon GameLift Streams console](#).
2. In the navigation bar, choose **Sessions** to view a list of active and recent stream sessions within the last 90 days.

3. In the **Active sessions** tab, select an active stream session.
4. Choose **Export files** to enable the export files feature for that stream session.
5. In the **Export stream sessions file** dialog box, choose either **Create a new S3 bucket** or **Select an existing S3 bucket**. Follow the steps in the console to create or select an S3 object to store the exported data into.

 Warning

If the ZIP file name matches an existing one in the directory, the previous one will be overwritten.

6. Choose **Confirm**. You can now find the session listed in the **Exported files** tab.
7. Wait for the session to end and for the files to export.

Amazon GameLift Streams will export the files when the session is in **Terminated** state. When a session has terminated, it will move from the **Active sessions** tab to the **Recent sessions** tab.

You can check the status of the export process in the **Session exports** tab. If the status is **Pending**, the stream session is still active, so Amazon GameLift Streams hasn't exported the files yet. If the status is **Succeeded**, you can download the files from Amazon S3 using the link provided. If the status is **Failed**, hover over the status to see the reason for the failure.

Export files (CLI)

Prerequisite

You must configure the AWS CLI with your user credentials and your chosen AWS Region. For setup instructions, refer to [Download the AWS CLI](#).

To export stream session files in the AWS CLI

In your AWS CLI use the [ExportStreamSessionFiles](#) command, customized for your content.

```
aws gameliftstreams export-stream-session-files \  
  --identifier arn:aws:gameliftstreams:us-west-2:111122223333:streamgroup/  
sg-1AB2C3De4 \  
  --stream-session-identifier arn:aws:gameliftstreams:us-  
west-2:111122223333:streamsession/sg-1AB2C3De4/ABC123def4567 \  
  --output-uri s3://amzn-s3-demo-bucket/prefix
```

Where

identifier

An [Amazon Resource Name \(ARN\)](#) or ID that uniquely identifies the stream group resource.

ARN example: `arn:aws:gameliftstreams:us-west-2:111122223333:streamgroup/sg-1AB2C3De4`

ID example: `sg-1AB2C3De4`

stream-session-identifier

An [Amazon Resource Name \(ARN\)](#) or ID that uniquely identifies the stream session resource.

ARN example: `arn:aws:gameliftstreams:us-west-2:111122223333:streamsession/sg-1AB2C3De4/ABC123def4567`

ID example: `ABC123def4567`

output-uri

The Amazon S3 bucket URI where Amazon GameLift Streams uploads the set of compressed exported files for this stream session.

There are two valid formats that you can provide. If the URI has a `.zip` or `.ZIP` file extension, then Amazon GameLift Streams stores the exported files at the provided URI. Otherwise, Amazon GameLift Streams generates the name for a compressed folder and stores it at the URI. The generated name follows the pattern: `date-time-applicationId-streamGroupId-streamSessionId`. For example:

- If you provide a URI called `s3://amzn-s3-demo-bucket/MyGame_Session1.zip`, then Amazon GameLift Streams saves the files in that exact ZIP folder.
- If you provide a URI called `s3://amzn-s3-demo-bucket/MyGame_Session1/`, then Amazon GameLift Streams will save the files at `s3://amzn-s3-demo-bucket/MyGame_Session1/YYYYMMDD-HHMMSS-applicationId-streamGroupId-sessionId.zip`.

Be sure that your ZIP file name complies with the [Object key naming guidelines](#) in the *Amazon Simple Storage Service User Guide*.

⚠ Warning

If the ZIP file name matches an existing one in the directory, the previous one will be overwritten.

You can check on the status of the active session by calling the [GetStreamSession](#) API. From the stream session summary, you can get details about the status of exported files. If the status is **Pending**, then the stream session is still active, so Amazon GameLift Streams hasn't exported the files yet. If the status is **Succeeded**, navigate to the output URI to see the files in Amazon S3. If the status is **Failed**, check the `StatusReason` in the `ExportFilesMetadata`.

Shader cache

With shader caching, your application can skip costly shader recompilation in future stream sessions. If your application suffers from stuttering or slow load times, capturing a shader cache can significantly improve the experience for your end users.

With Amazon GameLift Streams, you can capture a shader cache from a specially designated stream session. Subsequent stream sessions of the application in all compatible stream groups automatically use the captured shader cache. Using the shader caching feature requires no code or other changes to your application.

Prerequisites

To use shader caching, you must meet the following requirements:

- The stream group must have been created on or after July 31, 2026. Stream groups created before this date do not support shader caching.

How shader caching works

Graphics applications such as games benefit from shader caches. Caches avoid repeated graphics-related processing and compilation work. To capture a shader cache from designated stream sessions, Amazon GameLift Streams collects system shader cache files automatically generated for your application. The service stores this cache and automatically applies it to future sessions on compatible stream groups. This reduces the time spent on processing shaders during future sessions. Generating or consuming a shader cache requires no changes to your application.

The shader caching lifecycle has three stages:

1. **Capture** – You run a stream session with shader cache capture enabled. During this session, the system compiles shader programs used by your application automatically into a local filesystem cache. When you gracefully exit your application, Amazon GameLift Streams packages and uploads this local cache.
2. **Replication** – Amazon GameLift Streams replicates the shader cache to all streaming locations of the stream group. You can monitor the replication status using the [ListApplicationShaderCaches](#) API operation.
3. **Consumption** – Amazon GameLift Streams automatically downloads and applies the shader cache to all subsequent stream sessions for the same application. The shader cache is used across all compatible associated stream groups and streaming locations. This behavior is on by default.

Capturing a shader cache

To capture a shader cache, follow these steps:

1. Start a stream session using the [StartStreamSession](#) API operation. In the request, include the `GAMELIFT_STREAMS_PACKAGED_SHADER_CACHE_CAPTURE` set to 1 as additional environment variable when calling [StartStreamSession](#):

```
{
  "AdditionalEnvironmentVariables": {
    "GAMELIFT_STREAMS_PACKAGED_SHADER_CACHE_CAPTURE": "1"
  }
}
```

2. Use your application as you normally would during the session.
3. When complete, exit your application gracefully from its built-in menu or by using other built-in exit commands. This ensures that the shader cache is ready to be collected.
4. After termination, Amazon GameLift Streams packages the compiled shader cache and begins replication to all streaming locations across all compatible associated stream groups.

Tip

In gaming applications, navigating through different environments, content, and levels generates additional shader data. The more of your application you cover during the capture, the more comprehensive the shader cache coverage becomes. Improved coverage can further reduce shader processing times in future sessions.

Important

Avoid terminating the session using the [TerminateStreamSession](#) API operation. If your application does not have a built-in exit, use the [Stream session admin shell](#) feature to remotely log in. Then stop the application process after ensuring that the application is in idle state and not rendering new content.

After generating a shader cache, you can improve it by starting further sessions with `GAMELIFT_STREAMS_PACKAGED_SHADER_CACHE_CAPTURE` set to 1. These sessions start with the existing shader cache and produce an updated version.

Shader cache size limits

Shader caches smaller than 10 KB or larger than 4 GB (uncompressed) are rejected.

Shader cache workflow

When you generate a shader cache for an existing Amazon GameLift Streams application, all compatible associated stream groups automatically start using it.

To test a shader cache before it affects production sessions, we recommend this approach:

1. Create a separate application.
2. Collect the shader cache for that application.
3. Verify the results using a new stream session.
4. Use the application in your production setup.

Shader cache replication

After a successful capture, Amazon GameLift Streams automatically makes the shader cache available in every active streaming location in the application's compatible associated stream groups. This replication process typically completes within a few minutes.

You can monitor replication progress using the [ListApplicationShaderCaches](#) API operation. The shader cache Status field indicates the aggregated status across all locations of the stream group. Possible statuses include the following.

Status	Description
INITIALIZED	Amazon GameLift Streams received the request and is preparing the shader cache.
PROCESSING	Amazon GameLift Streams is replicating the shader cache to the streaming locations in the associated stream groups.
READY	The shader cache is replicated and available for use in stream sessions.
ERROR	An error occurred during shader cache processing. Create a new shader cache to try again.
DELETING	Amazon GameLift Streams is deleting the shader cache.

When the status is READY, the shader cache is automatically applied to all new stream sessions for the application.

Newly provisioned stream capacity receives the shader cache immediately. Existing stream group capacity can take up to one hour to obtain the new shader cache.

Disabling shader cache consumption

By default, Amazon GameLift Streams downloads and applies the shader cache before launching the application. To disable this behavior for a specific session, set the following environment variable:

```
{
  "AdditionalEnvironmentVariables": {
```

```
"GAMELIFT_STREAMS_PACKAGED_SHADER_CACHE_IGNORE": "1"  
}  
}
```

To improve upon an existing shader cache, provide only `GAMELIFT_STREAMS_PACKAGED_SHADER_CACHE_CAPTURE`. To discard the existing cache and collect a completely new one, provide both `GAMELIFT_STREAMS_PACKAGED_SHADER_CACHE_IGNORE` and `GAMELIFT_STREAMS_PACKAGED_SHADER_CACHE_CAPTURE`.

Shader cache compatibility

You can associate an application with multiple stream groups. To find out which stream groups your application is currently associated with, use the [GetApplication](#) API operation and review the `AssociatedStreamGroups` field.

Not all associated stream groups are necessarily compatible with a collected shader cache. You can determine which associated stream groups are compatible by using the [ListApplicationShaderCaches](#) API operation. In its response, the `AssociatedStreamGroups` field contains only those associated stream groups that are compatible with the shader cache.

Graphics hardware and drivers determine how the system compiles shader programs. Because of this, caches are not transferable across different hardware and software configurations. With Amazon GameLift Streams, shader cache compatibility is determined by the properties of the stream group used during capture:

- Exact model of underlying graphics hardware (GPU)
- Installed GPU driver version

In practice, this means that a Amazon GameLift Streams shader cache has the following compatibility restrictions.

- A shader cache is not compatible across stream classes that use different GPU hardware, meaning different generation stream classes. For example, `gen5n_high` and `gen6n_high` stream classes are not compatible, but `gen6n_high` and `gen6n_ultra` are. Similarly, `gen6n_pro` and `gen6e_pro` are also not compatible.
- A shader cache is not compatible between stream groups that have a different GPU driver version installed. A stream group uses the same GPU driver version for its lifetime, but a newly

created one might receive an updated version. For more information about the GPU driver versions currently available on Amazon GameLift Streams for new stream groups, see [GPU driver versions](#).

- A shader cache is not compatible between Windows, Linux, and Proton runtimes.

Amazon GameLift Streams automatically determines this compatibility and uses the collected shader cache only with compatible sessions.

Example: Different generation stream classes

Your application is associated with two stream groups:

- First stream group uses the stream class `gen5n_high`
- Second stream group uses the stream class `gen6n_high`

The same shader cache is not compatible across these two different generation stream groups. To support both stream groups, generate a separate shader cache for each stream class.

Example: Different GPU driver versions

You have a stream group that uses the `gen6n_high` stream class, and have generated a shader cache for it. Later you create another stream group, still using the same stream class `gen6n_high`.

This new stream group now uses a different, more recent GPU driver version. By using [ListApplicationShaderCaches](#), you find out that your new stream group is not listed under `AssociatedStreamGroups`. The existing shader cache is therefore not compatible with the new stream group. Generate a new shader cache by using the new stream group.

Troubleshooting shader cache issues

- **ListApplicationShaderCaches shows status ERROR** – An error occurred during shader cache processing. Create a new shader cache to try again.
- **ListApplicationShaderCaches does not list the new shader cache**
 - The shader cache was too small or too large to be collected.
 - The application did not exit gracefully.
 - An error occurred during collection.

Create a new shader cache to try again.

Giving Amazon GameLift Streams access to resources in an Amazon VPC

By default, Amazon GameLift Streams runs your streaming applications on compute resources that have access to the public internet but not to resources in your private Amazon VPCs. To give your streaming applications access to private resources such as databases, cache servers, or internal APIs, you can configure VPC connectivity when creating a stream group.

Amazon GameLift Streams uses AWS Transit Gateway to establish private network connectivity between the service-managed VPC where your streams run and your own Amazon VPC. This allows your streaming applications to communicate with resources in your Amazon VPC over private IP addresses without exposing traffic to the public internet.

How VPC connectivity works

AWS Transit Gateway is a network transit hub that you can use to interconnect your virtual private clouds (VPCs) and on-premises networks. A transit gateway acts as a Regional virtual router for traffic flowing between VPCs and other connected networks. For more information about transit gateways, see [What is a transit gateway?](#) in the *Amazon VPC Transit Gateway Guide*.

When you create a stream group location with VPC connectivity enabled, Amazon GameLift Streams performs the following actions:

1. Creates a transit gateway in your streaming location (or reuses an existing one if you have other stream groups connected to the same VPC).
2. Shares the transit gateway with your AWS account using AWS Resource Access Manager (RAM).
3. Attaches the Amazon GameLift Streams service-managed VPC for your stream group to the transit gateway.
4. Configures routing in the Amazon GameLift Streams service-managed VPC to direct traffic destined for your CIDR blocks through the transit gateway.

After the stream group location is active, you can complete the setup by performing the following steps for each stream group location with VPC connectivity configured. For detailed instructions, see [the section called “Configuring VPC connectivity”](#).

1. **Accepting the RAM resource share invitation** – Grants your account access to the transit gateway. If you have already accepted a resource share invitation for another stream group that uses the same VPC, you don't need to accept it again.

 Note

The resource share invitation expires after 7 days. If the invitation expires before you accept it, you must delete and recreate the stream group or stream group location to generate a new invitation.

2. **Creating a VPC attachment** – Connects your VPC to the shared transit gateway. Only the VPC that matches the CreateStreamGroup request is allowed to attach to the transit gateway.
3. **Adding routes in your VPC route tables** – Directs traffic destined for the Amazon GameLift Streams service-managed VPC through the transit gateway.
4. **(Optional) Updating security groups** – Allows inbound traffic from the Amazon GameLift Streams service-managed VPC CIDR block to reach your private resources.

Requirements and considerations

Requirements

VPC connectivity has the following requirements:

- **No overlapping CIDR blocks:** Your VPC CIDR blocks cannot overlap with the service VPC CIDR block. When you specify your VPC CIDR blocks in the `Ipv4CidrBlocks` parameter, Amazon GameLift Streams automatically selects a service VPC CIDR block that does not overlap with the CIDR blocks you provided. The service VPC CIDR block is returned in the `InternalVpcIpv4CidrBlock` field when you call `GetStreamGroup`. You must use this value when configuring routes in your VPC.
- **Same account:** The VPC must be in the same AWS account that created the stream group.
- **VPC ID is immutable for primary location:** The VPC ID for the stream group's primary location cannot be changed after the stream group is created. However, for other streaming locations, you can change the VPC by deleting the stream group location and recreating it with a different VPC ID. You can update the CIDR blocks for any location by calling [UpdateStreamGroup](#).

- **VPC Region must match streaming location:** The VPC must be in the same Region as the streaming location. For example, if you add a streaming location in eu-west-1, you must specify a VPC that exists in eu-west-1.
- **IPv4 only:** For stream groups with dual stack IPv6 support, only IPv4 VPC traffic is supported at this time.

Required IAM permissions

To configure VPC connectivity, your IAM identity must have the following permissions, in addition to the GameLift Streams permissions:

- `ec2:DescribeVpcs` – Required for Amazon GameLift Streams to validate your VPC configuration.
- `ec2:CreateTransitGatewayVpcAttachment` – Required to attach your VPC to the transit gateway.
- `ec2:CreateRoute` – Required to add routes to your VPC route tables.
- `ram:AcceptResourceShareInvitation` – Required to accept the transit gateway resource share.

Additional Considerations

Before configuring VPC connectivity, consider the following:

- **Additional latency:** Traffic routed through the transit gateway may experience slightly higher latency compared to direct connections.
- **Cost:** Transit gateway attachments incur additional charges. See [AWS Transit Gateway pricing](#) for details.
- **Quota:** There is a default limit of 5 VPC transit configurations per account per Region.

Configuring VPC connectivity

This section walks you through configuring VPC connectivity for a Amazon GameLift Streams stream group using the AWS CLI.

Step 1: Create a stream group with VPC configuration

When creating a stream group, include the `VpcTransitConfiguration` parameter in your location configuration. Specify your VPC ID and the CIDR blocks that your streaming application needs to access.

```
aws gameliftstreams create-stream-group \  
  --description "Stream group with VPC connectivity" \  
  --stream-class gen5n_high \  
  --default-application-identifier arn:aws:gameliftstreams:us-  
west-2:123456789012:application/a-ABC123def \  
  --location-configurations '[  
    "LocationName": "us-west-2",  
    "AlwaysOnCapacity": 1,  
    "VpcTransitConfiguration": {  
      "VpcId": "vpc-0123456789abcdef0",  
      "Ipv4CidrBlocks": ["10.0.0.0/16"]  
    }  
  ]'
```

Wait for the stream group to become active:

```
aws gameliftstreams wait stream-group-active \  
  --identifier sg-1AB2C3De4
```

When the stream group status is `ACTIVE`, get stream group details and note the following values from the response:

```
aws gameliftstreams get-stream-group \  
  --identifier sg-1AB2C3De4
```

- `TransitGatewayId` – The ID of the transit gateway created by Amazon GameLift Streams.
- `TransitGatewayResourceShareArn` – The ARN of the RAM resource share.
- `InternalVpcIpv4CidrBlock` – The CIDR block of the service VPC that you need to add to your route tables.

Step 2: Accept the RAM resource share

Accept the resource share invitation to gain access to the transit gateway:

```
# Get the resource share invitation
aws ram get-resource-share-invitations \
    --resource-share-arns arn:aws:ram:us-west-2:123456789012:resource-share/
abc12345-1234-1234-1234-abc123456789

# Accept the invitation
aws ram accept-resource-share-invitation \
    --resource-share-invitation-arn arn:aws:ram:us-west-2:123456789012:resource-share-
invitation/abc12345-1234-1234-1234-abc123456789
```

Step 3: Create a VPC attachment

Attach your VPC to the transit gateway. You need to specify at least one subnet from your VPC:

```
# Get your subnet IDs
aws ec2 describe-subnets \
    --filters "Name=vpc-id,Values=vpc-0123456789abcdef0" \
    --query "Subnets[*].SubnetId"

# Create the VPC attachment
aws ec2 create-transit-gateway-vpc-attachment \
    --transit-gateway-id tgw-0123456789abcdef0 \
    --vpc-id vpc-0123456789abcdef0 \
    --subnet-ids subnet-0123456789abcdef0 subnet-0123456789abcdef1
```

Wait for the attachment to become available:

```
aws ec2 describe-transit-gateway-vpc-attachments \
    --transit-gateway-attachment-ids tgw-attach-0123456789abcdef0 \
    --query "TransitGatewayVpcAttachments[0].State"
```

Step 4: Configure routing

Add a route to your VPC route table to direct traffic destined for the service VPC through the transit gateway. Use the `InternalVpcIpv4CidrBlock` value from the stream group response:

```
# Get your route table ID
aws ec2 describe-route-tables \
  --filters "Name=vpc-id,Values=vpc-0123456789abcdef0" \
  --query "RouteTables[*].RouteTableId"

# Add the route
aws ec2 create-route \
  --route-table-id rtb-0123456789abcdef0 \
  --destination-cidr-block 10.1.0.0/16 \
  --transit-gateway-id tgw-0123456789abcdef0
```

Note

Replace `10.1.0.0/16` with the actual `InternalVpcIpv4CidrBlock` value from your stream group.

(Optional) Step 5: Update security groups

When connecting to EC2 instances in your VPC, update the security groups of your EC2 instances to allow inbound traffic from the service VPC CIDR block so your applications can send traffic to your EC2 instances:

```
aws ec2 authorize-security-group-ingress \
  --group-id sg-0123456789abcdef0 \
  --protocol tcp \
  --port 443 \
  --cidr 10.1.0.0/16
```

Note

Replace the following values with your actual configuration:

- `sg-0123456789abcdef0` – The security group ID of your private resource.
- `tcp` – The protocol your application uses (tcp or udp).
- `443` – The port number your application listens on.
- `10.1.0.0/16` – The `InternalVpcIpv4CidrBlock` value from your stream group.

(Optional) Step 6: Update CIDR blocks

You can update the CIDR blocks for a stream group location's VPC connectivity configuration without recreating the stream group. This is useful when you need to expand or modify the IP address ranges that your streaming application can access in your VPC.

To update the CIDR blocks, use the `UpdateStreamGroup` API:

```
aws gameliftstreams update-stream-group \
  --identifier sg-1AB2C3De4 \
  --location-configurations '[{
    "LocationName": "us-west-2",
    "VpcTransitConfiguration": {
      "VpcId": "vpc-0123456789abcdef0",
      "Ipv4CidrBlocks": ["10.0.0.0/16", "10.2.0.0/16"]
    }
  }]'
```

After updating the CIDR blocks, Amazon GameLift Streams automatically updates the routing configuration in the service-managed VPC.

Note

The VPC ID cannot be changed when updating CIDR blocks. To connect to a different VPC, you must delete and recreate the stream group location (for streaming locations other than the primary) or create a new stream group (for the primary location).

Verifying connectivity

To verify that VPC connectivity is working correctly:

1. Start a stream session using your stream group.
2. From within your streaming application, connect to a resource in your VPC using its private IP address.
3. Verify that the connection succeeds and data can be exchanged.

If connectivity fails, check the following:

- The transit gateway attachment is in the available state.
- Routes are correctly configured in both your VPC route table and the transit gateway route table.
- Security groups allow inbound traffic from the service VPC CIDR block.
- Network ACLs (if used) allow the required traffic.

Provide AWS credentials to your streaming application

By default, applications running on Amazon GameLift Streams do not have access to AWS resources in your account. If your application needs to call AWS APIs — for example, to read from your Amazon S3 buckets, write to your DynamoDB tables, or publish metrics to CloudWatch — you can provide an IAM role when starting a stream session. Amazon GameLift Streams assumes the role on your behalf and makes credentials available to your application. You do not need to change your application code.

Prerequisites

Before you can use session credentials, you need:

- A stream group created after July 16, 2026. Stream groups created before this date do not support session credentials. To use this feature, create a new stream group.
- An IAM role with a name starting with `GameLiftStreams-` (for example, `GameLiftStreams-MyAppRole`), in the same AWS account as your stream group, with a trust policy that allows Amazon GameLift Streams to assume it.
- An `iam:PassRole` permission in the IAM policy of the principal that calls [StartStreamSession](#).

Setting up session credentials

Step 1: Create an IAM role

Create an IAM role in your account with a name starting with `GameLiftStreams-` and a trust policy that allows the `gameliftstreams.amazonaws.com` service principal to assume it.

Important

The role name must start with `GameLiftStreams-`. You cannot rename a role after creation. If you use a role without this prefix, `StartStreamSession` returns an error. For more information, see [Troubleshooting session credentials](#).

We recommend adding `aws:SourceAccount` and `aws:SourceArn` conditions to your trust policy. These conditions use your AWS account ID and restrict which sessions can assume the role.

For more information about protecting against cross-service impersonation, see [Cross-service confused deputy prevention](#) in the *IAM User Guide*.

```
{
  "Version": "2012-10-17",
  "Statement": [{
    "Effect": "Allow",
    "Principal": { "Service": "gameliftstreams.amazonaws.com" },
    "Action": "sts:AssumeRole",
    "Condition": {
      "StringEquals": {
        "aws:SourceAccount": "123456789012"
      },
      "ArnLike": {
        "aws:SourceArn": "arn:aws:gameliftstreams:*:123456789012:streamsession/*"
      }
    }
  }]
}
```

Replace both occurrences of **123456789012** with your AWS account ID.

 Note

[Service-linked roles](#) (identified by ARNs containing `/aws-service-role/`) cannot be used with this feature. Create an IAM role instead.

Step 2: Attach permissions to the role

Attach IAM policies to the role that grant only the permissions your application needs. For guidance on scoping permissions, see [Grant least privilege](#) in the *IAM User Guide*.

For example, if your application needs to read from an Amazon S3 bucket:

```
{
  "Version": "2012-10-17",
  "Statement": [{
    "Effect": "Allow",
    "Action": [
      "s3:GetObject",
```

```

    "s3:ListBucket"
  ],
  "Resource": [
    "arn:aws:s3:::my-game-assets-bucket",
    "arn:aws:s3:::my-game-assets-bucket/*"
  ]
}]
}
```

Step 3: Grant iam:PassRole permission

The IAM principal that calls `StartStreamSession` must have permission to pass the role to Amazon GameLift Streams. Add the following statement to the principal's IAM policy. For more information, see [Granting a user permissions to pass a role to an AWS service](#) in the *IAM User Guide*.

```

{
  "Effect": "Allow",
  "Action": "iam:PassRole",
  "Resource": "arn:aws:iam::123456789012:role/GameLiftStreams-MyAppRole",
  "Condition": {
    "StringEquals": {
      "iam:PassedToService": "gameliftstreams.amazonaws.com"
    }
  }
}
```

Step 4: Start a stream session with the role

Pass the role ARN when calling [StartStreamSession](#):

```

aws gameliftstreams start-stream-session \
  --stream-group-identifier sg-1AB2C3De4 \
  --application-identifier a-9ZY8X7Wv6 \
  --protocol WebRTC \
  --signal-request "[webrtc-ice-offer json string]" \
  --user-id myUserId \
  --role-arn arn:aws:iam::123456789012:role/GameLiftStreams-MyAppRole
```

If the role cannot be assumed (for example, because the trust policy is misconfigured), `StartStreamSession` returns a `ValidationException`. The session does not start. For more information, see [Troubleshooting session credentials](#).

Using credentials in your application

After the session starts, your application or launch script can call AWS services using the credentials you configured. You do not need to change your code. The AWS SDK automatically discovers and uses the credentials.

To verify that credentials are available, run the following command from your application or launch script:

Ubuntu (Linux) or Windows

```
aws sts get-caller-identity
```

Proton runtime

On the Proton runtime, the AWS CLI for Windows installs to `C:\Program Files\Amazon\AWSCLIV2\aws.exe`, but it is not automatically added to the Windows `%PATH%`. To run the command, use the full path in your launch script or `.bat` file:

```
"C:\Program Files\Amazon\AWSCLIV2\aws.exe" sts get-caller-identity
```

To make `aws.exe` available without the full path, add the directory to `PATH` at the top of your launch script:

```
SET "PATH=%PATH%;C:\Program Files\Amazon\AWSCLIV2"  
aws sts get-caller-identity
```

The AWS CLI and all AWS SDKs automatically discover session credentials and refresh them before they expire. You do not need to manage credential rotation in your application code.

For more information about how the AWS SDK discovers credentials, see [Credential providers](#) in the *AWS SDKs and Tools Reference Guide*.

Important

Do not set `AWS_ACCESS_KEY_ID`, `AWS_SECRET_ACCESS_KEY`, or `AWS_SESSION_TOKEN` environment variables in your session's `AdditionalEnvironmentVariables`. These take precedence and prevent your application from using the IAM role credentials.

How session credentials work

When you pass a RoleArn on [StartStreamSession](#):

1. Amazon GameLift Streams validates that the role can be assumed. If the role's trust policy is misconfigured, StartStreamSession returns an error. See [Troubleshooting session credentials](#).
2. Amazon GameLift Streams invokes AssumeRole on your behalf and makes the resulting credentials available to your application.
3. Your application's AWS SDK automatically discovers and uses the credentials. Credentials are refreshed automatically for the lifetime of the session.

If you do not pass a RoleArn, the session starts without access to your AWS resources.

Requirements and constraints

- **Same account only:** The IAM role must belong to the same AWS account as the stream group. Amazon GameLift Streams does not support cross-account role passing.
- **Role naming:** The role name must start with GameLiftStreams-. Amazon GameLift Streams rejects roles without this prefix.
- **Session-level only:** Specify the role per session on StartStreamSession. Different sessions in the same stream group can use different roles, or no role at all.
- **No service-linked roles:** [Service-linked roles](#) (identified by ARNs containing /aws-service-role/) are not supported.
- **Stream group compatibility:** Only stream groups created after July 16, 2026 support session credentials. To use this feature with an older stream group, create a new stream group.
- **Automatic credential refresh:** Credentials are refreshed automatically throughout the session. Your application does not need to handle credential expiration.
- **All runtimes supported:** Session credentials work on all Amazon GameLift Streams runtime environments, including Windows, Ubuntu, and Proton.

Security best practices

- Use [least-privilege IAM policies](#) on the role. Grant only the specific actions and resources your application needs.
- Add `aws:SourceAccount` and `aws:SourceArn` conditions in your trust policy to limit which accounts and sessions can assume the role. For more information, see [Cross-service confused deputy prevention](#) in the *IAM User Guide*.
- Monitor usage with CloudTrail. The `RoleSessionName` identifies the exact stream session that made each API call. See [Auditing with CloudTrail](#).

Auditing with CloudTrail

When Amazon GameLift Streams assumes your role, the `RoleSessionName` in CloudTrail is set to:

```
streamsession_sg-{streamGroupId}_{sessionId}_a-{applicationId}
```

With this format, you can trace any AWS API calls made by your application back to the specific stream session, stream group, and application. You can use CloudTrail to:

- Monitor which AWS APIs your streamed applications are calling.
- Detect unexpected API calls from specific sessions.
- Correlate application behavior with specific stream sessions for debugging.

You can also use the `sts:RoleSessionName` condition key in your role's trust policy to restrict which sessions can use the role. For example:

```
"Condition": {  
  "StringLike": {  
    "sts:RoleSessionName": "streamsession_*"  
  }  
}
```

Troubleshooting session credentials

"Cannot assume role" error on StartStreamSession

The role's trust policy does not allow `gameliftstreams.amazonaws.com` to assume it. Verify that:

- The trust policy includes the service principal and `sts:AssumeRole` action.
- The `aws:SourceAccount` condition matches your account ID.
- The role name starts with `GameLiftStreams-`.

"Service-linked role cannot be used" error

You specified a [service-linked role](#) (identified by an ARN containing `/aws-service-role/`). Create an IAM role with a name starting with `GameLiftStreams-` instead.

"Cross-account role is not supported" error

The role belongs to a different AWS account than the caller. The role must be in the same account as the stream group.

Application cannot find credentials at runtime

Verify that you passed `RoleArn` when calling `StartStreamSession`. If the session started without a role, credentials are not available. To confirm credentials from within your session, run:

```
aws sts get-caller-identity
```

Also check that your application is not overriding the credential provider chain by setting `AWS_ACCESS_KEY_ID` or configuring a specific credentials source in your SDK client.

Credentials stop working mid-session

This might happen if you delete or modify the IAM role's trust policy while the session is active. The credential refresh cannot obtain new credentials if the role is no longer assumable. Avoid modifying roles that are in use by active sessions.

"Access denied" on iam:PassRole

The IAM principal calling `StartStreamSession` does not have `iam:PassRole` permission for the specified role. Add the following statement to the caller's IAM policy:

```
{
  "Effect": "Allow",
  "Action": "iam:PassRole",
  "Resource": "arn:aws:iam::123456789012:role/GameLiftStreams-MyAppRole",
  "Condition": {
    "StringEquals": {
      "iam:PassedToService": "gameliftstreams.amazonaws.com"
    }
  }
}
```

Replace the role ARN with the ARN of the role you want to pass. You can use a wildcard (arn:aws:iam::123456789012:role/GameLiftStreams-*) if you have multiple roles with the required prefix. For more information about passing IAM roles to AWS services, see [Granting a user permissions to pass a role to an AWS service](#) in the *IAM User Guide*.

"Stream group does not support IAM role credentials" error

The stream group was created before July 16, 2026. Create a new stream group to use this feature.

Amazon GameLift Streams backend service and web client

Amazon GameLift Streams enables you to stream applications through a web browser. With the Amazon GameLift Streams Web SDK, you can set up a backend streaming service. Then, end users connect to a stream through a web client. They can play your game or interact with your application all through the cloud.

The Amazon GameLift Streams Web SDK includes a sample backend server and a sample web client, which you can use to get started on creating a backend service. You can also use these samples to test how Amazon GameLift Streams streams, without additional development. To get started, refer to [Setting up a web server and client with Amazon GameLift Streams](#).

If you want to share a stream without building your own web client, you can use a stream URL instead. A stream URL opens your stream in a supported web browser for anyone you share it with, so you do not need the Amazon GameLift Streams Web SDK or a backend service to let end users stream. For more information, see [Share stream sessions with stream URLs](#).

Topics

- [Amazon GameLift Streams compatible devices and browsers](#)
- [Required ports](#)
- [Setting up a web server and client with Amazon GameLift Streams](#)
- [Customize stream appearance](#)
- [Locale preference](#)
- [AWS credentials for your application](#)
- [Mouse movement handling](#)
- [Data channel communication between an application and web client](#)
- [Amazon GameLift Streams Web SDK release notes](#)

Amazon GameLift Streams compatible devices and browsers

With Amazon GameLift Streams, you can stream applications to end users at up to 1080p resolution at 60 frames per second. Streaming uses web browsers and WebView-based clients

through WebRTC. Client browsers and runtimes must support WebRTC and Advanced Video Coding (AVC), also known as H.264. Client devices must support OpenGL ES 2.0 or higher.

The following tables show the minimum supported OS versions. Later versions that remain supported by their respective vendors are also supported. Versions that have reached end-of-life from their vendor are not supported.

Overall, we recommend Google Chrome, Microsoft Edge, or a custom Chromium-based desktop application for the best end-user experience and maximum compatibility, particularly with game controllers.

For information about game controller compatibility with web browsers, see the [Gamepad API](#) on the MDN Web Docs website. Although some guidance might not apply to Amazon GameLift Streams, most game controllers connect successfully through Bluetooth. For Amazon GameLift Streams-specific controller limitations, see [Known issues](#) and [Limitations](#) in this topic.

Desktop devices

The following table lists supported desktop devices, browsers, and input options.

Device	Minimum supported OS version	Supported browsers	Input
Windows PC	Windows 11 24H2 or later	Chrome 133+, Edge 133+, CEF	Keyboard, mouse, microphone, game controller (including haptic feedback): Xbox (USB or Bluetooth, fully supported), PlayStation 5 DualSense (USB or Bluetooth, partial support through XInput), PlayStation 4 DualShock 4 (USB or Bluetooth)
Windows PC	Windows 11 24H2 or later	Firefox 128 ESR+	Keyboard, mouse, microphone, game controller: Xbox (USB or Bluetooth). PlayStation 5 and

Device	Minimum supported OS version	Supported browsers	Input
			Luna controllers are not supported in Firefox.
macOS	macOS 15.3 or later	Chrome 133+, Safari 18.3+, Edge 133+, CEF	Keyboard, mouse, microphone, game controller in Bluetooth mode (including haptic feedback): Xbox (fully supported), PlayStation 5 DualSense (partial support through XInput), PlayStation 4 DualShock 4
macOS	macOS 15.3 or later	Firefox 128 ESR+	Keyboard, mouse, microphone
Linux [*]	Ubuntu LTS or later	Chrome 133+, Firefox 128 ESR+, Edge 133+, CEF	Keyboard, mouse, game controller: Xbox (USB or Bluetooth, fully supported), PlayStation 5 DualSense (USB or Bluetooth, partial support through XInput; not supported in Firefox), PlayStation 4 DualShock 4 (USB or Bluetooth)

^{*} Supported with caveats. Gamepad is not detected in Firefox on Ubuntu. Use Chrome, Edge, or a Chromium-based application for game controller support on Linux.

Mobile devices

The following table lists supported mobile devices, browsers, and input options.

Device	Minimum supported OS version	Supported browsers	Input
iPhone	iOS 26.4 or later	Chrome 133+, Firefox 128 ESR+, Safari 18.3+, Edge 133+, WebView	Touch (virtual gamepad), microphone, game controller: Xbox (Bluetooth, fully supported), PlayStation 5 DualSense (Bluetooth, partial support through XInput; not supported in Firefox). Limited keyboard and mouse.
iPad	iPadOS 18.3.1 or later	Chrome 133+, Firefox 128 ESR+, Safari 18.3+, Edge 133+, WebView	Touch (virtual gamepad), microphone, game controller: Xbox (Bluetooth, fully supported), PlayStation 5 DualSense (Bluetooth, partial support through XInput; not supported in Firefox). Limited keyboard and mouse.
Android phones and tablets	Android 16 or later	Chrome 133+, Edge 133+, WebView	Touch (virtual gamepad), microphone*, game controller: Xbox (Bluetooth, fully supported), PlayStation 5 DualSense (Bluetooth, partial support through XInput). Limited keyboard and mouse.

Note

The virtual gamepad touch overlay is intended for casual interaction and short sessions. For extended gameplay, a Bluetooth game controller provides more responsive and comfortable input.

* Microphone is not supported on Pixel 9 devices. See [Known issues](#) for details.

TV devices

The following table lists supported TV devices, browsers, and input options.

Device	Minimum supported OS version	Supported browsers	Input
Samsung Smart TV [*] (2023 models and later)	Tizen OS 9 or later	Samsung native app (recommended), Samsung Internet browser, WebView	Game controller: Xbox (Bluetooth, fully supported), PlayStation 5 DualSense (Bluetooth, partial support through XInput). Limited keyboard and mouse.
LG Smart TV (2024 models and later)	webOS 25 or later	LG webOS native app, LG TV browser, WebView	Game controller: Xbox (Bluetooth, fully supported), PlayStation 5 DualSense (Bluetooth, partial support through XInput). Limited keyboard and mouse.
Amazon Fire TV Stick 4K Max (1st and 2nd Gen)	Fire TV OS 7.7 or later	Firefox 128 ESR+ (recommended), WebView	Game controller: Xbox (Bluetooth, fully supported), PlayStation 5 DualSense (Bluetooth, partial support through XInput; WebView only, not supported in Firefox). Limited keyboard and mouse.

* Supported with caveats. On 2025 models, the Samsung native app is recommended for the best experience. The browser and WebView might deliver a reduced frame rate on these models.

Known issues

Following are known issues with devices, browsers, and input:

- Safari exits fullscreen immediately whenever Esc is pressed. Safari does not allow you to override this behavior.
- "Embedded" or "in-app" browser views like those inside mobile apps such as LinkedIn, Yelp, Instagram, and others are not supported on iOS. These tend to disable the browser WebRTC support necessary for realtime interactive streaming. We recommend detecting non-standard browser strings and prompting them to open in Safari.
- If the screen resolution in your application differs from the stream resolution, mouse tracking might not work correctly. When using a non-default resolution, we recommend testing mouse input behavior, disabling windowed mode, and running in full screen.
- Gamepad input is not fully supported in the default Amazon Silk browser on Fire TV. Use Firefox or a WebView-based application instead.
- Samsung Smart TV, LG Smart TV, Amazon Fire TV, Pixel 9, and Chromium Embedded Framework (CEF) clients do not support microphone input.

Limitations

The following limitations apply to game controller support, haptic feedback, microphone, and input on Amazon GameLift Streams:

- The PlayStation 5 and Luna game controllers are not supported in Firefox.
- Haptic feedback support:
 - Haptic feedback is supported on the PlayStation 4 and Xbox Series S/X controllers in Chrome, Edge, and Safari.
 - Haptic feedback on the PlayStation 5 DualSense controller is supported only in the Safari browser.
 - Firefox does not support haptic feedback on any controller.
 - Android and iOS devices do not support haptic feedback on any controller.

- The **Test stream** feature in the Amazon GameLift Streams console does not support microphones. To test microphone input, use the sample publisher application included in the Web SDK bundle.
- Keyboard and mouse input on TV and mobile devices works for menu navigation and UI interaction. In-game keyboard and mouse support is limited due to pointer lock restrictions on these platforms. We recommend a game controller for gameplay.
- For best network performance, use a wired connection or 5 GHz Wi-Fi.

Runtimes and input support

The following table shows input support for each Amazon GameLift Streams runtime environment on the server side. For a list of available runtime environments and their capabilities, see [Runtime environments](#).

Runtime environment	Keyboard	Mouse	Microphone	Gamepad
Microsoft Windows Server 2022 Base	Yes	Yes	Yes	Yes
Ubuntu 22.04 LTS	Yes	Yes	No	Yes
Proton runtimes	Yes	Yes	Yes	Yes

Runtime limitations and known issues

- Games running in Proton runtime environments *always* show a game controller as connected, even if the client has no controller plugged in. This supports plug-and-play behavior for game controllers, but can be an issue for games that prompt for controller input even when the controller is idle and unused. We recommend that games show input UI based on the last input method.
- Ubuntu 22.04 LTS supports gamepad input for applications that use the Simple DirectMedia Layer (SDL) libraries. If your application uses other input libraries, gamepad functionality might not work. If you experience issues, consider using a Proton or Windows runtime environment instead.

Required ports

To integrate Amazon GameLift Streams, ensure that your network infrastructure has the necessary ports open and accessible. The following is a list of the ports you should plan to have open on your network to communicate with Amazon GameLift Streams.

Port	Protocol	Purpose
443	(HTTPS) TCP	AWS APIs, including Amazon GameLift Streams
33435-33465	UDP	Web RTC

Setting up a web server and client with Amazon GameLift Streams

In this tutorial, you will set up a web client application that integrates Amazon GameLift Streams' streaming service. Then, you will use the Amazon GameLift Streams Web SDK, a JavaScript library, and sample code that you can start with. The sample code includes a simple Amazon GameLift Streams backend web server and a simple web client. By the end of this tutorial, you can start a stream by using the sample code.

If it's your first time using Amazon GameLift Streams, we highly recommend starting with the [Starting your first stream in Amazon GameLift Streams](#) tutorial, which walks you through uploading a game to Amazon S3 and testing streaming it from within the Amazon GameLift Streams console in your browser.

Prerequisites

- An AWS account with proper credentials for programmatic access. For more information, see [Setting up Amazon GameLift Streams as a developer](#).
- The AWS SDK.
- An Amazon GameLift Streams-supported web browser — see [Amazon GameLift Streams compatible devices and browsers](#).
- Node.js — see [Node.js downloads](#) page.

Download the Web SDK

For this tutorial, you will need to download the following materials from the Resources section of the [Getting Started product page](#):

- **Amazon GameLift Streams Web SDK bundle:** This includes sample code for a simple backend service and web client.
- **Amazon GameLift Streams Web SDK API Reference:** This API reference documents Amazon GameLift Streams API wrappers for JavaScript.

Set up your streaming resources

You must have stream resources—an application and a stream group—to start a stream. Specifically, you must have:

- An application in **Ready** status.
- A stream group in **Active** status with available stream capacity.
- For streaming in locations other than the primary location, the application must have finished replicating to that location.

To set up an application and a stream group using either the Amazon GameLift Streams console or Amazon GameLift Streams CLI, refer to [Prepare an application in Amazon GameLift Streams](#) and [Manage streaming with an Amazon GameLift Streams stream group](#), respectively. Alternatively, for an end-to-end walkthrough in the Amazon GameLift Streams console, refer to [Starting your first stream in Amazon GameLift Streams](#).

Set up a backend server

The backend server is responsible for handling tasks such as authenticating users, configuring stream parameters, and performing Amazon GameLift Streams service API calls on behalf of end-users. Review the sample code and the Amazon GameLift Streams Web SDK API Reference to learn more about setting this up. Specifically, see the `server.js` file in the Amazon GameLift Streams Web SDK package.

⚠ Important

This code is example code for testing and evaluation purposes only and should not be used in a production capacity.

To run the sample backend service

1. Open a terminal or command prompt and navigate to the folder `AmazonGameLiftStreamsWebSDK\GameLiftStreamsSampleGamePublisherService\`.
2. Run the following commands:

```
npm install
node server.js
```

With the sample backend service running, end-users can connect to a stream through the web client. Test the web client in the next step.

Launch a web client

The web client application is responsible for receiving and decoding Amazon GameLift Streams streams, streaming to end-users, and providing the web browser UI for end-users to engage with the application. Review the sample code and the Amazon GameLift Streams Web SDK API Reference to learn more about how to integrate the JavaScript Amazon GameLift Streams Web SDK into your own web client application. Specifically, see `public/index.html` in the Amazon GameLift Streams Web SDK package. You can also look at the web page source when you launch a web client in your browser.

ℹ Note

For information about IPv6 support across runtime environments, see [IPv6 support](#).

To launch a web client application

1. Open a web browser and navigate to `http://localhost:port/`. The port number is set by the backend server; by default, this is HTTP port 8000.
2. Play the game or use the software.
 - a. To attach input, such as your mouse, choose **Attach input**.
 - b. To exit the game, choose the **Esc** key.
 - c. To stop the server process, choose **Ctrl+C** key.

Clean up streaming resources

Warning

A stream group incurs costs when it has allocated streaming capacity, even if that capacity is unused. To avoid unnecessary costs, scale your stream groups to your required size. We suggest during development that you scale always-on capacity and target-idle capacity in your stream groups to zero when not in use. For more information, refer to [Scale stream groups to zero capacity](#).

After you complete the tutorial and no longer need to stream your application, follow these steps to clean up your Amazon GameLift Streams resources.

Deleting a stream group

When you delete a stream group, Amazon GameLift Streams works to release all stream capacity.

To delete a stream group using the Amazon GameLift Streams console

1. Sign in to the AWS Management Console and open the [Amazon GameLift Streams console](#).
2. To view a list of your existing stream groups, in the navigation pane, choose **Stream groups**.
3. Choose the name of the stream group that you want to delete.
4. On the stream group detail page, choose **Delete**.
5. In the **Delete** dialog box, confirm the delete action.

Amazon GameLift Streams begins releasing compute resources and deleting the stream group. During this time, the stream group is in **Deleting** status. After Amazon GameLift Streams deletes the stream group, you can no longer retrieve it.

Deleting an application

You can only delete an application that meets the following conditions:

- The application is in the **Ready** or **Error** state.
- An application is not streaming in any ongoing stream session. You must wait until the client ends the stream session or call [TerminateStreamSession](#) in the Amazon GameLift Streams API to end the stream.

If the application is linked to any stream groups, you must unlink it from all associated stream groups before you can delete it. In the console, a dialog box will walk you through this process.

To delete an application using the Amazon GameLift Streams console

1. Sign in to the AWS Management Console and open the [Amazon GameLift Streams console](#).
2. In the navigation bar, choose **Applications** to view a list of your existing applications. Choose the application you want to delete.
3. In the application detail page, choose **Delete**.
4. In the **Delete** dialog box, confirm the delete action.

Amazon GameLift Streams begins deleting the application. During this time, the application is in **Deleting** status. After Amazon GameLift Streams deletes the application, you can no longer retrieve it.

Customize stream appearance

Loading screen

When a customer opens a web browser to view a stream, the web client starts establishing a connection to the Amazon GameLift Streams stream session. While the stream session loads, you can display a custom background and logo to the customer's screen.

The Amazon GameLift Streams Web SDK sample client, in the `GameLiftStreamsSampleGamePublisherService/public/LoadingScreen/`

`loadingscreen.js` file, demonstrates how you can implement an animated logo in your front-end web client. The default loading screen consists of 2 images: background and foreground. The foreground image is positioned in the middle and has a pulse animation. The animation plays only while the stream session is connecting.

To enable a loading screen

1. In the Amazon GameLift Streams Web SDK sample client, navigate to the `GameLiftStreamsSampleGamePublisherService/public/LoadingScreen/` folder.
2. Add your background and foreground images using the default names, `Background.png` and `LoadingLogo.png`. If you want to rename them or use a different image format, you must update the code in `GameLiftStreamsSampleGamePublisherService/public/loadingscreen.js`.
3. (Optional) In `GameLiftStreamsSampleGamePublisherService/public/loadingscreen.js`, update the JavaScript code to implement different animations.

Locale preference

In Amazon GameLift Streams, you can set the locale preference per stream. This is useful if your application retrieves location-specific information from the end user's operating system, such as time or currency.

Amazon GameLift Streams supports the following languages:

Value	Description
<code>en_US</code>	U.S. English (default)
<code>ja_jp.UTF-8</code>	Japanese

To change the locale setting

When you call [StartStreamSession](#) using the Amazon GameLift Streams API, add `LANG=<language>` to your `AdditionalEnvironmentVariables`. Since locale preference is unique per user, you set this at the stream-session level. If you don't set this, the stream uses U.S. English by default.

Example

```
aws gameliftstreams start-stream-session \  
  --identifier arn:aws:gameliftstreams:us-west-2:123456789012:streamgroup/1AB2C3De4 \  
  --protocol WebRTC \  
  --signal-request "[webrtc-ice-offer json string]" \  
  --user-id xnshijwh \  
  --additional-environment-variables '{"LANG": "ja_JP.UTF-8"}'
```

AWS credentials for your application

To give your application access to AWS resources in your account — such as your Amazon S3 buckets, DynamoDB tables, or other AWS services — provide an IAM role ARN when starting a stream session. Amazon GameLift Streams assumes the role and makes credentials available to your application automatically.

To configure session credentials, pass the `--role-arn` parameter when calling [StartStreamSession](#). The following example shows a Windows launch script (.bat file) that downloads a configuration file from Amazon S3 and then launches the application:

```
REM --- Configuration ---
SET "S3_CONFIG_PATH=s3://my-app-bucket/configs/app-config.json"
SET "LOCAL_CONFIG_DIR=%TEMP%\my-app-config"
SET "LOCAL_CONFIG_FILE=%LOCAL_CONFIG_DIR%\app-config.json"

REM --- Add AWS CLI to PATH (required for Proton runtime) ---
SET "PATH=%PATH%;C:\Program Files\Amazon\AWSCLIV2"

REM --- Create local directory if it doesn't exist ---
IF NOT EXIST "%LOCAL_CONFIG_DIR%" (mkdir "%LOCAL_CONFIG_DIR%")

REM --- Download configuration file from S3 ---
echo Downloading configuration from %S3_CONFIG_PATH%...
aws s3 cp "%S3_CONFIG_PATH%" "%LOCAL_CONFIG_FILE%"
IF %ERRORLEVEL% NEQ 0 (
    echo ERROR: Failed to download configuration file from S3.
    exit /b 1
)
echo Configuration downloaded to %LOCAL_CONFIG_FILE%.

REM --- Launch the application with config file ---
echo Starting application...
my-app.exe --config "%LOCAL_CONFIG_FILE%" %*
exit /b %ERRORLEVEL%
```

You do not need to change your application code. The AWS CLI and all AWS SDKs automatically discover and use the credentials through the [AWS SDK credential provider chain](#).

The AWS CLI version 2.35.11 is available on all Amazon GameLift Streams runtime environments (Windows, Ubuntu, and Proton). The AWS CLI and all AWS SDKs automatically refresh credentials for the lifetime of the session.

For the full setup guide, including IAM role creation, trust policies, and troubleshooting, see [Provide AWS credentials to your streaming application](#).

 Note

Do not pass AWS credentials through `AdditionalEnvironmentVariables` (such as `AWS_ACCESS_KEY_ID` or `AWS_SECRET_ACCESS_KEY`). These take precedence and prevent your application from using the IAM role credentials.

Mouse movement handling

Mouse movement handling is critical for delivering responsive and intuitive user experiences in streamed applications. Amazon GameLift Streams automatically optimizes mouse input transmission based on your application's cursor behavior, ensuring that mouse movements feel natural whether the cursor is hidden or visible. Understanding how Amazon GameLift Streams processes mouse events helps you design applications that work seamlessly with the streaming service and provide the best possible user experience.

Mouse input modes

Amazon GameLift Streams uses two distinct modes for transmitting mouse events to your application, automatically selecting the appropriate mode based on cursor visibility:

Relative mode

In relative mode, mouse updates are transmitted as small, incremental differences from the previous position. This mode is ideal for applications that require precise, continuous mouse movement tracking, such as first-person shooter (FPS) games or interfaces that use 3D orientation. Amazon GameLift Streams uses relative mode when the operating system cursor is hidden or fully transparent.

Absolute mode

In absolute mode, the mouse cursor position is transmitted as an exact screen coordinate. This mode works well for applications that rely on precise cursor positioning, such as point-and-click games or any UI with clickable elements. Amazon GameLift Streams uses absolute mode when the operating system cursor is visible, even if your application displays a custom cursor image.

This automatic selection ensures optimal performance for different application types without requiring manual configuration.

Pointer lock

Pointer lock is a web API feature that captures the mouse cursor within a specific element, hiding the cursor and preventing it from leaving the designated area. This feature is particularly valuable for games that require unrestricted mouse movement for camera control or aiming, without the distraction of a visible cursor or the limitation of reaching window edges.

Amazon GameLift Streams provides automatic pointer lock functionality through the `autoPointerLock` property in the Web SDK's `InputConfiguration` interface. This feature integrates with the [requestPointerLock API](#) to provide intuitive and context-aware mouse capture.

Automatic pointer lock behavior

Amazon GameLift Streams automatically enables pointer lock when the application is fullscreen and the remote cursor is invisible on the stream host. This behavior aligns well with common game development patterns:

- **FPS/TPS games and 3D orientation control** - The pointer is automatically locked and the cursor is hidden, providing unrestricted camera control essential for FPS gameplay.
- **Point-and-click games and UI control** - When games make the cursor visible for menu interactions or strategy gameplay, the pointer remains visible and unlocked, preserving the intended user experience.

Configuration options

The `autoPointerLock` property accepts the following values:

`true`

The mouse is always captured when the remote cursor is invisible.

`false`

The mouse is never captured, regardless of cursor visibility.

`'fullscreen'` (default)

The mouse is only captured when the video element is in fullscreen mode and the remote cursor is invisible.

Important

`autoPointerLock` has no effect in the Safari browser or on iOS platforms due to platform limitations.

Best practices

To ensure optimal mouse handling in your streamed applications:

- **Always stream fullscreen** - Your application should already be running in fullscreen mode to work properly on our service. In addition, we recommend using browser support to make the stream a fullscreen element for the best end-user experience. This will help avoid problems such as alignment issues between the system cursor and software cursor.
- **Hide the cursor for relative motion** - If your application expects relative mouse motion (such as FPS-style camera controls or drag-based interactions), hide the operating system cursor during those interactions. In some scenarios, you might need to hide the cursor on mouse-down and show it again on mouse-up.
- **Show the cursor for absolute positioning** - When your application needs precise cursor positioning for UI interactions, ensure the operating system cursor remains visible to enable absolute coordinate mode.
- **Test different input scenarios** - Verify that your application handles both relative and absolute mouse modes correctly, as Amazon GameLift Streams may switch between modes based on your cursor visibility changes.
- **Test different window modes** - Test your application's mouse handling in both windowed and fullscreen modes, if applicable. Determine which `autoPointerLock` setting is best for your input configuration.

Data channel communication between an application and web client

Data channels allow you to securely communicate arbitrary messages between your Amazon GameLift Streams application and the web client (the JavaScript code running in the end-user's web browser). This allows end-users to interact with the application that Amazon GameLift Streams is streaming, via the web browser where they're viewing the stream.

Here are some example use cases of data channels in Amazon GameLift Streams:

- Users can open URLs in the application in their local browser.
- Users can pass content in the clipboard back and forth to the application.
- Users can upload content from their local machine to the application.

- Developers can implement UI in the browser that sends commands to the application.
- Users can pass schemas to control display of visualization layers.

Features

Message size limits

Amazon GameLift Streams Web SDK imposes a maximum size limit of 64 KB (65536 bytes) per message. This ensures that the message size limits are compatible with most browsers, and that the communication has low impact on the total bandwidth of the stream.

Metrics

Metrics on your data channel usage are sent to your AWS account when a stream session ends. For more information, refer to [Data channels](#) in the *Monitoring Amazon GameLift Streams* section.

Using data channels

The Amazon GameLift Streams Web SDK provides the `sendApplicationMessage` function that sends a message as a byte array to the application. The message is processed by a callback function, `clientConnection.applicationMessage` that you define.

If the client sends messages before the application connects to the data channel port, the messages are queued. Then, when the application connects, it receives the messages. However, if the application sends messages before the client connects to the data channel port, the messages are lost. The application must check the connection state of the clients before sending a message.

On the client-side

Write the following code in your web client application.

1. Define the callback function to receive incoming messages from the application.

```
function streamApplicationMessageCallback(message) {  
    console.log('Received ' + message.length + ' bytes of message from  
    Application');  
}
```

2. Set `clientConnection.applicationMessage` to your callback function.

```
clientConnection: {  
    connectionState: streamConnectionStateCallback,  
    channelError: streamChannelErrorCallback,  
    serverDisconnect: streamServerDisconnectCallback,  
    applicationMessage: streamApplicationMessageCallback,  
}
```

3. Call the `GameLiftStreams.sendApplicationMessage` function to send messages to your application. You can call this any time, as long as the stream session is active and the input is attached.

As an example, refer to the Amazon GameLift Streams Web SDK sample client, which demonstrates how to set up a simple data channel on the client-side.

On the application-side

Write the following logic in your application.

Step 1. Connect to the data channel port

When your application starts, connect to port 40712 on localhost. Your application should maintain this connection for the entire duration of execution. If the application closes the connection, it cannot be reopened.

Step 2. Listen for events

An event starts with a fixed-size header, followed by variable-length associated data. When your application receives an event, parse the event to retrieve the information.

Event format

- **Header:** A 4-byte header in the form `abcc`
 - `a` : Client id byte. This identifies a specific client connection, in the case of multiple connections (due to disconnection and reconnection).
 - `b` : Event type byte. 0 - the client connected, 1 - the client disconnected, 2 - a message is sent from the client. Other event types may be received with future Amazon GameLift Streams service updates, and should be ignored.

- **cc** : Length of the associated event data. This is represented as 2 bytes with big-endian ordering (first byte is the most significant). If the event type is 2, the event data represents the message contents from the client.
- **Data**: The remaining bytes contain the event data, such as a client message. The length of the data is indicated by **cc** in the header.

To listen for events

1. Read the four header bytes to retrieve the client id, event type, and length of the event data.
2. Read the variable-length event data, regardless of the client id and event type, according to the length described in the header. It's important to read the data unconditionally so that event data is never left in the buffer, where it could be confused with the next event header. Do not make assumptions about the length of the data based on event types.
3. Take appropriate action based on the event type, if recognized by your application. This action might include logging an incoming connection or disconnection, or parsing the client message and triggering application logic.

Step 3. Transmit messages to the client

The application should transmit messages with the same four-byte header format used by incoming events.

To transmit a message to the client

1. Write the header with the following properties:
 - a. **a** : Client id byte. If your message is in response to a client message, it should reuse the same client id as the incoming client message, to avoid race conditions such as delivering a response from an old client connection to a newly reconnected client. If your application is sending an unsolicited message to the client, it should set the client id to match the most recent "client connection" event (event type 0).
 - b. **b** : The event type of outgoing messages must always be 2. The client ignores messages with other event types.
 - c. **cc** : Length of the message, in bytes.
2. Write the message bytes.

The message delivers to the specified client, unless the client disconnects. When a disconnected client reconnects, a new client ID is assigned via a client connected event. Any undelivered messages for the old client ID are discarded.

Example

The following pseudo-code demonstrates the logic to communicate messages in the application-side. For a complete example using Winsock, refer to [Complete Winsock Client Code](#) in the Windows Sockets 2 documentation.

```
connection = connect_to_tcp_socket("localhost:40712")
loop:
    while has_pending_bytes(connection):
        client_id = read_unsigned_byte(connection)
        event_type = read_unsigned_byte(connection)
        event_length = 256 * read_unsigned_byte(connection)
        event_length = event_length + read_unsigned_byte(connection)
        event_data = read_raw_bytes(connection, event_length)
        if message_type == 0:
            app_process_client_connected(client_id)
        else if message_type == 1:
            app_process_client_disconnected(client_id)
        else if message_type == 2:
            app_process_client_message(client_id, event_data)
        else:
            log("ignoring unrecognized event type")
    while app_has_outgoing_messages():
        target_client_id, message_bytes = app_next_outgoing_message()
        message_length = length(message_bytes)
        write_unsigned_byte(connection, target_client_id)
        write_unsigned_byte(connection, 2)
        write_unsigned_byte(connection, message_length / 256)
        write_unsigned_byte(connection, message_length mod 256)
        write_raw_bytes(connection, message_bytes)
```

Amazon GameLift Streams Web SDK release notes

This page describes changes for each release of the Amazon GameLift Streams Web SDK.

Version 1.3.0

- Added dynamic resolution. This feature automatically adjusts stream resolution to deliver the best visual quality the viewer's network connection can sustain.
- New `dynamicResolution` configuration option with values 'auto' (default) or 'disabled'. In 'auto' mode, the feature is enabled or disabled based on detected client platform compatibility.

Dynamic resolution and video element sizing

When dynamic resolution is active, the stream resolution may change during a session. If the HTML `<video>` element used for playback does not have explicit fixed dimensions, the element may visibly resize when the resolution changes. To prevent layout shifts, set fixed dimensions on your video element. The following CSS is one example:

```
#streamVideoElement {  
    width: 100%;  
    object-fit: contain;  
}
```

Version 1.2.0

- Improved device detection and support for some smart TVs.
- Made the `audioElement` input optional. Without it, audio is embedded in the provided video element. This simplifies media playback on devices that support only one media element at a time, such as certain smart TVs.

Version 1.1.0

- Improved performance metrics reporting.
- Added a `maxStreamResolution` property to the stream configuration, which allows you to set the maximum resolution for the stream.

- Added a forced codec parameter that allows you to specify the video codec for the WebRTC connection.
- Improved Safari and iOS/iPadOS/tvOS web view compatibility.

Version 1.0.0

General availability (GA) release of the Amazon GameLift Streams Web SDK with streaming support. This initial release provides the core functionality for integrating Amazon GameLift Streams into web applications, including WebRTC-based game streaming, input handling, and client connection management.

Amazon GameLift Streams launch checklist

Preparing for a successful launch on Amazon GameLift Streams involves planning and coordination. Follow this detailed checklist to ensure a smooth experience in the weeks leading up to your event.

Notify the Amazon GameLift Streams team

Action: At least 8 weeks in advance, inform your technical account manager, your account team, or your account solution architect about your launch timeline and expected peak concurrent streams.

Reason: Understanding the scale of your production workload helps us ensure that your service limits are adequate, and adjust them if necessary. We also provide guidance on capacity availability and recommendations for the launch.

Compatibility and performance testing

Action: Test your application at scale, and in all of the locations where you have capacity, to confirm a positive customer experience. Amazon GameLift Streams offers NVIDIA based stream classes with different levels of performance and runtimes supported.

Reason: Thorough testing helps identify and resolve any potential compatibility and performance issues before the launch. Keep in mind the following about stream classes:

- The "high" stream classes support multi-tenancy, allowing two applications to run concurrently on a single instance. If you're using the "high" stream class, test with at least 2 concurrent streams to see how your application performs with shared resources, such as the CPU, GPU, and memory.

Capacity reservation

Action: At least 8 weeks before launch, reach out to your account team to reserve capacity, especially if you anticipate a critical, large-scale need. Decide on the stream classes and streaming locations based on your compatibility testing, performance requirements, and budget. Provide the start/end times and the required capacity. AWS requires that all capacity reservations be finalized 6-8 weeks before the reservation need-by date.

Reason: Amazon GameLift Streams operates on a first-come, first-serve basis using on-demand capacity. Reservations are essential to guarantee the necessary capacity.

Performance testing at scale

Action: Conduct thorough load testing of your APIs and your Amazon GameLift Streams configurations to observe its performance under load (latency, resolution, and frame rate). Be sure to check the [Amazon GameLift Streams API rate limits](#) to ensure that you have sufficient headroom for your launch and beyond. If you believe you will need a limit increase, you should reach out to your account manager or submit a support ticket.

Reason: Load-testing reveals how your application and Amazon GameLift Streams configurations will perform under stress before the launch. This is crucial to ensure smooth performance at scale.

Pre-launch setup

Action: At least 2-3 days before launch, create your final application resources and stream groups. Validate streaming performance and scale up capacity as needed.

Reason: This ensures that all components are working as expected, minimizing the risk of unexpected issues and allowing for easier diagnosis and recovery during the event.

Additional tips

- **Consistency is key:** Using the same existing stream groups throughout a launch event maintains consistency in the Amazon GameLift Streams backend, simplifying troubleshooting.
- **Monitor closely:** Closely monitor performance and user feedback to quickly address any issues. Build an operational dashboard. Monitor stream capacity, usage, and performance using Amazon CloudWatch (see [Monitor with CloudWatch](#) for details). Refer to the [Well-Architected Framework](#) for additional guidance.

Need Further Assistance?

If you have any questions or require further support, don't hesitate to reach out to us at [Amazon GameLift Streams support](#). We're here to help ensure your launch is successful and seamless.

Security in Amazon GameLift Streams

Cloud security at AWS is the highest priority. As an AWS customer, you benefit from data centers and network architectures that are built to meet the requirements of the most security-sensitive organizations.

Security is a shared responsibility between AWS and you. The [shared responsibility model](#) describes this as security *of* the cloud and security *in* the cloud:

- **Security of the cloud** – AWS is responsible for protecting the infrastructure that runs AWS services in the AWS Cloud. AWS also provides you with services that you can use securely. Third-party auditors regularly test and verify the effectiveness of our security as part of the [AWS Compliance Programs](#). To learn about the compliance programs that apply to Amazon GameLift Streams, see [AWS Services in Scope by Compliance Program](#).
- **Security in the cloud** – Your responsibility is determined by the AWS service that you use. Amazon GameLift Streams is designed to run programs that you provide, and that you are solely responsible for the content and security of those programs. You are also responsible for other factors including the sensitivity of your data, your company's requirements, and applicable laws and regulations.

This documentation helps you understand how to apply the shared responsibility model when using Amazon GameLift Streams. The following topics show you how to configure Amazon GameLift Streams to meet your security and compliance objectives. You also learn how to use other AWS services that help you to monitor and secure your Amazon GameLift Streams resources.

Topics

- [Data protection in Amazon GameLift Streams](#)
- [Identity and Access Management for Amazon GameLift Streams](#)
- [Compliance validation for Amazon GameLift Streams](#)
- [Resilience in Amazon GameLift Streams](#)
- [Infrastructure Security in Amazon GameLift Streams](#)
- [Configuration and vulnerability analysis in Amazon GameLift Streams](#)
- [Security best practices for Amazon GameLift Streams](#)

Data protection in Amazon GameLift Streams

The AWS [shared responsibility model](#) applies to data protection in Amazon GameLift Streams. As described in this model, AWS is responsible for protecting the global infrastructure that runs all of the AWS Cloud. You are responsible for maintaining control over your content that is hosted on this infrastructure. You are also responsible for the security configuration and management tasks for the AWS services that you use. For more information about data privacy, see [Data Privacy FAQ](#). For information about data protection in Europe, see the [General Data Protection Regulation \(GDPR\) Center](#).

For data protection purposes, we recommend that you protect AWS account credentials and set up individual users with AWS IAM Identity Center or AWS Identity and Access Management (IAM). That way, each user is given only the permissions necessary to fulfill their job duties. We also recommend that you secure your data in the following ways:

- Use multi-factor authentication (MFA) with each account.
- Use SSL/TLS to communicate with AWS resources. We require TLS 1.2 and recommend TLS 1.3.
- Set up API and user activity logging with AWS CloudTrail. For information about using CloudTrail trails to capture AWS activities, see [Working with CloudTrail trails](#) in the *AWS CloudTrail User Guide*.
- Use AWS encryption solutions, along with all default security controls within AWS services.
- Use advanced managed security services such as Amazon Macie, which assists in discovering and securing sensitive data that is stored in Amazon S3.
- If you require FIPS 140-3 validated cryptographic modules when accessing AWS through a command line interface or an API, use a FIPS endpoint. For more information about the available FIPS endpoints, see [Federal Information Processing Standard \(FIPS\) 140-3](#).

We strongly recommend that you never put confidential or sensitive information, such as your customers' email addresses, into tags or free-form text fields such as a **Name** field. This includes when you work with Amazon GameLift Streams or other AWS services using the console, API, AWS CLI, or AWS SDKs. Any data that you enter into tags or free-form text fields used for names may be used for billing or diagnostic logs. If you provide a URL to an external server, we strongly recommend that you do not include credentials information in the URL to validate your request to that server.

Amazon GameLift Streams handles service-specific data as follows:

- **Customer-supplied applications** – Amazon GameLift Streams stores customer data, if provided, in internal service-managed Amazon S3 buckets and on NVME storage drives attached to Amazon EC2 instances. All data is stored with service-managed encryption at rest. There is no direct customer access to this copy of the data. To delete an application, use the Amazon GameLift Streams console or the service API.
- **Customer-supplied metadata** – Customers can provide metadata to Amazon GameLift Streams APIs including descriptions, connection information, and opaque identifiers such as customer IDs. This metadata is always associated with specific customer resources.
- **Customer-generated data** – If an application writes new data as part of its normal operation, this customer-generated data is retained until the end of the user session. At the end of the session, generated data can optionally be exported to an Amazon S3 bucket destination of the customer's choice. Customer-generated data otherwise does not leave the Amazon EC2 instance where it was generated. For more information about data handling, refer to the topics on [Session isolation](#).
- **Metrics and event data** – Amazon GameLift Streams metric and event data, which can be accessed through the Amazon GameLift Streams console or by calls to the service API. Data is available on applications, stream groups, and stream sessions. Authorized users can also access this data through Amazon CloudWatch and CloudWatch Events.
- **Session credentials** – When you provide an IAM role ARN on `StartStreamSession`, Amazon GameLift Streams assumes the role and provides short-lived temporary credentials to the application. Amazon GameLift Streams stores credentials only in memory on the streaming instance for the duration of the session. Amazon GameLift Streams never writes credentials to disk, never includes them in service logs, and never returns them in API responses. When the session ends, Amazon GameLift Streams clears credentials from memory. Amazon GameLift Streams stores only the role ARN (a resource identifier, not a credential) in service databases, subject to the existing session record retention policies.
- **Stream URLs** – A stream URL grants temporary, unauthenticated access to start a stream session. The stream URL embeds a bearer token, so anyone who has the complete URL can start a session until the stream URL expires, is revoked, or reaches its usage limit. Amazon GameLift Streams does not require the end user to present AWS credentials when activating a stream URL. Treat the full stream URL as a credential: distribute it only over trusted channels, give it the shortest workable expiration and usage limit, and revoke it when it is no longer needed. For more information, see [Security best practices for Amazon GameLift Streams](#) and [Share stream sessions with stream URLs](#).

⚠ Important

If you provide customer IDs or other identifiers to Amazon GameLift Streams, it is expected that these values are anonymized references and do not contain any sensitive or personal information. Amazon GameLift Streams does not redact any metadata fields.

For more information about data protection, see the [AWS shared responsibility model and GDPR](#) blog post on the *AWS Security Blog*.

Encryption at rest

At-rest encryption of Amazon GameLift Streams-specific data is handled as follows:

- Application content is stored in service-managed encrypted Amazon S3 buckets and additionally on hardware-encrypted NVME drives attached to service-managed Amazon EC2 instances.

Encryption in transit

Calls to the Amazon GameLift Streams APIs are made over a secure (SSL) connection and authenticated using [AWS Signature Version 4](#) (when connecting through the AWS CLI or AWS SDK, signing is handled automatically). Calling entities use security credentials, which are authenticated by applying the IAM access policies that are defined for Amazon GameLift Streams resources.

In the context of multi-location stream groups, to stream an application from any location in the stream group that has been allocated streaming capacity, Amazon GameLift Streams securely replicates applications to those locations.

Similarly, Amazon GameLift Streams saves log data and session files, when requested, to customer-named Amazon S3 buckets at the end of a session. If the bucket is not in the same location as the session, Amazon GameLift Streams transfers the files securely to the AWS Region where the bucket is located.

When session credentials are configured, Amazon GameLift Streams fetches credentials from AWS STS over TLS-encrypted connections. Your application receives credentials securely within the session's isolated environment.

Protection of end-user streams

Individual end-user streams are direct connections between the end-user's web browser and the Amazon GameLift Streams backend hosts. Those streams are protected with industry-standard WebRTC encryption, and both endpoints of the stream are positively identified by cryptographic identifiers which are part of the `SignalRequest` and `SignalResponse` values negotiated through the stream session APIs.

Data channel messages are also covered by the WebRTC encryption used for streams. These messages are decrypted by Amazon GameLift Streams and passed locally on-the-host to the customer's application through an unencrypted API. If end-to-end encryption which even the Amazon GameLift Streams service cannot decrypt is required, this additional layer of encryption is the responsibility of the application developer.

Session isolation in Linux stream classes

On Linux stream classes (Ubuntu and Proton runtimes), Amazon GameLift Streams uses *container isolation*. Every session runs in a new Linux container which is discarded after use. This means each new session runs in a fresh environment, isolated from other users sharing the compute resource (if running in a shared-resource stream class). No data from prior sessions exists when a new session starts up.

Session isolation in Windows stream classes

On Windows stream classes (Microsoft Windows Server runtimes), Amazon GameLift Streams uses *software isolation*. The service relies on a software agent to reset critical system state between sessions. Some folders are preserved across multiple sessions to allow for performance optimizations, such as on-host disk caching. The software agent automatically removes any files that were generated in the user's profile directory during the prior stream session. However, the agent does not remove any files that existed prior to the application running and were modified while the application was running. Nor does it remove any Windows registry keys that the application had added. You must avoid damaging the integrity of the overall operating system. Applications are executed as the Administrator user, which can permit modification to critical system-level files, including changes that persist across multiple sessions. It is your responsibility to secure your applications and guard against creating unsafe or unstable operating system modifications.

You are responsible for cleaning up those modified files and added registry keys from previous sessions when the application launches. This is an important step to protect confidential or

sensitive information that the application writes to the user's profile directory. To do this, you can write a custom script that performs the following actions:

- Restore any files outside of the %USERPROFILE% directory that were modified by the application.
- Clean up any sensitive or user-specific registry keys that the application added.

Encryption key management

The service uses AWS managed keys for encryption. Each Region uses a separate KMS key. Customer managed keys are not supported.

Application files provided to Amazon GameLift Streams cannot be republished or exported from the service. You can use the service console or APIs to delete applications. Drives which previously held these application files can be completely purged by deleting the associated stream groups.

Inter-network traffic privacy

Amazon GameLift Streams uses public-facing networks to host stream sessions. Each stream group consists of one or more service-managed VPC networks which are isolated from other stream groups and from other customers. Inbound network connections are denied except for authenticated, service-brokered WebRTC stream connections. Your applications can connect out from these VPCs to other public addresses without restriction.

By default, your application data is not publicly accessible. Management API calls require AWS-authenticated credentials, and you can integrate Amazon GameLift Streams into your own client web application that makes authenticated calls to start and display a stream.

Amazon GameLift Streams also provides stream URLs, a deliberate mechanism for granting temporary, unauthenticated access to start a stream session. When you create a stream URL, you are intentionally allowing anyone who has the stream URL to start a session in a supported web browser, without AWS credentials and without building your own client. Because the stream URL itself is the credential, treat every stream URL as a bearer credential and control its distribution, expiration, and usage limit accordingly. Stream URLs are the only supported way to make a stream publicly reachable without your own authenticated client; all other service interactions continue to require AWS-authenticated API calls. For more information, see [Share stream sessions with stream URLs](#) and [Security best practices for Amazon GameLift Streams](#).

Identity and Access Management for Amazon GameLift Streams

AWS Identity and Access Management (IAM) is an AWS service that helps an administrator securely control access to AWS resources. IAM administrators control who can be *authenticated* (signed in) and *authorized* (have permissions) to use Amazon GameLift Streams resources. IAM is an AWS service that you can use with no additional charge.

Topics

- [Audience](#)
- [Authenticating with identities](#)
- [Managing access using policies](#)
- [How Amazon GameLift Streams works with IAM](#)
- [Identity-based policy examples for Amazon GameLift Streams](#)
- [Troubleshooting Amazon GameLift Streams identity and access](#)

Audience

How you use AWS Identity and Access Management (IAM) differs based on your role:

- **Service user** - request permissions from your administrator if you cannot access features (see [Troubleshooting Amazon GameLift Streams identity and access](#))
- **Service administrator** - determine user access and submit permission requests (see [How Amazon GameLift Streams works with IAM](#))
- **IAM administrator** - write policies to manage access (see [Identity-based policy examples for Amazon GameLift Streams](#))

Authenticating with identities

Authentication is how you sign in to AWS using your identity credentials. You must be authenticated as the AWS account root user, an IAM user, or by assuming an IAM role.

You can sign in as a federated identity using credentials from an identity source like AWS IAM Identity Center (IAM Identity Center), single sign-on authentication, or Google/Facebook credentials. For more information about signing in, see [How to sign in to your AWS account](#) in the *AWS Sign-In User Guide*.

For programmatic access, AWS provides an SDK and CLI to cryptographically sign requests. For more information, see [AWS Signature Version 4 for API requests](#) in the *IAM User Guide*.

AWS account root user

When you create an AWS account, you begin with one sign-in identity called the AWS account *root user* that has complete access to all AWS services and resources. We strongly recommend that you don't use the root user for everyday tasks. For tasks that require root user credentials, see [Tasks that require root user credentials](#) in the *IAM User Guide*.

Federated identity

As a best practice, require human users to use federation with an identity provider to access AWS services using temporary credentials.

A *federated identity* is a user from your enterprise directory, web identity provider, or Directory Service that accesses AWS services using credentials from an identity source. Federated identities assume roles that provide temporary credentials.

For centralized access management, we recommend AWS IAM Identity Center. For more information, see [What is IAM Identity Center?](#) in the *AWS IAM Identity Center User Guide*.

IAM users and groups

An [IAM user](#) is an identity with specific permissions for a single person or application. We recommend using temporary credentials instead of IAM users with long-term credentials. For more information, see [Require human users to use federation with an identity provider to access AWS using temporary credentials](#) in the *IAM User Guide*.

An [IAM group](#) specifies a collection of IAM users and makes permissions easier to manage for large sets of users. For more information, see [Use cases for IAM users](#) in the *IAM User Guide*.

IAM roles

An [IAM role](#) is an identity with specific permissions that provides temporary credentials. You can assume a role by [switching from a user to an IAM role \(console\)](#) or by calling an AWS CLI or AWS API operation. For more information, see [Methods to assume a role](#) in the *IAM User Guide*.

IAM roles are useful for federated user access, temporary IAM user permissions, cross-account access, cross-service access, and applications running on Amazon EC2. For more information, see [Cross account resource access in IAM](#) in the *IAM User Guide*.

Managing access using policies

You control access in AWS by creating policies and attaching them to AWS identities or resources. A policy defines permissions when associated with an identity or resource. AWS evaluates these policies when a principal makes a request. Most policies are stored in AWS as JSON documents. For more information about JSON policy documents, see [Overview of JSON policies](#) in the *IAM User Guide*.

Using policies, administrators specify who has access to what by defining which **principal** can perform **actions** on what **resources**, and under what **conditions**.

By default, users and roles have no permissions. An IAM administrator creates IAM policies and adds them to roles, which users can then assume. IAM policies define permissions regardless of the method used to perform the operation.

Identity-based policies

Identity-based policies are JSON permissions policy documents that you attach to an identity (user, group, or role). These policies control what actions identities can perform, on which resources, and under what conditions. To learn how to create an identity-based policy, see [Define custom IAM permissions with customer managed policies](#) in the *IAM User Guide*.

Identity-based policies can be *inline policies* (embedded directly into a single identity) or *managed policies* (standalone policies attached to multiple identities). To learn how to choose between managed and inline policies, see [Choose between managed policies and inline policies](#) in the *IAM User Guide*.

Resource-based policies

Resource-based policies are JSON policy documents that you attach to a resource. Examples include IAM *role trust policies* and Amazon S3 *bucket policies*. In services that support resource-based policies, service administrators can use them to control access to a specific resource. You must [specify a principal](#) in a resource-based policy.

Resource-based policies are inline policies that are located in that service. You can't use AWS managed policies from IAM in a resource-based policy.

Other policy types

AWS supports additional policy types that can set the maximum permissions granted by more common policy types:

- **Permissions boundaries** – Set the maximum permissions that an identity-based policy can grant to an IAM entity. For more information, see [Permissions boundaries for IAM entities](#) in the *IAM User Guide*.
- **Service control policies (SCPs)** – Specify the maximum permissions for an organization or organizational unit in AWS Organizations. For more information, see [Service control policies](#) in the *AWS Organizations User Guide*.
- **Resource control policies (RCPs)** – Set the maximum available permissions for resources in your accounts. For more information, see [Resource control policies \(RCPs\)](#) in the *AWS Organizations User Guide*.
- **Session policies** – Advanced policies passed as a parameter when creating a temporary session for a role or federated user. For more information, see [Session policies](#) in the *IAM User Guide*.

Multiple policy types

When multiple types of policies apply to a request, the resulting permissions are more complicated to understand. To learn how AWS determines whether to allow a request when multiple policy types are involved, see [Policy evaluation logic](#) in the *IAM User Guide*.

How Amazon GameLift Streams works with IAM

Before you use IAM to manage access to Amazon GameLift Streams, learn what IAM features are available to use with Amazon GameLift Streams.

IAM features you can use with Amazon GameLift Streams

IAM feature	Amazon GameLift Streams support
Identity-based policies	Yes
Resource-based policies	No
Policy actions	Yes
Policy resources	Yes
Policy condition keys (service-specific)	Yes
ACLs	No

IAM feature	Amazon GameLift Streams support
ABAC (tags in policies)	Partial. ABAC is only supported for applications and stream groups.
Temporary credentials	Yes
Principal permissions	Yes
Service roles	Yes
Service-linked roles	No

To get a high-level view of how Amazon GameLift Streams and other AWS services work with most IAM features, see [AWS services that work with IAM](#) in the *IAM User Guide*.

Identity-based policies for Amazon GameLift Streams

Supports identity-based policies: Yes

Identity-based policies are JSON permissions policy documents that you can attach to an identity, such as an IAM user, group of users, or role. These policies control what actions users and roles can perform, on which resources, and under what conditions. To learn how to create an identity-based policy, see [Define custom IAM permissions with customer managed policies](#) in the *IAM User Guide*.

With IAM identity-based policies, you can specify allowed or denied actions and resources as well as the conditions under which actions are allowed or denied. To learn about all of the elements that you can use in a JSON policy, see [IAM JSON policy elements reference](#) in the *IAM User Guide*.

Identity-based policy examples for Amazon GameLift Streams

To view examples of Amazon GameLift Streams identity-based policies, see [Identity-based policy examples for Amazon GameLift Streams](#).

Resource-based policies within Amazon GameLift Streams

Supports resource-based policies: No

Resource-based policies are JSON policy documents that you attach to a resource. Examples of resource-based policies are IAM *role trust policies* and Amazon S3 *bucket policies*. In services that

support resource-based policies, service administrators can use them to control access to a specific resource. For the resource where the policy is attached, the policy defines what actions a specified principal can perform on that resource and under what conditions. You must [specify a principal](#) in a resource-based policy. Principals can include accounts, users, roles, federated users, or AWS services.

To enable cross-account access, you can specify an entire account or IAM entities in another account as the principal in a resource-based policy. For more information, see [Cross account resource access in IAM](#) in the *IAM User Guide*.

Policy actions for Amazon GameLift Streams

Supports policy actions: Yes

Administrators can use AWS JSON policies to specify who has access to what. That is, which **principal** can perform **actions** on what **resources**, and under what **conditions**.

The `Action` element of a JSON policy describes the actions that you can use to allow or deny access in a policy. Include actions in a policy to grant permissions to perform the associated operation.

Policy actions in Amazon GameLift Streams use the following prefix before the action:

```
gameliftstreams
```

To specify multiple actions in a single statement, separate them with commas.

Example

```
"Action": [
    "gameliftstreams:action1",
    "gameliftstreams:action2"
]
```

To view examples of Amazon GameLift Streams identity-based policies, see [Identity-based policy examples for Amazon GameLift Streams](#).

Policy resources for Amazon GameLift Streams

Supports policy resources: Yes

Administrators can use AWS JSON policies to specify who has access to what. That is, which **principal** can perform **actions** on what **resources**, and under what **conditions**.

The Resource JSON policy element specifies the object or objects to which the action applies. As a best practice, specify a resource using its [Amazon Resource Name \(ARN\)](#). For actions that don't support resource-level permissions, use a wildcard (*) to indicate that the statement applies to all resources.

```
"Resource": "*" 
```

Stream URL resource ARNs use the following format:

```
arn:aws:gameliftstreams:region:account-id:streamurl/streamGroupId/streamUrlId
```

A stream URL ARN is nested under the stream group it belongs to, and stream URL IDs use the su- prefix. This ARN identifies a stream URL in API responses, logs, and CloudTrail events. Amazon GameLift Streams does not use this ARN for IAM resource-level permissions: you cannot use a stream URL ARN in the Resource element of a policy to grant or deny access to an individual stream URL. Scope `CreateStreamUrl`, `GetStreamUrl`, and `RevokeStreamUrl` at the stream group level instead, and use Resource set to "*" for `ListStreamUrls`. For an example, see [Create and manage stream URLs](#).

To view examples of Amazon GameLift Streams identity-based policies, see [Identity-based policy examples for Amazon GameLift Streams](#).

Policy condition keys for Amazon GameLift Streams

Supports service-specific policy condition keys: Yes

Administrators can use AWS JSON policies to specify who has access to what. That is, which **principal** can perform **actions** on what **resources**, and under what **conditions**.

The Condition element specifies when statements execute based on defined criteria. You can create conditional expressions that use [condition operators](#), such as equals or less than, to match the condition in the policy with values in the request. To see all AWS global condition keys, see [AWS global condition context keys](#) in the *IAM User Guide*.

To view examples of Amazon GameLift Streams identity-based policies, see [Identity-based policy examples for Amazon GameLift Streams](#).

Amazon GameLift Streams supports the following service-specific condition keys:

- `gameliftstreams:RoleArn` – The ARN of the IAM role specified in the `RoleArn` parameter of a `StartStreamSession` request. Use this condition key to restrict which IAM roles a principal can pass when starting stream sessions.
- `gameliftstreams:ApplicationArn` – The ARN of the application specified in the `ApplicationIdentifier` parameter of a `StartStreamSession` request.

You can use these condition keys in IAM policies to set fine-grained permissions. For example, the following policy allows a principal to start stream sessions only when using a specific IAM role:

```
{
  "Version": "2012-10-17",
  "Statement": [{
    "Effect": "Allow",
    "Action": "gameliftstreams:StartStreamSession",
    "Resource": "arn:aws:gameliftstreams:*:123456789012:streamgroup/*",
    "Condition": {
      "StringEquals": {
        "gameliftstreams:RoleArn": "arn:aws:iam::123456789012:role/
GameLiftStreams-MyApprovedRole"
      }
    }
  }]
}
```

ACLs in Amazon GameLift Streams

Supports ACLs: No

Access control lists (ACLs) control which principals (account members, users, or roles) have permissions to access a resource. ACLs are similar to resource-based policies, although they do not use the JSON policy document format.

ABAC with Amazon GameLift Streams

Supports ABAC (tags in policies): Partial

Attribute-based access control (ABAC) is an authorization strategy that defines permissions based on attributes called tags. You can attach tags to IAM entities and AWS resources, then design ABAC policies to allow operations when the principal's tag matches the tag on the resource.

To control access based on tags, you provide tag information in the [condition element](#) of a policy using the `aws:ResourceTag/key-name`, `aws:RequestTag/key-name`, or `aws:TagKeys` condition keys.

If a service supports all three condition keys for every resource type, then the value is **Yes** for the service. If a service supports all three condition keys for only some resource types, then the value is **Partial**.

For more information about ABAC, see [Define permissions with ABAC authorization](#) in the *IAM User Guide*. To view a tutorial with steps for setting up ABAC, see [Use attribute-based access control \(ABAC\)](#) in the *IAM User Guide*.

Attribute-based access control (ABAC) applies only to applications and stream groups. Stream URLs cannot be tagged, so you cannot use tag-based conditions to control access to stream URL actions. Scope stream URL permissions at the stream group level as shown in [Create and manage stream URLs](#).

Using temporary credentials with Amazon GameLift Streams

Supports temporary credentials: Yes

Temporary credentials provide short-term access to AWS resources and are automatically created when you use federation or switch roles. AWS recommends that you dynamically generate temporary credentials instead of using long-term access keys. For more information, see [Temporary security credentials in IAM](#) and [AWS services that work with IAM](#) in the *IAM User Guide*.

Cross-service principal permissions for Amazon GameLift Streams

Supports forward access sessions (FAS): Yes

Forward access sessions (FAS) use the permissions of the principal calling an AWS service, combined with the requesting AWS service to make requests to downstream services. For policy details when making FAS requests, see [Forward access sessions](#).

When creating new application resources, Amazon GameLift Streams uses the permissions of the calling principal to access the Amazon S3 bucket that contains the customer's application files.

Amazon GameLift Streams also examines the calling principal to verify opt-in eligibility for certain cross-region functionality, such as multi-location stream groups.

Service roles for Amazon GameLift Streams

Supports service roles: Yes

A service role is an [IAM role](#) that a service assumes to perform actions on your behalf. An IAM administrator can create, modify, and delete a service role from within IAM. For more information, see [Create a role to delegate permissions to an AWS service](#) in the *IAM User Guide*.

Warning

Changing the permissions for a service role might break Amazon GameLift Streams functionality. Edit service roles only when Amazon GameLift Streams provides guidance to do so.

You can pass an IAM role when starting a stream session to provide credentials to your application. When you start a stream session with a `RoleArn`, Amazon GameLift Streams assumes the role using the `gameliftstreams.amazonaws.com` service principal and provides short-lived, automatically refreshing AWS credentials to your application.

To use this feature:

1. Create an IAM role with a trust policy that allows `gameliftstreams.amazonaws.com` to assume it.
2. Grant `iam:PassRole` permission to the IAM principal that calls `StartStreamSession`.

The role must be in the same AWS account as the stream group. Amazon GameLift Streams does not support cross-account roles or service-linked roles.

For setup instructions, see [Provide AWS credentials to your streaming application](#).

Service-linked roles for Amazon GameLift Streams

Supports service-linked roles: No

A service-linked role is a type of service role that is linked to an AWS service. The service can assume the role to perform an action on your behalf. Service-linked roles appear in your AWS

account and are owned by the service. An IAM administrator can view, but not edit the permissions for service-linked roles.

For details about creating or managing service-linked roles, see [AWS services that work with IAM](#). Find a service in the table that includes a Yes in the **Service-linked role** column. Choose the **Yes** link to view the service-linked role documentation for that service.

Identity-based policy examples for Amazon GameLift Streams

By default, users and roles don't have permission to create or modify Amazon GameLift Streams resources. To grant users permission to perform actions on the resources that they need, an IAM administrator can create IAM policies.

To learn how to create an IAM identity-based policy by using these example JSON policy documents, see [Create IAM policies \(console\)](#) in the *IAM User Guide*.

For details about actions and resource types defined by Amazon GameLift Streams, including the format of the ARNs for each of the resource types, see [Actions, resources, and condition keys for Amazon GameLift Streams](#) in the *Service Authorization Reference*.

Topics

- [Policy best practices](#)
- [Using the Amazon GameLift Streams console](#)
- [Allow users to view their own permissions](#)
- [Create and manage stream URLs](#)

Policy best practices

Identity-based policies determine whether someone can create, access, or delete Amazon GameLift Streams resources in your account. These actions can incur costs for your AWS account. When you create or edit identity-based policies, follow these guidelines and recommendations:

- **Get started with AWS managed policies and move toward least-privilege permissions** – To get started granting permissions to your users and workloads, use the *AWS managed policies* that grant permissions for many common use cases. They are available in your AWS account. We recommend that you reduce permissions further by defining AWS customer managed policies that are specific to your use cases. For more information, see [AWS managed policies](#) or [AWS managed policies for job functions](#) in the *IAM User Guide*.

- **Apply least-privilege permissions** – When you set permissions with IAM policies, grant only the permissions required to perform a task. You do this by defining the actions that can be taken on specific resources under specific conditions, also known as *least-privilege permissions*. For more information about using IAM to apply permissions, see [Policies and permissions in IAM](#) in the *IAM User Guide*.
- **Use conditions in IAM policies to further restrict access** – You can add a condition to your policies to limit access to actions and resources. For example, you can write a policy condition to specify that all requests must be sent using SSL. You can also use conditions to grant access to service actions if they are used through a specific AWS service, such as CloudFormation. For more information, see [IAM JSON policy elements: Condition](#) in the *IAM User Guide*.
- **Use IAM Access Analyzer to validate your IAM policies to ensure secure and functional permissions** – IAM Access Analyzer validates new and existing policies so that the policies adhere to the IAM policy language (JSON) and IAM best practices. IAM Access Analyzer provides more than 100 policy checks and actionable recommendations to help you author secure and functional policies. For more information, see [Validate policies with IAM Access Analyzer](#) in the *IAM User Guide*.
- **Require multi-factor authentication (MFA)** – If you have a scenario that requires IAM users or a root user in your AWS account, turn on MFA for additional security. To require MFA when API operations are called, add MFA conditions to your policies. For more information, see [Secure API access with MFA](#) in the *IAM User Guide*.

For more information about best practices in IAM, see [Security best practices in IAM](#) in the *IAM User Guide*.

Using the Amazon GameLift Streams console

To access the Amazon GameLift Streams console, you must have a minimum set of permissions. These permissions must allow you to list and view details about the Amazon GameLift Streams resources in your AWS account. If you create an identity-based policy that is more restrictive than the minimum required permissions, the console won't function as intended for entities (users or roles) with that policy.

You don't need to allow minimum console permissions for users that are making calls only to the AWS CLI or the AWS API. Instead, allow access to only the actions that match the API operation that they're trying to perform.

Allow users to view their own permissions

This example shows how you might create a policy that allows IAM users to view the inline and managed policies that are attached to their user identity. This policy includes permissions to complete this action on the console or programmatically using the AWS CLI or AWS API.

```
{
  "Version": "2012-10-17",
  "Statement": [
    {
      "Sid": "ViewOwnUserInfo",
      "Effect": "Allow",
      "Action": [
        "iam:GetUserPolicy",
        "iam:ListGroupsWithUser",
        "iam:ListAttachedUserPolicies",
        "iam:ListUserPolicies",
        "iam:GetUser"
      ],
      "Resource": ["arn:aws:iam::*:user/${aws:username}"]
    },
    {
      "Sid": "NavigateInConsole",
      "Effect": "Allow",
      "Action": [
        "iam:GetGroupPolicy",
        "iam:GetPolicyVersion",
        "iam:GetPolicy",
        "iam:ListAttachedGroupPolicies",
        "iam:ListGroupPolicies",
        "iam:ListPolicyVersions",
        "iam:ListPolicies",
        "iam:ListUsers"
      ],
      "Resource": "*"
    }
  ]
}
```

Create and manage stream URLs

This example grants the least privilege required to create, monitor, and revoke stream URLs. `CreateStreamUrl`, `GetStreamUrl`, and `RevokeStreamUrl` are authorized against a stream group, so you scope them to stream group resource ARNs. A principal granted these permissions on a stream group can act on every stream URL in that stream group. You cannot scope these permissions to an individual stream URL. `ListStreamUrls` is account-scoped and returns stream URLs across your stream groups, so it takes `Resource` set to `"*"`. In addition, `CreateStreamUrl` requires `gameliftstreams:StartStreamSession` permission for the application the stream URL points to, because activating the stream URL starts a stream session that runs that application. Scope this permission to the application resource ARN.

```
{
  "Version": "2012-10-17",
  "Statement": [
    {
      "Sid": "ManageStreamUrls",
      "Effect": "Allow",
      "Action": [
        "gameliftstreams:CreateStreamUrl",
        "gameliftstreams:GetStreamUrl",
        "gameliftstreams:RevokeStreamUrl"
      ],
      "Resource": "arn:aws:gameliftstreams:*:111122223333:streamgroup/*"
    },
    {
      "Sid": "StartSessionsForStreamUrls",
      "Effect": "Allow",
      "Action": "gameliftstreams:StartStreamSession",
      "Resource": "arn:aws:gameliftstreams:*:111122223333:application/*"
    },
    {
      "Sid": "ListStreamUrlsInAccount",
      "Effect": "Allow",
      "Action": "gameliftstreams:ListStreamUrls",
      "Resource": "*"
    }
  ]
}
```

If you pass an IAM role in `RoleArn` when you create a stream URL, also grant `iam:PassRole` for that role, scoped to Amazon GameLift Streams:

```
{
  "Sid": "PassRoleToStreamUrlSessions",
  "Effect": "Allow",
  "Action": "iam:PassRole",
  "Resource": "arn:aws:iam::111122223333:role/GameLiftStreams-MyStreamRole",
  "Condition": {
    "StringEquals": {
      "iam:PassedToService": "gameliftstreams.amazonaws.com"
    }
  }
}
```

Important

Because `CreateStreamUrl` freezes the stream URL's configuration (including an optional IAM role passed in `RoleArn`) at creation time, grant this permission only to trusted principals. Anyone who can create a stream URL can hand out unauthenticated, temporary access to a stream session.

Troubleshooting Amazon GameLift Streams identity and access

Use the following information to help you diagnose and fix common issues that you might encounter when working with Amazon GameLift Streams and IAM.

Topics

- [I am not authorized to perform an action in Amazon GameLift Streams](#)
- [I am not authorized to perform `iam:PassRole`](#)
- [I want to allow people outside of my AWS account to access my Amazon GameLift Streams resources](#)

I am not authorized to perform an action in Amazon GameLift Streams

If you receive an error that you're not authorized to perform an action, your policies must be updated to allow you to perform the action.

The following example error occurs when the mateojackson IAM user tries to use the console to view details about a fictional *my-example-widget* resource but doesn't have the fictional `gameliftstreams:GetWidget` permissions.

```
User: arn:aws:iam::123456789012:user/mateojackson is not authorized to perform:
gameliftstreams:GetWidget on resource: my-example-widget
```

In this case, the policy for the mateojackson user must be updated to allow access to the *my-example-widget* resource by using the `gameliftstreams:GetWidget` action.

If you need help, contact your AWS administrator. Your administrator is the person who provided you with your sign-in credentials.

I am not authorized to perform iam:PassRole

If you receive an error that you're not authorized to perform the `iam:PassRole` action, you must update your IAM policy to allow you to pass a role to Amazon GameLift Streams.

You need the `iam:PassRole` permission to call `StartStreamSession` with the `RoleArn` parameter.

For resolution steps and an example IAM policy, see the "Access denied on iam:PassRole" section in [Troubleshooting session credentials](#). For more information about `iam:PassRole`, see [Granting a user permissions to pass a role to an AWS service](#) in the *IAM User Guide*.

I want to allow people outside of my AWS account to access my Amazon GameLift Streams resources

API access to your resources is always restricted to the AWS account that owns them, so people outside your account cannot call the service APIs against your resources. To let external users stream your content, use a stream URL. Because the stream URL is a bearer credential, set a short expiration and a low usage limit, and distribute it only over trusted channels. For more information, see [Share stream sessions with stream URLs](#) and [Security best practices for Amazon GameLift Streams](#).

Building your own client web application that makes authenticated calls on behalf of other users remains an option if you need full control over the end-user experience, but it is no longer required for external sharing.

Compliance validation for Amazon GameLift Streams

Our new AWS sign-up experience is not designed for regulated workloads. If you're using our new AWS sign-up experience, but you want to use AWS for regulated workloads, you can [sign up for AWS \(advanced\)](#) or [activate advanced features](#) for your AWS environment.

To learn whether an AWS service is within the scope of specific compliance programs, see [AWS services in Scope by Compliance Program](#) and choose the compliance program that you are interested in. For general information, see [AWS Compliance Programs](#).

You can download third-party audit reports using AWS Artifact. For more information, see [Downloading Reports in AWS Artifact](#).

Your compliance responsibility when using AWS services is determined by the sensitivity of your data, your company's compliance objectives, and applicable laws and regulations. For more information about your compliance responsibility when using AWS services, see [AWS Security Documentation](#).

Resilience in Amazon GameLift Streams

The AWS global infrastructure is built around AWS Regions and Availability Zones. AWS Regions provide multiple physically separated and isolated Availability Zones, which are connected with low-latency, high-throughput, and highly redundant networking. With Availability Zones, you can design and operate applications and databases that automatically fail over between zones without interruption. Availability Zones are more highly available, fault tolerant, and scalable than traditional single or multiple data center infrastructures.

For more information about AWS Regions and Availability Zones, see [AWS Global Infrastructure](#).

In addition to the data redundancy provided by the AWS global infrastructure, Amazon GameLift Streams is built with a resilient multi-Availability Zone infrastructure. In the case of an Availability Zone outage, individual existing sessions might be affected, but the service will continue to load-balance new sessions across healthy Availability Zones.

Infrastructure Security in Amazon GameLift Streams

As a managed service, Amazon GameLift Streams is protected by AWS global network security. For information about AWS security services and how AWS protects infrastructure, see [AWS Cloud Security](#). To design your AWS environment using the best practices for infrastructure security, see [Infrastructure Protection](#) in *Security Pillar AWS Well-Architected Framework*.

You use AWS published API calls to access Amazon GameLift Streams through the network. Clients must support the following:

- Transport Layer Security (TLS). We require TLS 1.2 and recommend TLS 1.3.
- Cipher suites with perfect forward secrecy (PFS) such as DHE (Ephemeral Diffie-Hellman) or ECDHE (Elliptic Curve Ephemeral Diffie-Hellman). Most modern systems such as Java 7 and later support these modes.

Reuse and multi-tenancy in Amazon GameLift Streams

Amazon GameLift Streams doesn't share any compute resources across stream groups or with other AWS customers. Some Amazon GameLift Streams stream groups rely on internal resource sharing.

Reuse of compute resources

Within a stream group, resources are reused over time to serve multiple sessions with minimal downtime. The specific details of reuse are different between Windows and non-Windows stream groups.

Non-Windows stream groups with stream classes such as `gen6n_ultra` execute your applications inside of dedicated per-session containers. Each stream session begins with a copy of the application files and an empty user profile folder. When a session terminates, all file system modifications are discarded and all processes launched by your application are terminated as part of container cleanup.

Windows-based stream groups with stream classes such as `gen6n_ultra_win2022` execute your applications directly on the host operating system. Each stream session begins with a copy of the application files and an empty user profile folder. When a session terminates, the user profile folder and application folder are fully reset. Sub-processes launched by your application are terminated. If your application modifies files outside of the user profile folder and the application folder, or modifies the system registry, then those changes might persist across multiple sessions.

For any stream group configuration, the underlying compute resources and operating system environment will be reused over time to launch new stream sessions. Under the [Shared Responsibility Model](#), it is your responsibility to maintain the security of your applications and avoid executing untrusted code or modifying critical operating system files.

Multi-tenant stream groups

Stream groups are either single-tenant or multi-tenant, depending on your selection of stream class. Multi-tenant stream classes share one GPU across multiple simultaneous sessions. In this context, multi-tenancy refers to running more than one session at a time on the underlying hardware. The hardware is still dedicated to your stream group and is not shared across stream groups or with other AWS customers.

This multi-tenant stream group model is unique to Amazon GameLift Streams and comes with important security and performance implications. The security posture of a multi-tenant stream group is equivalent to hosting multiple application containers on a single physical server. This posture isn't inherently insecure, but it might amplify the impact of existing security vulnerabilities in your applications. Under the [Shared Responsibility Model](#), it is your responsibility to maintain the security of your applications.

Amazon GameLift Streams makes efforts to ensure that multi-tenant sessions do not interfere with each other. However, if an application consumes CPU or GPU resources without regard for the defined limits of the stream class, this can have an impact on other streams that are trying to use the same shared resources. For example, in a "high" stream group with two tenants per GPU, a greedy application can negatively impact up to one other stream. Your application should regulate its own resource consumption. If your application cannot self-regulate and your use case has no tolerance for potential "noisy neighbor" performance variations, a single-tenant stream class, such as `gen5n_win2022`, `gen6n_pro_win2022`, `gen5n_ultra`, or `gen6n_ultra`, is recommended.

Interface VPC endpoints in Amazon GameLift Streams

You can improve the security posture of your VPC by configuring Amazon GameLift Streams to use an interface VPC endpoint. Interface endpoints are powered by AWS PrivateLink, a technology that allows you to privately access Amazon GameLift Streams APIs by using private IP addresses. AWS PrivateLink restricts all network traffic between your VPC and Amazon GameLift Streams to the Amazon network. You don't need an internet gateway, a NAT device, or a virtual private gateway.

For more information about AWS PrivateLink and VPC endpoints, see [VPC endpoints](#) in the *Amazon VPC User Guide*.

Note

AWS PrivateLink is only applicable to API endpoints. Amazon GameLift Streams managed stream sessions always use public network addresses.

Creating the VPC endpoints for Amazon GameLift Streams

To create the VPC endpoint for the Amazon GameLift Streams service, use the [Access an AWS service using an interface VPC endpoint](#) procedure in the *Amazon VPC User Guide* to create the following endpoint:

- `com.amazonaws.region.gameliftstreams`

Note

region represents the Region identifier for an AWS Region supported by Amazon GameLift Streams, such as `us-east-2` for the US East (Ohio) Region.

Creating a VPC endpoint policy for Amazon GameLift Streams

You can attach an endpoint policy to your VPC endpoint that controls access to Amazon GameLift Streams. The policy specifies the following information:

- The principal that can perform actions.
- The actions that can be performed.
- The resources on which actions can be performed.

For more information, see [Control access to VPC endpoints using endpoint policies](#) in the *Amazon VPC User Guide*.

Example: VPC endpoint policy for Amazon GameLift Streams

The following is an example of an endpoint policy for Amazon GameLift Streams. When attached to an endpoint, this policy grants permission to create and list stream groups.

```
{
```

```
"Statement": [
  {
    "Effect": "Allow",
    "Principal": "*",
    "Action": [
      "gameliftstreams:CreateStreamGroup",
      "gameliftstreams:ListStreamGroups"
    ],
    "Resource": [
      "*"
    ]
  }
]
```

Configuration and vulnerability analysis in Amazon GameLift Streams

Configuration and IT controls are a shared responsibility between AWS and you, our customer. For more information, see the AWS [shared responsibility model](#). AWS handles basic security tasks like guest operating system (OS) and database patching, firewall configuration, and disaster recovery. These procedures have been reviewed and certified by the appropriate third parties. For more details, see the following resource: [Amazon Web Services: Overview of security processes](#) (whitepaper).

The following security best practices also address configuration and vulnerability analysis in Amazon GameLift Streams:

- Customers are responsible for the management of software deployed to Amazon GameLift Streams stream groups for stream hosting. Specifically:
 - Customer-provided application content and software should be maintained, including updates and security patches. To update, create a new Amazon GameLift Streams application and deploy it to new stream groups.
 - At this time, the operating system and runtime environment for a stream group is updated only when you create a new stream group. To patch, update, and secure the operating system and other applications that are part of the runtime environment, we recommend that you recycle stream groups every two to four weeks, regardless of application updates.

- Customers should consider regularly updating their games with the latest SDK versions, including the AWS SDK and the Amazon GameLift Streams Web Client SDK.

Security best practices for Amazon GameLift Streams

Amazon GameLift Streams provides a number of security features to consider as you develop and implement your own security policies. The following best practices are general guidelines and don't represent a complete security solution. Because these best practices might not be appropriate or sufficient for your environment, treat them as helpful considerations rather than prescriptions.

- At this time, the operating system and runtime environment for a stream group is updated only when you create a new stream group. To patch, update, and secure the operating system and other applications that are part of the runtime environment, we recommend that you recycle stream groups every two to four weeks, regardless of application updates.
- **Treat stream URLs as secrets.** A stream URL grants temporary, unauthenticated access to start a stream session, so anyone who obtains the full stream URL can start a session until it expires, is revoked, or reaches its usage limit. To reduce exposure:
 - Handle each stream URL as a bearer credential. Distribute it only over trusted, encrypted channels, and never embed it in client-side code, logs, or public locations.
 - Use the shortest workable expiration. Set `UrlExpiresAfterMinutes` to the smallest value that fits your use case (the maximum is 1,440 minutes, or 24 hours).
 - Use the lowest workable usage limit. Set `UsageLimit` to the fewest activations you need (the default is 1). Each activation, including a page refresh, consumes one use.
 - Revoke stream URLs when you are done, or immediately if one might have been unintentionally shared. Use `REVOKE_AND_TERMINATE_SESSIONS` when you also want to end sessions that are already live; the default `REVOKE_URL` blocks new activations but leaves existing sessions running.
 - Monitor stream URL usage with `ListStreamUrls` and `GetStreamUrl`, and log the stream URL API operations with AWS CloudTrail. For more information, see [Logging Amazon GameLift Streams API calls using AWS CloudTrail](#).

For more information, see [Share stream sessions with stream URLs](#).

- [Best practices for security, identity, and compliance](#)

Monitoring Amazon GameLift Streams

Monitoring is an important part of maintaining the reliability, availability, and performance of Amazon GameLift Streams and your other AWS solutions. AWS provides the following monitoring tools to watch Amazon GameLift Streams, report when something is wrong, and take automatic actions when appropriate:

- *Amazon CloudWatch* monitors your AWS resources and the applications you run on AWS in real time. You can collect and track metrics, create customized dashboards, and set alarms that notify you or take actions when a specified metric reaches a threshold that you specify. For more information, see the [Amazon CloudWatch User Guide](#).
- With *Amazon CloudWatch Logs* you can monitor, store, and access your log files from services like Amazon Elastic Compute Cloud, AWS CloudTrail, and other sources. CloudWatch Logs can monitor information in the log files and notify you when your services meet certain thresholds. You can also archive your log data in highly durable storage. For more information, see the [Amazon CloudWatch Logs User Guide](#).
- *AWS CloudTrail* captures API calls and related events made by or on behalf of your AWS account and delivers the log files to an Amazon Simple Storage Service bucket that you specify. You can identify which users and accounts called AWS, the source IP address from which the calls were made, and when the calls occurred. For more information, see the [AWS CloudTrail User Guide](#).
- *Real-time performance stats* collect application-level and shared system-level performance stats during stream sessions. You can receive these stats in real-time on the client or post-session as a CSV file in exported session files. Using this feature, you can monitor the CPU, memory, GPU, and VRAM utilization of your stream. For more information, see [the section called “Real-time performance stats”](#).

Monitor Amazon GameLift Streams with Amazon CloudWatch

You can monitor Amazon GameLift Streams using CloudWatch, which collects raw data and processes it into readable, near real-time metrics. These statistics are kept for 15 months, so that you can access historical information and gain a better perspective on how your web application or service is performing. You can also set alarms that watch for certain thresholds, and send notifications or take actions when those thresholds are met. For more information, see the [Amazon CloudWatch User Guide](#).

Amazon GameLift Streams provides metrics to help customers monitor the following:

- Stream group capacity and usage.
- Stream performance and resource usage.
- Stream status to resolve issues and support users.
- Customer engagement across content offerings.
- Data channel usage.

The following tables list the dimensions and metrics for Amazon GameLift Streams.

Stream group capacity and usage

Use these metrics to help scale resources to meet demand. These metrics are published every minute.

Important

For stream groups created before September 5, 2025

Due to an issue with CloudWatch's data retention policy, accurate capacity metrics are only available for the last 15 days. For capacity metrics that are older than 15 days, no data will be visible when the period is 1 minute, and the data shown will be inaccurate when the period is 5 minutes or more.

As a workaround, you can add $SUM(METRICS())/5$ math (for example, when using a 5-minute period) to a sum-type statistic in your CloudWatch graph as a workaround to see accurate capacity counts beyond the 15 day, 1-minute metrics retention limitation.

To pick up the fix for this issue, recreate your stream groups.

Metric	Description	Dimension	Unit
AllocatedCapacity	The number of compute resources that are provisioned and ready to stream. It includes resources that are currently streaming and resources that are idle and ready to respond to new stream requests.	(StreamGroupId, Location)	Count

Metric	Description	Dimension	Unit
IdleCapacity	The numerical portion of allocated capacity that is not currently streaming. It represents the availability of compute resources to respond to new stream requests.	(StreamGroupId, Location)	Count

Stream group performance and resource utilization

These metrics are published every minute.

Metric	Description	Dimension	Unit
MemoryUtilization	% of available memory used by the stream.	(StreamGroupId, Location), (ApplicationId, StreamClass)	Percentage
CPUUtilization	% of available CPU used by the stream.	(StreamGroupId, Location), (ApplicationId, StreamClass)	Percentage
FrameCaptureRate	Rate at which frames are captured from the application.	(StreamGroupId, Location), (ApplicationId, StreamClass)	None

Metric	Description	Dimension	Unit
AudioCaptureRate	Rate at which audio samples are captured from the application.	(StreamGroupId, Location), (ApplicationId, StreamClass)	None
RoundTripTime	Round trip time between client and server.	(StreamGroupId, Location), (ApplicationId, StreamClass)	ms

Stream status

These metrics are published at the end of a stream session.

Metric	Description	Dimension	Unit
TerminatedStreamSessions	Number of sessions ended in state TERMINATED	(StreamGroupId, Location), (ApplicationId, StreamClass)	Count
ErroredStreamSessions	Number of sessions ended in state ERROR	(StreamGroupId, Location), (ApplicationId, StreamClass)	Count

Customer engagement

These metrics are published at the end of a stream session..

Metric	Description	Dimension	Unit
Session Length	Stream session duration	(StreamGroupId, Location), (ApplicationId, StreamClass)	Seconds

Data channels

These metrics are published at the end of a stream session.

Metric	Description	Dimension	Unit
DataChannel-ApplicationConnected	Number of times your application connects to the data channel port. This number is at most 1 per stream session.	(StreamGroupId, Location), (ApplicationId, StreamClass)	Count
DataChannel-ApplicationMessage	Number of messages your application has sent to your client.	(StreamGroupId, Location), (ApplicationId, StreamClass)	Count
DataChannel-ApplicationMessageBytes	Total bytes of messages your application has sent to your client.	(StreamGroupId, Location), (ApplicationId, StreamClass)	Bytes

Metric	Description	Dimension	Unit
		ionId, StreamClass)	
DataChannel-ClientMessage	Number of messages your client has sent to your application.	(StreamGroupId, Location) , (ApplicationId, StreamClass)	Count
DataChannel-ClientMessageBytes	Total bytes of messages your client has sent to your application.	(StreamGroupId, Location) , (ApplicationId, StreamClass)	Bytes

Logging Amazon GameLift Streams API calls using AWS CloudTrail

Amazon GameLift Streams is integrated with [AWS CloudTrail](#), a service that provides a record of actions taken by a user, role, or an AWS service. CloudTrail captures all API calls for Amazon GameLift Streams as events. The calls captured include calls from the Amazon GameLift Streams console and code calls to the Amazon GameLift Streams API operations. Using the information collected by CloudTrail, you can determine the request that was made to Amazon GameLift Streams, the IP address from which the request was made, when it was made, and additional details.

Every event or log entry contains information about who generated the request. The identity information helps you determine the following:

- Whether the request was made with root user or user credentials.
- Whether the request was made on behalf of an IAM Identity Center user.
- Whether the request was made with temporary security credentials for a role or federated user.

- Whether the request was made by another AWS service.

CloudTrail is active in your AWS account when you create the account and you automatically have access to the CloudTrail **Event history**. The CloudTrail **Event history** provides a viewable, searchable, downloadable, and immutable record of the past 90 days of recorded management events in an AWS Region. For more information, see [Working with CloudTrail Event history](#) in the *AWS CloudTrail User Guide*. There are no CloudTrail charges for viewing the **Event history**.

For an ongoing record of events in your AWS account past 90 days, create a trail or a [CloudTrail Lake](#) event data store.

CloudTrail trails

A *trail* enables CloudTrail to deliver log files to an Amazon S3 bucket. All trails created using the AWS Management Console are multi-Region. You can create a single-Region or a multi-Region trail by using the AWS CLI. Creating a multi-Region trail is recommended because you capture activity in all AWS Regions in your account. If you create a single-Region trail, you can view only the events logged in the trail's AWS Region. For more information about trails, see [Creating a trail for your AWS account](#) and [Creating a trail for an organization](#) in the *AWS CloudTrail User Guide*.

You can deliver one copy of your ongoing management events to your Amazon S3 bucket at no charge from CloudTrail by creating a trail, however, there are Amazon S3 storage charges. For more information about CloudTrail pricing, see [AWS CloudTrail Pricing](#). For information about Amazon S3 pricing, see [Amazon S3 Pricing](#).

CloudTrail Lake event data stores

CloudTrail Lake lets you run SQL-based queries on your events. CloudTrail Lake converts existing events in row-based JSON format to [Apache ORC](#) format. ORC is a columnar storage format that is optimized for fast retrieval of data. Events are aggregated into *event data stores*, which are immutable collections of events based on criteria that you select by applying [advanced event selectors](#). The selectors that you apply to an event data store control which events persist and are available for you to query. For more information about CloudTrail Lake, see [Working with AWS CloudTrail Lake](#) in the *AWS CloudTrail User Guide*.

CloudTrail Lake event data stores and queries incur costs. When you create an event data store, you choose the [pricing option](#) you want to use for the event data store. The pricing option determines the cost for ingesting and storing events, and the default and maximum

retention period for the event data store. For more information about CloudTrail pricing, see [AWS CloudTrail Pricing](#).

Amazon GameLift Streams data events in CloudTrail

[Data events](#) provide information about the resource operations performed on or in a resource (for example, starting a stream session in a stream group). These are also known as data plane operations. Data events are often high-volume activities. By default, CloudTrail doesn't log data events. The CloudTrail **Event history** doesn't record data events.

Additional charges apply for data events. For more information about CloudTrail pricing, see [AWS CloudTrail Pricing](#).

You can log data events for the Amazon GameLift Streams resource types by using the CloudTrail console, AWS CLI, or CloudTrail API operations. For more information about how to log data events, see [Logging data events with the AWS Management Console](#) and [Logging data events with the AWS Command Line Interface](#) in the *AWS CloudTrail User Guide*.

The following table lists the Amazon GameLift Streams resource types for which you can log data events. The **Resource type (console)** column shows the value to choose from the **Resource type** list on the CloudTrail console. The **resources.type value** column shows the `resources.type` value, which you would specify when configuring advanced event selectors using the AWS CLI or CloudTrail APIs. The **Data APIs logged to CloudTrail** column shows the API calls logged to CloudTrail for the resource type.

Resource type (console)	resources.type value	Data APIs logged to CloudTrail
GameLift Streams application	<code>AWS::GameLiftStreams::Application</code>	• CreateStreamUrl • GetStreamUrl • RevokeStreamUrl • StartStreamSession
GameLift Streams stream group	<code>AWS::GameLiftStreams::StreamGroup</code>	• CreateStreamSessionAdminShell • CreateStreamSessionConnection

Resource type (console)	resources.type value	Data APIs logged to CloudTrail
		• CreateStreamUrl • ExportStreamSessionFiles • GetStreamSession • GetStreamUrl • ListStreamSessions • ListStreamSessionsByAccount • ListStreamUrls • RevokeStreamUrl • StartStreamSession • TerminateStreamSession

CloudTrail logs the stream URL API operations (`CreateStreamUrl`, `GetStreamUrl`, `ListStreamUrls`, and `RevokeStreamUrl`) as data events, the same way it logs other stream session operations. When an end user activates a stream URL to start a stream session, Amazon GameLift Streams handles that activation on the end user's behalf so it does not log the activation as a customer API call. Your auditable record of stream URL activity is the `CreateStreamUrl` call that created the stream URL and the `RevokeStreamUrl` call that revoked it. To see the sessions started from a stream URL, use `GetStreamUrl`.

You can configure advanced event selectors to filter on the `eventName`, `readOnly`, and `resources.ARN` fields to log only those events that are important to you. For more information about these fields, see [AdvancedFieldSelector](#) in the *AWS CloudTrail API Reference*.

Amazon GameLift Streams management events in CloudTrail

[Management events](#) provide information about management operations that are performed on resources in your AWS account. These are also known as control plane operations. By default, CloudTrail logs management events.

Amazon GameLift Streams logs the following Amazon GameLift Streams control plane operations to CloudTrail as *management events*.

- [AddStreamGroupLocations](#)
- [AssociateApplications](#)
- [CreateApplication](#)
- [CreateStreamGroup](#)
- [DeleteApplication](#)
- [DeleteStreamGroup](#)
- [DisassociateApplications](#)
- [GetApplication](#)
- [GetStreamGroup](#)
- [ListApplications](#)
- [ListStreamGroups](#)
- [ListTagsForResource](#)
- [RemoveStreamGroupLocations](#)
- [TagResource](#)
- [UntagResource](#)
- [UpdateApplication](#)
- [UpdateStreamGroup](#)

Amazon GameLift Streams event examples

An event represents a single request from any source and includes information about the requested API operation, the date and time of the operation, request parameters, and so on. CloudTrail log files aren't an ordered stack trace of the public API calls, so events don't appear in any specific order.

The following example shows a CloudTrail management event that demonstrates the [CreateApplication](#) operation.

```
{
  "eventVersion": "1.09",
  "userIdentity": {
    "type": "AssumedRole",
    "principalId": "AR0A123456789EXAMPLE:assume-temporary-gameliftstreams-access-
role",
```

```

    "arn": "arn:aws:sts::111122223333:assumed-role/GameLiftStreamsTestRole/assume-
temporary-gameliftstreams-access-role",
    "accountId": "111122223333",
    "accessKeyId": "ASIAIOSFODNN7EXAMPLE",
    "sessionContext": {
      "sessionIssuer": {
        "type": "Role",
        "principalId": "AROAI23456789EXAMPLE",
        "arn": "arn:aws:iam::111122223333:role/GameLiftStreamsTestRole",
        "accountId": "111122223333",
        "userName": "GameLiftStreamsTestRole"
      },
      "webIdFederationData": {},
      "attributes": {
        "creationDate": "2025-07-23T21:18:19Z",
        "mfaAuthenticated": "false"
      }
    }
  },
  "eventTime": "2025-07-23T21:58:54Z",
  "eventSource": "gameliftstreams.amazonaws.com",
  "eventName": "CreateApplication",
  "awsRegion": "us-west-2",
  "sourceIPAddress": "203.0.113.0",
  "userAgent": "aws-sdk-javascript/2.0.0 Linux/4.14.291-218.527.amzn2.x86_64
OpenJDK_64-Bit_Server_VM/11.0.17+9-LTS Java/11.0.17 vendor/Amazon.com_Inc. exec-env/
AWS_ECS_FARGATE io/sync http/Apache cfg/retry-mode/legacy",
  "requestParameters": {
    "ApplicationSourceUri": "s3://amzn-s3-demo-bucket/MyGame",
    "Description": "MyGame canary - Proton 8",
    "RuntimeEnvironment": {
      "Type": "PROTON",
      "Version": "20230704"
    },
    "ClientToken": "a1b2c3d4-5678-90ab-cdef-EXAMPLE33333",
    "ExecutablePath": "MyGame100.exe"
  },
  "responseElements": {
    "Status": "INITIALIZED",
    "ApplicationSourceUri": "s3://amzn-s3-demo-bucket/MyGame",
    "Description": "MyGame canary - Proton 8",
    "RuntimeEnvironment": {
      "Type": "PROTON",
      "Version": "20230704"
    }
  }
}

```

```

    },
    "LastUpdatedAt": 1753307934.293,
    "CreatedAt": 1753307934.293,
    "Id": "a-9ZY8X7Wv6",
    "Arn": "arn:aws:gameliftstreams:us-west-2:111122223333:application/
a-9ZY8X7Wv6",
    "ExecutablePath": "MyGame100.exe"
  },
  "requestID": "a1b2c3d4-5678-90ab-cdef-EXAMPLE11111",
  "eventID": "a1b2c3d4-5678-90ab-cdef-EXAMPLEbbbbbb",
  "readOnly": false,
  "eventType": "AwsApiCall",
  "managementEvent": true,
  "recipientAccountId": "111122223333",
  "eventCategory": "Management"
}

```

The following example shows a CloudTrail data event from a trail log that demonstrates the [StartStreamSession](#) operation.

```

{
  "Records": [
    {
      "eventVersion": "1.09",
      "userIdentity": {
        "type": "AssumedRole",
        "principalId": "AR0A123456789EXAMPLE:assume-temporary-gameliftstreams-
access-role",
        "arn": "arn:aws:sts::111122223333:assumed-role/GameLiftStreamsTestRole/
assume-temporary-gameliftstreams-access-role",
        "accountId": "111122223333",
        "accessKeyId": "ASIAIOSFODNN7EXAMPLE",
        "sessionContext": {
          "sessionIssuer": {
            "type": "Role",
            "principalId": "AR0A123456789EXAMPLE",
            "arn": "arn:aws:iam::111122223333:role/
GameLiftStreamsTestRole",
            "accountId": "111122223333",
            "userName": "GameLiftStreamsTestRole"
          },
          "attributes": {
            "creationDate": "2025-07-23T21:18:19Z",

```

```

        "mfaAuthenticated": "false"
      }
    },
    "eventTime": "2025-07-23T23:43:46Z",
    "eventSource": "gameliftstreams.amazonaws.com",
    "eventName": "StartStreamSession",
    "awsRegion": "us-east-2",
    "sourceIPAddress": "203.0.113.0",
    "userAgent": "Mozilla/5.0 (Windows NT 10.0; Win64; x64) AppleWebKit/537.36
(KHTML, like Gecko) Chrome/138.0.0.0 Safari/537.36",
    "requestParameters": {
      "Identifier": "sg-1AB2C3De4",
      "Description": "StreamGroup sg-1AB2C3De4 Application a-9ZY8X7Wv6
Console stream",
      "AdditionalLaunchArgs": [],
      "UserId": "a1b2c3d4-5678-90ab-cdef-EXAMPLE11111",
      "Locations": [
        "us-east-2"
      ],
      "SignalRequest": "****",
      "Protocol": "WebRTC",
      "ApplicationIdentifier": "a-9ZY8X7Wv6",
      "ClientToken": "a1b2c3d4-5678-90ab-cdef-EXAMPLE22222",
      "ConnectionTimeoutSeconds": 100,
      "AdditionalEnvironmentVariables": {}
    },
    "responseElements": {
      "Status": "ACTIVATING",
      "ApplicationArn": "arn:aws:gameliftstreams:us-
west-2:111122223333:application/a-9ZY8X7Wv6",
      "Description": "StreamGroup sg-1AB2C3De4 Application a-9ZY8X7Wv6
Console stream",
      "LastUpdatedAt": 1.753314225925E9,
      "CreatedAt": 1.753314225925E9,
      "AdditionalEnvironmentVariables": {},
      "ConnectionTimeoutSeconds": 100,
      "AdditionalLaunchArgs": [],
      "StreamGroupId": "sg-1AB2C3De4",
      "UserId": "a1b2c3d4-5678-90ab-cdef-EXAMPLE11111",
      "SessionLengthSeconds": 43200,
      "SignalRequest": "****",
      "Arn": "arn:aws:gameliftstreams:us-west-2:111122223333:streamsession/
sg-1AB2C3De4/ABC123def4567",

```

```

        "Protocol": "WebRTC",
        "WebSdkProtocolUrl": "https://123456789012.cloudfront.net/
e3b0c44298fc1c149afb4c8996fb92427ae41e4649b934ca495991b7852b855.js"
    },
    "requestID": "a1b2c3d4-5678-90ab-cdef-EXAMPLEaaaaa",
    "eventID": "a1b2c3d4-5678-90ab-cdef-EXAMPLEbbbbbb",
    "readOnly": false,
    "resources": [
        {
            "accountId": "111122223333",
            "type": "AWS::GameLiftStreams::StreamGroup",
            "ARN": "arn:aws:gameliftstreams:us-west-2:111122223333:streamgroup/
sg-1AB2C3De4"
        },
        {
            "accountId": "111122223333",
            "type": "AWS::GameLiftStreams::Application",
            "ARN": "arn:aws:gameliftstreams:us-west-2:111122223333:application/
a-9ZY8X7Wv6"
        }
    ],
    "eventType": "AwsApiCall",
    "managementEvent": false,
    "recipientAccountId": "111122223333",
    "eventCategory": "Data"
}
]
}

```

For information about CloudTrail record contents, see [CloudTrail record contents](#) in the *AWS CloudTrail User Guide*.

Real-time performance stats

Amazon GameLift Streams collects performance stats during active stream sessions, measuring resource utilization every second. Use these stats to monitor your application's performance, identify resource bottlenecks, and optimize your streaming experience.

Performance stats include both application-level stats (CPU and memory utilization for your specific application) and system-level stats (CPU, memory, GPU, and VRAM utilization for the shared compute infrastructure).

You can receive performance stats in two ways:

- **In real-time during the session:** Use the Amazon GameLift Streams Web SDK to receive stats as they're collected. This enables you to build performance overlays and monitor resource utilization as you interact with the application.
- **Post-session as a CSV file:** When you export session files, the stats are included as `stats/perf_stats_v1.csv`. This provides a complete record for post-session analysis and debugging.

Receive performance stats

Receive stats in real-time

To receive performance stats in your client application during an active session, set the `SharedWithClient` parameter to **true** when calling the `StartStreamSession` API. The Amazon GameLift Streams Web SDK provides a `performanceStats` callback that triggers whenever new stats arrive from the streaming session.

Warning

Do not enable `SharedWithClient` for production sessions with end users. Enable it only when the client is trusted, such as for internal debugging and testing.

When initializing the Amazon GameLift Streams Web SDK, set `clientConnection.performanceStats` to a callback function that will receive performance stats.

```
const gls = new gameliftstreams.GameLiftStreams({
  videoElement: document.getElementById('streamVideoElement'),
  audioElement: document.getElementById('streamAudioElement'),
  inputConfiguration: {
    ...
  },
  clientConnection: {
    ...
    performanceStats: (perfStats) => {
      // Your callback logic here
      console.log('CPU: ' + perfStats.application.cpuNormalized);
      console.log('Memory: ' + perfStats.application.memoryMB + ' MB');
      console.log('GPU: ' + perfStats.system.gpuPercent + '%');
    },
  }
});
```

The callback receives a `PerformanceStats` object containing both application-level and system-level stats. For details on the interface structure, see the Amazon GameLift Streams Web SDK documentation on the [Getting Started product page](#).

The Amazon GameLift Streams console also includes a built-in performance overlay when using the test stream feature, allowing you to monitor stats in real-time without any implementation work.

You can combine performance stats with WebRTC stats provided by the `getVideoRTCStats()` and `getAudioRTCStats()` functions in the Amazon GameLift Streams Web SDK. This combination provides a complete picture of streaming performance, including network stats, client frame rate, and resource utilization.

Receive stats post-session

Amazon GameLift Streams automatically collects performance stats during every stream session. When you export session files, the stats are included as `stats/perf_stats_v1.csv` in the exported ZIP file. This provides a complete record of all stats collected during the session for post-session analysis and debugging.

For more information about exporting session files, see [the section called “Export stream session files”](#).

Performance stats reference

The following table lists all performance stats collected by Amazon GameLift Streams. Application stats are specific to the current session, while shared system stats reflect the total utilization of the shared compute by sessions on multi-tenant stream classes.

Normalized stats on multi-tenant stream classes

Amazon GameLift Streams supports multi-tenant stream classes where multiple sessions may share the same compute instance. Normalized stats (application CPU and memory utilization) measure your application's resource usage relative to its allocated fair share. The fair share is calculated by dividing the total available CPU and memory on the compute instance evenly based on the stream class tenancy.

A value of 1.0 means your application is using exactly its fair share allocation. Values below 1.0 indicate you're using less than your allocation. Values exceeding 1.0 indicate overutilization, which may lead to performance degradation for your session. On multi-tenant stream classes (tenancy greater than 1), overutilization may also impact other sessions sharing the same compute instance.

The stat names listed in the following table are used as CSV column headers in the exported file. When receiving stats in real-time via the Amazon GameLift Streams Web SDK, these stats are available through the `PerformanceStats` interface with property names in camel case. For the exact interface structure and property names, see the Amazon GameLift Streams Web SDK API reference guide on the [Getting Started product page](#).

Stat name (CSV column)	Description	Scope
timestamp	Time when the measurement was taken, in ISO 8601 format.	All
app_cpu_normalized	Application's CPU usage normalized against the fair share allocation, where 1.0 represents the target fair share limit. Usage over 1.0 indicates overutilization, which may lead to performance issues	Application

Stat name (CSV column)	Description	Scope
app_mem_mb	Total memory (RAM) used by the application (measured in MiB)	Application
app_mem_normalized	Application's memory usage normalized against the fair share allocation, where 1.0 represents the target fair share limit. Usage over 1.0 indicates overutilization, which may lead to performance issues	Application
shared_sys_cpu_pct	Percentage of total CPU usage across the shared compute.	Shared System
shared_sys_mem_mb	Total memory used on the instance (measured in MiB).	Shared System
shared_sys_mem_pct	Percentage of total memory in use across the shared compute.	Shared System
shared_sys_gpu_pct	Percentage of total GPU utilization across the shared compute.	Shared System
shared_sys_vram_mb	Total VRAM (GPU memory) used on the shared compute (measured in MiB).	Shared System
shared_sys_vram_pct	Percentage of total VRAM (GPU memory) in use across the shared compute.	Shared System

Troubleshooting Amazon GameLift Streams

Topics

- [Access denied when making a request to Amazon GameLift Streams service](#)
- [Application issues](#)
- [Performance issues](#)
- [Stream connectivity and network performance issues](#)
- [Stream input issues](#)
- [Stream session issues](#)
- [Web SDK issues](#)
- [Stream session admin shell](#)
- [Testing and troubleshooting compatibility with Proton for Amazon GameLift Streams](#)
- [Troubleshoot Linux applications for Amazon GameLift Streams](#)
- [Profiling Unreal Engine performance](#)

Amazon GameLift Streams provides the following tools for monitoring and debugging your streams:

- CloudTrail integration – Track API calls for auditing and operational troubleshooting. For more information, see [Logging Amazon GameLift Streams API calls using AWS CloudTrail](#).
- CloudWatch metrics – Monitor stream group capacity, usage, and resource utilization. For more information, see [Monitor Amazon GameLift Streams with Amazon CloudWatch](#).
- Application logging – Capture application logs during stream sessions. Configure logging through the [CreateApplication](#) API.
- Stream session file exports – Download session artifacts for post-session analysis. For more information, see [Export stream session files](#).
- Real-time performance stats – View live application-level and system-level resource usage during active sessions. For more information, see [Real-time performance stats](#).
- Admin shell terminal connections – Connect to the live runtime environment of an active session for real-time debugging. For more information, see [Stream session admin shell](#).

Access denied when making a request to Amazon GameLift Streams service

If you encounter `AccessDenied` exceptions when making calls to Amazon GameLift Streams APIs or working with resources in the console, your AWS Identity and Access Management (IAM) role might have insufficient permissions for Amazon GameLift Streams. Check the following:

- If the IAM role has an explicit "deny-all" policy, you must explicitly list Amazon GameLift Streams as an exception to that policy by adding "gameliftstreams:*" to the [NotAction](#) element. For example:

```
{
  "Sid": "DenyAllExceptListedIfNoMFA",
  "Effect": "Deny",
  "NotAction": [
    "iam:CreateVirtualMFADevice",
    "iam:EnableMFADevice",
    "iam:GetUser",
    "iam:ListMFADevices",
    "iam:ListVirtualMFADevices",
    "iam:ResyncMFADevice",
    "sts:GetSessionToken",
    "gameliftstreams:*"           // Add this
  ],
  "Resource": "*",
  "Condition": {
    "BoolIfExists": {"aws:MultiFactorAuthPresent": "false"}
  }
}
```

- For more information, see [Identity and Access Management for Amazon GameLift Streams](#) in the Security chapter, and review [Troubleshooting access denied error messages](#) in the *IAM User Guide*.

Application issues

This section identifies potential causes for issues that prevent applications from running or cause them to appear differently on Amazon GameLift Streams. Inspect logs, query running processes, check GPU utilization, and examine application state in real time by opening a

secure terminal connection into the live runtime environment of your stream session using the [CreateStreamSessionAdminShell](#) API.

Preliminary checks

- Run your application on a different machine to verify that it's correctly packaged. This confirms that your application content doesn't contain any hardcoded paths, missing assets, libraries, or binaries that might not work on other devices.

Proton issues

- **Verify that your application is compatible with Proton.** Test your application on a local environment without the Amazon GameLift Streams server to verify that it's compatible with Proton. For instructions, see [Testing and troubleshooting compatibility with Proton for Amazon GameLift Streams](#).

Linux issues

If you are running a native Linux application, test it on a local Ubuntu 22.04 LTS machine to verify that it works correctly before streaming. For known issues and solutions, see [Troubleshoot Linux applications for Amazon GameLift Streams](#).

Application issues due to screen resolution

Amazon GameLift Streams sets the monitor resolution when a session starts, either at the default 1920 × 1080 or at a custom resolution you specify. Applications that attempt to change the monitor resolution at runtime during the session might freeze, crash, or render incorrectly. We recommend configuring the application to render at the monitor resolution in fullscreen. Do not modify the monitor resolution during the session.

For more information about setting a custom resolution at session start, see [Custom stream resolution in Amazon GameLift Streams](#).

Application terminates at start of stream session

If your application terminates immediately when a stream session starts, review the following for potential causes and solutions:

- **Verify runtime.** In the Amazon GameLift Streams application configuration, confirm that the file you specified in the **Executable launch path** is an executable file or script and is correct for the runtime environment that you selected. Windows applications should have a file type of ".exe", ".bat", or ".cmd" and target either of the Windows or Proton runtimes. Native Linux applications should be executable files that target the Ubuntu 22.04 LTS runtime.
- **Verify required DLLs.** Your Windows application might be missing required DLLs. For example, if your application is a debug build, then it requires the debug version of the Microsoft C and C++ (MSVC) runtime libraries. To resolve this, we recommend that you package your build and DLLs side-by-side. For instructions, refer to [Prepare a test machine to run a debug executable](#) by Microsoft.

In general, we recommend that you test your build on a clean machine first, before trying on Amazon GameLift Streams. For instructions about testing on an Amazon EC2 instance, refer to [Set up a remote machine](#).

Unreal Engine application crashes or requires additional dependencies

If your Unreal Engine application fails to start, crashes, or requires you to install additional dependencies, such as the Microsoft C and C++ (MSVC) runtime, try the following:

- **Use the correct executable.** For your application to work correctly with Amazon GameLift Streams, set the application path to the full executable that's located in the `Binaries/Win64/` (or similar) subfolder. Unreal Engine produces two executables: a small bootstrap executable at the root of the folder, and a platform target executable in the `Binaries/Win64/` subfolder. The bootstrap executable at the root attempts to validate pre-conditions are correct and can create false positives on Amazon GameLift Streams that prevent application launch. If the platform target executable is missing, the application might not have been built correctly. For example, see the following folder structure of a sample Unreal application:

```
BuildApp
|-> MyUnrealApp.exe
|-> MyUnrealApp
      |-> Binaries
            |-> Win64
                  |-> MyUnrealApp.exe
```

- **Turn off Unreal Engine Asserts.** Disable the check, verify, and ensure macros. They can prevent the application from creating crash dumps. For more information, see [Asserts in Unreal Engine documentation](#).
 - Define `USE_CHECKS_IN_SHIPPING=0` in your build to disable check and verify macros.
 - Use `-handleensurepercent=0` command-line argument to disable ensure macros.

Performance issues

This section identifies potential causes for game performance issues when running on Amazon GameLift Streams, and offers suggestions for optimizing your streams on the service.

Game performance is reduced when streaming on Amazon GameLift Streams

If your game runs well on your own machine but experiences performance issues when you stream it on Amazon GameLift Streams, consider the following:

- Your machine might have more powerful hardware than Amazon GameLift Streams. Make sure to test the application on a machine with similar performance to the hardware that Amazon GameLift Streams uses:
 - gen4n: comparable to NVIDIA RTX 2060 GPU
 - gen5n: comparable to NVIDIA RTX 3080 GPU
 - gen6n: comparable to NVIDIA RTX 4060 GPU

This verifies that your application's rendering settings are compatible with the GPU and that the performance meets your expectations.

- The problem might be due to your network connection or Amazon GameLift Streams's settings. Try the troubleshooting tips in the [Stream connectivity issues](#) section.

If your game is slow even when running locally, you'll need to optimize its performance. The best optimization methods will depend on the specific engine or framework you're using.

- For Unreal Engine games, refer to [Profiling Unreal Engine performance](#).

Windows applications experience slow load times or stuttering issues

If your game is experiencing long load times or stuttering behavior, we recommend the following course of action:

1. Ensure your application is packaged and optimized for loading performance using your engine vendor's guidance around optimizing content and shader performance.
2. Ensure your application is set to be the [default application](#) in a stream group.
3. Optimize application first launch on the service by caching shaders as part of your application packaging.

There are two approaches to enabling shader caching:

- **Driver-based caching** – This approach is specific to the runtime environment GPU and driver version. This option can be applied to all applications and is therefore the default recommended approach. The steps for this approach will need to be replicated for every GPU/driver combination.
- **Engine-based caching** – This approach enables shader caching through the game engine, if available. It places the burden of creating a pre-baked pipeline state object (PSO) cache on the developer. It also assumes that the engine is capable of handling cache support for different drivers on the same GPU hardware.

As a best practice, we recommend implementing driver-based caching first, because it does not require deep understanding of how PSO caching is implemented for the given engine.

With these implementations, shader files can be exported and packaged with your application so that they don't have to be generated with every new stream start.

To implement a driver-based caching fix for a Windows runtime application

1. Start streaming your default application and play it extensively to generate shaders for the application.

Important

Be sure to visit all the areas or levels of the environment to generate as many shaders as possible.

2. *Before* closing the stream, enable the export feature in your active stream session. For details, see [Export stream session files](#).
3. Close your application gracefully by quitting from the application menu or by using the application's shutdown commands. This ensures that the shader cache is ready for export.
4. Download the stream session export .zip file from the Amazon S3 bucket you specified when you enabled the export feature. You can find a download link on the Amazon GameLift Streams console on the **Sessions** page.
5. Locate the shaders folder within the stream session export. It's usually saved to this location: AppData\Local\NVIDIA\DXCache. Upload the generated shader files (*.nvph) to your application's Amazon S3 bucket.
6. Create a .bat file that will copy the shader files into the NVIDIA caching folder at runtime. This folder is usually located at: C:\Users\Administrator\AppData\Local\NVIDIA\DXCache. Upload the .bat file to the Amazon S3 application bucket.
7. Create a new Amazon GameLift Streams application with the .bat file as the executable path.

When your application starts streaming, your .bat file will copy the pre-generated shaders to the shader cache before launching the application, improving the stream loading performance.

Note

You might need to repeat these steps whenever you update your application or link the Amazon GameLift Streams application to a new stream group. Newer stream groups can contain updated GPU drivers from the service.

The following example .bat file assumes that the shader files are stored under the Amazon S3 bucket prefix Shaders\. You can use a different folder structure.

```
@echo off
set CURRENT_PATH=%cd%
set DXCACHE_DIR=%CURRENT_PATH%\Shaders
set NVIDIA_DXCACHE_DIR=C:\Users\Administrator\AppData\Local\NVIDIA\DXCache

if not exist "%NVIDIA_DXCACHE_DIR%" (
    mkdir "%NVIDIA_DXCACHE_DIR%"
)
```

```
xcopy /s /f "%DXCACHE_DIR%" "%NVIDIA_DXCACHE_DIR%"  
  
start %CURRENT_PATH%\app.exe
```

To implement a driver-based caching fix for a Proton runtime application

1. Start streaming your default application with the following environment variable override:

```
"__GL_SHADER_DISK_CACHE_PATH" : "/home/unpriv/games"
```

2. Play application extensively to generate shaders.

Important

Be sure to visit all the areas or levels of the environment to generate as many shaders as possible.

3. *Before* closing the stream, enable the export feature in your active stream session. For details, see [Export stream session files](#).
4. Close your application gracefully by quitting from the application menu or by using the application's shutdown commands. This ensures that the shader cache is ready for export.
5. Download the stream session export .zip file from the Amazon S3 bucket you specified when you enabled the export feature. You can find a download link on the Amazon GameLift Streams console on the **Sessions** page.
6. Locate the shaders folders and files within the stream session export:
 - a. application\GLCache folder
 - b. if application uses DX11: application*path-to-exe**exe-name*.dxvk-cache file
 - c. if application uses DX12: application*path-to-exe*\vkd3d-proton.cache.write file
7. Upload the generated shader files to your application's Amazon S3 bucket:
 - a. Copy the GLCache folder into the root directory of your application.
 - b. If available, copy the .dxvk-cache or vkd3d-proton.cache.write cache file to the folder containing the application executable.
8. Create a new Amazon GameLift Streams application with the same Proton configuration.
9. Run the application with the same environment variable override:

```
"__GL_SHADER_DISK_CACHE_PATH" : "/home/unpriv/games"
```

When your application starts streaming, it will use the pre-generated shaders, improving the stream loading performance.

 Note

You might need to repeat these steps whenever you update your application or link the Amazon GameLift Streams application to a new stream group. Newer stream groups can contain updated GPU drivers from the service.

To implement an engine-based caching fix for an application using Unreal Engine

For this approach, you can use Unreal Engine features to create a pipeline state object (PSO) cache for your Amazon GameLift Streams application. A PSO cache lets you deliver pre-compiled graphics pipeline states with decreased runtime compilation times, which can reduce hitches during loading and rendering. This requires advanced knowledge of Unreal Engine, and therefore we will not cover all the engine-specific details here. For additional instructions, refer to the guidance from Unreal Engine in [Creating a Bundled PSO Cache](#), "Collection Flow" section.

1. Generate shaders for your application that has PSO logging enabled.
 - a. Create a new Amazon GameLift Streams application using the packaged build with the PSO-enabled application.
 - b. Start a stream with `-logPSO` command in your PSO logging app. You can use the command-line arguments option on the **Test stream** configuration page in the Amazon GameLift Streams console.

 Important

Be sure to visit all the areas or levels of the environment to generate as many shaders as possible.

- c. *Before* closing the stream, enable the export feature in your active stream session. For details, see [Export stream session files](#).

- d. Quit the application from the menu or by using Unreal shutdown commands. If you close the stream directly, the Unreal shaders pipeline file won't be generated.
 - e. Download the stream session export .zip file from the Amazon S3 bucket you specified in the export step. You can find a download link on the Amazon GameLift Streams console on the **Sessions** page.
2. Package the Unreal shaders pipeline file into your Amazon GameLift Streams application.
 - a. Locate the recorded PSO files (`rec.pipelinecache`) in the stream session export under `Saved/CollectedPSOs`. Unpack the PSO files using Unreal commands.
 - b. Package a new Unreal build with the generated output from the unpacking. Follow the Unreal guidance, sections [Converting PSO caches](#) and [Including PSO caches in your Application](#).

 Important

When running the Unreal command in the "Converting PSO Caches" section, make sure that you use the same driver's version input files. For example: for DX12, use only the SM6 files as inputs. Otherwise you'll get an error when packaging the new application.

- c. Create a new Amazon GameLift Streams application for the new packaged build with the PSO files.
 - d. When starting and testing streams, confirm that PSO cache is being loaded. Check the game logs for the following line:

```
Opened FPipelineCacheFile: ../../...
```

 Note

You might need to repeat these steps whenever you update your application or link the Amazon GameLift Streams application to a new stream group. Newer stream groups can contain updated GPU drivers from the service.

Stream connectivity and network performance issues

When you [set up your Amazon GameLift Streams backend service](#), check the following:

- Choose the closest AWS Region possible to the end user. High latency from your clients to the Region hosting your stream can impact stream quality. Refer to [AWS Regions and streaming locations supported by Amazon GameLift Streams](#) for a list of locations where you can stream from. You can ping AWS console endpoints in the Region to get an approximate latency measurement.
- Verify your stream group has capacity for new streams.
- Verify that `ConnectionTimeoutSeconds` is reasonably set to allow end users plenty of time to connect before their web client times out.

Advise your end users to check the following:

- Ensure firewalls allow access to UDP port range 33435-33465 to allow streaming from Amazon GameLift Streams. If Amazon GameLift Streams can't reach these ports, it can lead to streaming issues, such as a black or grey screen.
- Verify that your internet connection can sustain a connection speed of at least 10 Mbps for a 1080p stream. If you detect network issues while playing on Amazon GameLift Streams, your internet speed might be fluctuating and you might not be getting at least 10 Mbps consistently. Run an internet speed test and continue through the troubleshooting steps.
- Use a wired network if possible. When using Wi-Fi, move your device close to your router for stronger signal strength.
- If you're using a Wi-Fi router with both 2.4 GHz and 5 GHz bands, try connecting to a different band. If you're unsure how to switch your router to a different band, visit the support pages of the manufacturer or provider of your Wi-Fi router. You can also contact their customer service.
- Identify if others on the same network (especially when on home Wi-Fi) are running high-bandwidth applications like video streaming, downloading, online gaming, or backups.
- Close other applications on your device that take up bandwidth.
- Don't use a VPN or proxy while streaming. They can cause higher latencies and impact gameplay.
- Verify you're using Wi-Fi instead of cellular networks when playing on an iPad or iPhone. Using a cellular network can result in connectivity issues.
- MacOS users should disable Location Services as it will cause the Wi-Fi to pause from time to time, which will lead to a poor streaming experience.

Stream input issues

This section identifies potential causes and solutions for issues related to user input in a stream session.

General input troubleshooting

- Test to see if the issue is browser-specific. Overall, we recommend Google Chrome, Microsoft Edge, or a custom Chromium-based desktop application for the best end-user experience and maximum compatibility, particularly with game controllers.
- Log input events sent from client and received by the application to identify where there is an input mismatch in your front end code.
- For more information about supported browsers and input devices, including known issues and limitations, see [Amazon GameLift Streams compatible devices and browsers](#).

Gamepad input issues on the Ubuntu 22.04 LTS runtime environment

Gamepad input on the Ubuntu 22.04 LTS runtime environment is supported for applications that use the Simple DirectMedia Layer (SDL) libraries. If your application uses other input libraries, gamepad functionality might not work. If you experience issues, consider using a Proton or Windows runtime environment instead. For more information about supported input devices, including known issues and limitations, see [Amazon GameLift Streams compatible devices and browsers](#).

Key input appears stuck on MacOS client

On MacOS clients, keys might suddenly appear to be stuck when the **Command** modifier key and another key are simultaneously pressed, repeating the key event. For example, the arrow key might get stuck when the **Command** key is also pressed. In a game, if arrow keys are used to spin the camera, this would make the camera rotate endlessly.

- Issue: The **Command** key on MacOS maps to the **Meta** key event, which maps to the **Windows** key on Microsoft Windows. The issue is a [bug](#) affecting MacOS browsers when **Command** and another key are pressed simultaneously, where the **Meta** key is reset when released but the arrow key is not reset because the browser didn't capture a keyup event for the arrow key, so the Web SDK client won't send a keyup event to the server and the streaming application would still think the key is being pressed.

- **Solution:** If you are not using the **Command** key, you can filter it out using the Web SDK keyboard filter mechanism (`keyboardFilter`) found in the Web SDK's `InputConfiguration` interface.

Stuck input when you open OS UI elements

On desktop and mobile browser clients, input events such as key releases are not processed when certain OS-level UI elements have priority. This can cause characters to move or actions to repeat as if keys are still being held down, even though you have released them.

- **Issue:** When you open certain OS-level UI elements (such as browser menu bars on desktop, or Control Center and Notification Center on iOS), the browser stops firing input events without triggering blur or focus events. This causes the server to continue receiving the last input state. This is a browser-level limitation that cannot be reliably detected.
- **Solution:** Use fullscreen mode on desktop browsers to prevent access to browser menu bars. For iOS users with connected keyboards, we recommend creating a native app wrapper with a web view where the native app can better detect and handle focus loss, explicitly triggering browser window focus and blur events. Alternatively, use front-end HTML or in-game UI elements to inform users that a key is still pressed, and provide information about this iOS limitation.

Mouse movement behaves differently on Amazon GameLift Streams

If mouse movement behaves differently when streaming with Amazon GameLift Streams, such as moving more quickly than expected, you might need to adjust the mouse-handling and cursor management logic in your application.

- **Issue:** Amazon GameLift Streams uses a heuristic to pick whether to transmit mouse events in “relative” or “absolute” mode. In relative mode, new mouse updates are provided as small, incremental differences from the previous update. In absolute mode, the mouse cursor is continually forced to a screen position that is synchronized with the client. When the operating system cursor is visible over the streamed content, the heuristic always picks absolute coordinates. This can cause unexpectedly large movement deltas if your application is expecting small, relative updates.
- **Solution:** If your application expects relative mouse motion (for example, FPS-style camera controls or drag-based interactions), hide the operating system cursor during mouse interactions. For instance, hide the cursor on mouse-down and show it again on mouse-up. This ensures

dragging motions use relative coordinates, with absolute position synchronized only when the button is released.

For more information on mouse movement in Amazon GameLift Streams, see [Mouse movement handling](#).

Stream session issues

This section identifies potential causes and solutions for issues related to a stream session starting or terminating unexpectedly.

Stream session does not start

Potential causes:

- Application is hung or crashed. Refer to the [Application issues](#) section for troubleshooting instructions.
- Stream group status is not `Active`. Verify the status of the stream group.
- On-demand capacity is taking longer to spin up than the timeout specified by `ConnectionTimeoutSeconds` in the [StartStreamSession](#) API. On the Windows runtime, the on-demand spin up time can take 5 minutes or more.
- No available capacity in the streaming location. Verify that your allocated capacity is greater than your in-use capacity, or that you have on-demand capacity that's not in use (allocated capacity is less than always-on capacity plus on-demand capacity). In the console, you can find these values in the list of stream groups or on the stream group detail page. Using the service API, you can find these values using [GetStreamGroup](#). A few scenarios where available capacity is temporarily at zero include the following:
 - If you just increased always-on capacity in the streaming location, wait a few minutes for the capacity to be allocated.
 - If you only have 1 available capacity in the streaming location and your client unexpectedly disconnected, the previous session might still be in a disconnected state. Wait a few minutes for the session to timeout and try again.
 - If you recently added a location to your stream group and the application did not exist at the location, the application might not have finished replicating there. Check the replication status on the stream group details page in the console. Alternatively, you can use the [GetApplication](#)

API and check the `ReplicationStatuses` value to verify that the `Status` of the desired streaming location is `COMPLETED`.

- Network conditions are so poor that frames, especially the first frame, are not being sent. Check network conditions between the client and the streaming location and adjust or try a different location.

Stream session terminated

Stream sessions automatically terminate when an application crashes or quits, or when the client connection is lost. Sessions can also terminate due to the following timeout values:

- **Placement timeout:** Timeout value for Amazon GameLift Streams to find compute resources to host a stream session.
- **Connection timeout:** Timeout value for a client to connect or reconnect to a stream session.
- **Idle timeout:** Maximum time that a stream session can be idle with no user input.
- **Session length timeout:** Maximum time for a stream session.

For a detailed explanation of each timeout and its possible values, refer to [Timeout values affecting stream sessions](#).

Web SDK issues

This section identifies potential causes for issues related to the Amazon GameLift Streams Web SDK when integrating Amazon GameLift Streams into your web application.

Audio element configuration for device compatibility

When you create a new `GameLiftStreams` object, we recommend that you don't provide a separate audio element. Providing a distinct audio element is useful if you need specific JavaScript controls on the audio that shouldn't be applied to the video element. However, some devices, such as certain smart TVs, support only one media element on a web page at a time. Providing a separate audio element can cause playback failures on these devices.

Audio is not playing when the stream starts

If audio is not playing when the stream starts, verify that the media elements are unmuted. Some browsers automatically mute media elements that are not actively playing. Different browsers have different autoplay policies that determine when media elements are muted.

To troubleshoot audio playback issues, check the following:

- Verify that the video or audio element's muted property is set to `false`.
- Ensure that the volume on the media element is not set to `0`.
- Check your browser's autoplay policy. Many browsers require a user interaction, such as a click, before they allow unmuted media playback.
- If you need a callback for when the session is connected, use `clientConnection.connectionState` in the `GameLiftStreams` object. This provides a callback for when the peer connection transitions to a connected state.

Stream session admin shell

Use the [CreateStreamSessionAdminShell](#) API to connect to the live runtime environment of your stream session. Use the terminal connection to troubleshoot application issues by inspecting logs, checking running processes, examining GPU utilization, and debugging your application state in real time.

Important

The admin shell grants the same level of access as the applications running on the stream session, which can include user input, screen images, and application data files. Grant `gameliftstreams:CreateStreamSessionAdminShell` permissions only to trusted IAM identities.

Prerequisites

Before you connect to a stream session with the admin shell, install the AWS Systems Manager Session Manager plugin for the AWS Command Line Interface. The plugin is required to open terminal connections. For installation instructions, see [Install the Session Manager plugin for the AWS Command Line Interface](#).

The code example below requires [jq](#), a command-line JSON processor, to extract values from the API response.

The stream session must be in one of the following statuses: ACTIVE, CONNECTED, PENDING_CLIENT_RECONNECTION, or RECONNECTING.

Connect using the Session Manager plugin for the AWS Command Line Interface

Use the AWS CLI to request admin shell access credentials, then use the [Session Manager plugin for the AWS Command Line Interface](#) to establish the terminal connection. Use the following code example to connect. Replace STREAM_GROUP_ID, STREAM_SESSION_ID, and REGION with your values.

AWS Command Line Interface with Bash script

```
#!/bin/bash
# GameLift Streams session with admin shell script
# This script sets up a terminal connection to an Amazon GameLift Streams session
# using the AWS Systems Manager Session Manager Plugin

# Stream group ARN or ID owning the session
STREAM_GROUP_ID="arn:aws:gameliftstreams:us-west-2:123456789012:streamgroup/
sg-1AB2C3De4"

# Stream session ARN or ID to connect to
STREAM_SESSION_ID="arn:aws:gameliftstreams:us-west-2:123456789012:streamsession/
sg-1AB2C3De4/44w0YoDXlRbtf"

# AWS Region where you created the stream group (primary location)
REGION="us-west-2"

# Request admin shell access
SESSION_ACCESS=$(aws gameliftstreams create-stream-session-admin-shell \
  --identifier "${STREAM_GROUP_ID}" \
  --stream-session-identifier "${STREAM_SESSION_ID}" \
  --region "${REGION}" \
  --output json)

# Extract session ID and connect using Session Manager plugin
SESSION_ID=$(echo "$SESSION_ACCESS" | jq -r .SessionId)
```

```
# Connect using the API response (the plugin extracts StreamUrl and TokenValue)
# The connection URL expires 60 seconds after the API response.
session-manager-plugin \
    "$SESSION_ACCESS" \
    "${REGION}" \
    "StartSession" \
    "" \
    "{\"Target\":\"\\\"$SESSION_ID\\\"}\"" \
    "https://ssm.${REGION}.api.aws"
```

 Tip

To find active stream sessions for a stream group, use the [ListStreamSessions](#) API operation or check the Amazon GameLift Streams console.

If you have trouble establishing a terminal connection, see [Stream session admin shell issues](#) for solutions to common errors.

Stream session admin shell issues

This section identifies potential causes and solutions for issues related to using the [CreateStreamSessionAdminShell](#) API to open a secure terminal connection into the live runtime environment of your stream session.

Terminal connection is not yet available

If you call `CreateStreamSessionAdminShell` and receive a `StreamSessionAccessNotReadyException` (HTTP 409), the terminal connection to the live runtime environment of your Amazon GameLift Streams session cannot yet be provisioned.

To resolve this issue:

- Wait a few seconds and retry the request. The terminal connection typically becomes available shortly after the stream session enters the ACTIVE state.
- If the error persists after repeated retries, verify that the stream session is still in one of the following states: ACTIVE, CONNECTED, PENDING_CLIENT_RECONNECTION, or RECONNECTING by calling [GetStreamSession](#).

Access denied when creating an admin shell

If you call `CreateStreamSessionAdminShell` and receive an `AccessDeniedException` (HTTP 403) error, the calling IAM identity does not have the required permissions. To resolve this issue, verify that the IAM identity has the `gameliftstreams:CreateStreamSessionAdminShell` permission for the target stream group resource.

Cannot connect to a stream session that is not active

If you call `CreateStreamSessionAdminShell` and receive a `ResourceNotFoundException` (HTTP 404) or `ValidationException` (HTTP 400) error, verify that the stream group hosting the stream session is in `ACTIVE` state and the stream session is in one of the following states: `ACTIVE`, `CONNECTED`, `PENDING_CLIENT_RECONNECTION`, or `RECONNECTING`.

To resolve this issue:

- Verify the stream group state by calling [GetStreamGroup](#).
- Verify the stream session state by calling [GetStreamSession](#).
- If the session recently started, wait until the session status transitions to `ACTIVE` before requesting a terminal connection.

StreamUrl has expired

If you connect to the WebSocket endpoint returned by `CreateStreamSessionAdminShell` and receive a connection error, the `StreamUrl` has expired. It is valid for 60 seconds after you receive it. If you do not establish the connection within that time, the URL expires.

To resolve this issue:

- Call `CreateStreamSessionAdminShell` again to obtain a new `StreamUrl`, `SessionId`, and `TokenValue`.
- Establish the connection within 60 seconds after receiving the response.

Session Manager plugin is not installed

If you attempt to connect using the credentials returned by `CreateStreamSessionAdminShell` and the connection fails with a message indicating the Session Manager plugin is missing, you need to install the AWS Systems Manager Session Manager plugin for the AWS CLI.

To resolve this issue:

- Install the Session Manager plugin for the AWS CLI. For installation instructions, see [Install the Session Manager plugin for the AWS CLI](#) in the *AWS Systems Manager User Guide*.
- Verify the plugin is installed by running `session-manager-plugin` from your terminal.

Admin shell closes unexpectedly

If your terminal connection disconnects abruptly during use, it might have closed for one of the following reasons:

- The terminal connection is scoped to the stream session lifecycle and ends when the stream session transitions to a `TERMINATED` or `ERROR` state.
- The terminal connection exceeded its maximum duration of 30 minutes.
- The terminal connection exceeded its idle timeout of 15 minutes.

To resolve this issue:

- Verify that the stream session is not in a `TERMINATED` or `ERROR` state by calling [GetStreamSession](#).
- If the terminal connection timed out due to idle or maximum duration, call `CreateStreamSessionAdminShell` again to open a new terminal connection.
- If the stream session has ended, start a new stream session to open a new terminal connection.

Testing and troubleshooting compatibility with Proton for Amazon GameLift Streams

If your Amazon GameLift Streams application runs on a Proton runtime environment, this section can help you troubleshoot compatibility issues between your application and the Proton layer. These instructions include a set of scripts that installs Proton to your own machine, simulating the environment that Amazon GameLift Streams would use. By troubleshooting without the Amazon GameLift Streams service, you can focus on troubleshooting issues specific to your application and the runtime environment.

High-level steps to test and troubleshoot

1. Acquire an Ubuntu 22.04 LTS machine. You can use either a local machine or an Amazon EC2 cloud-based desktop. Choose from the following topics for instructions:
 - [Set up a local machine](#)
 - [Set up a remote machine](#)
2. Install the Proton runtime environment to test and debug your application. Refer to [Troubleshoot on Proton](#) for guidance.

Known issues with Proton

Refer to the [Proton GitHub wiki](#) for the latest compatibility and troubleshooting resources. You can also search for issues in the Proton GitHub [issue tracker](#). Following are some specific issues to be aware of that our customers have encountered when running Windows applications on Proton:

Godot applications on Proton

- Godot-based applications running on Proton might encounter a black screen if the Amazon Vulkan capture layer is enabled. To mitigate this issue, disable shared textures when streaming by setting the environment variable `VK_LAYER_AMZN_BLITSURFACE_SHARED_TEXTURES=0`.

Unreal Engine applications on Proton

- If you run into problems on Proton 8.x with Electra Media Player, (an Unreal Engine plugin) we recommend using the fixes found in <https://github.com/ValveSoftware/wine/pull/257>.

Set up a local machine to troubleshoot Proton

Proton is a compatibility layer that enables Windows applications to run on Linux. As such, you must have an Ubuntu machine to test and troubleshoot with. If you don't have a local Ubuntu machine, you can set up a remote machine using Amazon EC2. To do so, follow the steps in [Set up a remote machine](#) instead.

Prerequisites

- [Ubuntu 22.04 LTS](#). For installation instructions, you can use Ubuntu's [Install Ubuntu Desktop](#) tutorial.

- NVIDIA GPU

Install GPU drivers

Installing the latest GPU drivers can prevent your application from poor performance and crashes.

To check what GPU driver your system uses

1. Run the following command in a terminal:

```
lshw -C display | grep driver
```

2. If the correct drivers are installed, you should see the following output, or similar, where *<gpu>* is nvidia for NVIDIA: configuration: driver=<gpu> latency=0

To install the latest NVIDIA GPU drivers

Follow the instructions in [NVIDIA drivers installation](#).

Verify GPU drivers

Verify that GPU drivers are installed and working correctly. One way to verify this is by running the [vkcube](#) application in a terminal.

1. Install the vulkan-tools apt package using the following command.

```
sudo apt install -y vulkan-tools
```

2. Run vkcube.
3. Review the output.

- If your system is properly using the correct GPU, you will see output similar to the following, with the name of your GPU: Selected GPU 0: AMD Radeon Pro V520 (RADV NAVI12), type: 2
- If your application isn't able to use the GPU correctly, you might see different output similar to the following: Selected GPU 0: llvmpipe (LLVM 15.0.7, 256 bits), type: 4

In this case, check the GPU drivers and re-install if needed.

Next step

With your local Ubuntu machine ready, the next step is to set up Proton. For instructions, refer to [Troubleshoot on Proton](#).

Set up a remote Amazon EC2 machine to troubleshoot Proton

If you don't have a local Ubuntu machine, follow these instructions to set up a remote machine instead.

In this step, you will set up your remote Ubuntu machine using Amazon Elastic Compute Cloud (Amazon EC2), which you will use to troubleshoot your application's compatibility with Proton for Amazon GameLift Streams. This topic describes how to set up an Amazon EC2 instance with Ubuntu 22.04 LTS, necessary GPU drivers, and the Amazon DCV Server for a visual remote desktop.

Launch an Amazon EC2 Instance with Ubuntu 22.04 LTS AMI

1. Navigate to Amazon EC2 in the AWS Management Console.
2. Select **Launch Instances**.
3. Enter "Amazon GameLift Streams Testing" for **Name**.
4. Select **Ubuntu Server 22.04 LTS (HVM)** for **Application and OS Images (Amazon Machine Image)**.
5. Select **g4dn.2xlarge** for **Instance Type**.
6. For **Key pair (login)**, choose a key pair if you want to use SSH to access the instance. We recommend using an instance profile with the AmazonSSMManagedInstanceCore policy to connect to your instances using AWS Systems Manager Session Manager. For more details, follow [Adding Session Manager permissions to an existing IAM role](#).
7. For **Network settings**, create a new security group:
8. For **Security Group Name**, enter **DCV**.
9. Add **Inbound Security Group Rules** with **Type** Custom TCP, **Port Range** 8443, and **Source Type** Anywhere to allow access using Amazon DCV.
10. Increase storage to at least **256 GiB** and choose **gp3** as the storage type.
11. Choose **Launch Instance**.

Your instance should now be launched.

Follow the instructions in [Connect to your Linux instance](#) to connect to the instance using SSH or AWS Systems Manager Session Manager.

Install GPU drivers

G4dn - NVIDIA GPU

Install additional modules and Linux firmware by running the following commands:

```
sudo apt install linux-modules-extra-aws linux-firmware

# Install the AWS CLI required for NVIDIA driver installation
curl "https://awscli.amazonaws.com/awscli-exe-linux-x86_64.zip" -o "awscliv2.zip"
sudo apt install unzip
unzip awscliv2.zip
sudo ./aws/install
```

Follow the instructions on the NVIDIA GRID drivers for Ubuntu and Debian in [Install NVIDIA drivers on Linux](#).

Set up user environment

Set up your user environment so it can use the GPU by running the following commands. This does the following things:

- Add you to the video groups to give you access to a video device, and the render group to give you access to a rendering device.
- Install the AWS CLI, which is required for NVIDIA drivers and for downloading your applications or games from Amazon S3.

```
sudo adduser user

# Add the current user to the video and render group
sudo usermod -a -G video user
sudo usermod -a -G render user
sudo adduser user sudo

# Install the AWS CLI
curl "https://awscli.amazonaws.com/awscli-exe-linux-x86_64.zip" -o "awscliv2.zip"
sudo apt install unzip
unzip awscliv2.zip
sudo ./aws/install

sudo reboot
```

Installation and configuration of Amazon DCV

Reconnect to the instance using SSH or AWS Systems Manager Session Manager and follow the instructions from [Installing the Amazon DCV Server on Linux for Ubuntu](#).

- Verify that the server is correctly configured as described in the documentation.
- Follow the steps in [Install and configure NVIDIA drivers](#) for NVIDIA GPU.
- Add the Amazon DCV user to video group, as explained in [step 7 of the Installing the Server guide](#) (navigate to the Ubuntu tab).

There is no need to install any optional parts of the Amazon DCV Server.

When you're done, run the following command to start the Amazon DCV Server:

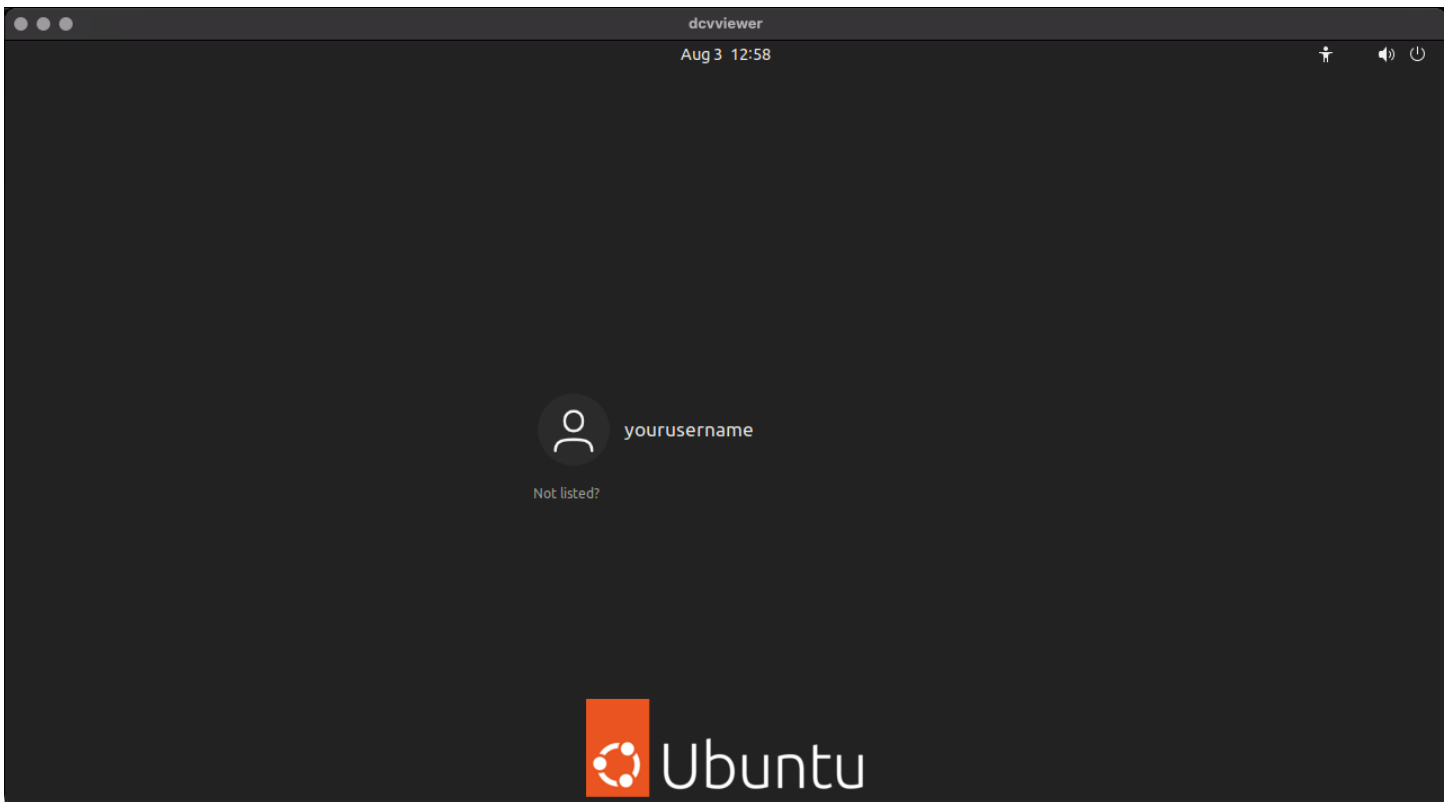
```
sudo systemctl start dcvserver
sudo systemctl enable dcvserver
```

Connecting to the Ubuntu Server using the Amazon DCV client

Reconnect to your Ubuntu instance and create a session for a user by running:

```
sudo dcv create-session --owner user --user user my-session --type console
```

You can now use the Amazon DCV Client to access your Ubuntu instance using its public IP address. When you launch a Amazon DCV client, a window appears, allowing you to access your Ubuntu instance through a visual display.



Verify GPU drivers

Verify that GPU drivers are installed and working correctly. One way to verify this is by running the [vkcube](#) application in a terminal.

1. Install the `vulkan-tools` apt package using the following command.

```
sudo apt install -y vulkan-tools
```

2. Run `vkcube`.

3. Review the output.

- If your system is properly using the correct GPU, you will see output similar to the following, with the name of your GPU: Selected GPU 0: AMD Radeon Pro V520 (RADV NAVI12), type: 2
- If your application isn't able to use the GPU correctly, you might see different output similar to the following: Selected GPU 0: llvmpipe (LLVM 15.0.7, 256 bits), type: 4

In this case, check the GPU drivers and re-install if needed.

Set up Podman (Proton only)

If you're using a Proton runtime, you must install [Podman](#), a container that's used by Proton's build process. Complete the following steps in a terminal.

1. Install Podman, a container that Proton's build process uses.

```
sudo apt install podman
```

2. In the files `/etc/subuid` and `/etc/subgid`
 - a. Verify that the files list your Linux machine user name and ID. You can either open the files or use the `cat` command to see what's in the files. Format example: `test:165536:65536`, where `test` corresponds to your user name.
 - b. If they're not listed, add them in. Format example: `test:165536:65536`, where `test` corresponds to your user name.

```
$ cat /etc/subuid
ceadmin:100000:65536
test:165536:65536

$ cat /etc/subgid
ceadmin:100000:65536
test:165536:65536
```

For more information, refer to [Basic Setup and Use of Podman in a Rootless environment](#) in Podman's documentation.

Next step

You now have an Amazon EC2 instance and environment setup to troubleshoot compatibility issues with Amazon GameLift Streams. The next step is to set up Proton. For instructions, refer to [Troubleshoot on Proton](#).

Troubleshoot compatibility on Proton

In this step, you will set up Proton on your own machine, so you can troubleshoot compatibility issues between your Amazon GameLift Streams application and Proton. Running your application in a simulated environment without the Amazon GameLift Streams server can help you identify issues specific to your application and runtime environment.

Prerequisites

- Ubuntu 22.04 LTS with GPU drivers installed. For instructions, refer to [Set up a local machine](#) or [Set up a remote machine](#).

Install Proton

To install Proton on your Ubuntu 22.04 LTS machine, use the following script to clone, build, and configure the version of Proton you want to test from the [Proton GitHub repository](#).

1. Copy and paste the following code into a file called `proton-setup.sh` on your Ubuntu 22.04 LTS machine.

```
#!/bin/bash
# This is a script to build Proton. The default build is a tag from the
# experimental_9.0 branch of Proton, but can be changed as a parameter to this
# script.
#
# Usage: ./proton-setup.sh [optional proton_branch_name {default:
# experimental-9.0-20241121b}]
set -e

sudo apt install -y podman make git

# clone proton from github, recurse submodules
# if no proton git link is supplied, use a default tag from the experimental_8.0
# branch
PROTON_BRANCH=${1:-"experimental-9.0-20241121b"}
PROTON_BUILD_DIR=protonBuild
PROTON_DIR=$(pwd)/proton
if git clone https://github.com/ValveSoftware/Proton.git --recurse-submodules --
branch $PROTON_BRANCH proton;
then
    echo "Successfully cloned Proton and its submodules."
```

```
else
    echo "Warning: a proton directory/repository already exists. It is recommended to
    delete this folder and re-run this script unless it is a valid repository with
    initialized submodules."
fi

if [ -d $PROTON_BUILD_DIR ];
then
    echo "Error: protonBuild directory already exists. Delete this folder first to
    create a fresh build of Proton before re-running this script."
    exit 1
fi
mkdir $PROTON_BUILD_DIR
cd $PROTON_BUILD_DIR
$PROTON_DIR/configure.sh --enable-ccache --container-engine=podman

# build proton
echo "Building Proton"
make
echo "Done building Proton!"

# prepare proton for execution
cd dist
mkdir compatdata
if [ -e ./dist ]; then
    PROTON_FILES=dist
elif [ -e ./files ]; then
    PROTON_FILES=files
fi
cp version $PROTON_FILES/
echo "Finished installing proton. Proton binary location: $(pwd)/proton"
echo "STEAM_COMPAT_DATA_PATH: $(pwd)/compatdata"
echo "STEAM_COMPAT_CLIENT_INSTALL_PATH: anything"
```

2. In this step you will run the Proton setup script to clone and install Proton and additional dependencies. The script accepts as an argument the tag or branch name for the Proton version you want to install. To simulate one of the custom builds of Proton that Amazon GameLift Streams provides, use the instructions for that version, below.

Note

Expect the cloning from GitHub to take some time. There are many submodules to download, totalling several gigabytes.

In your terminal, run the `proton-setup.sh` script and specify the Proton version branch:

- **Built-in Proton versions**

- For Proton 10.0-4 (PROTON-20260204), use [proton-10.0-4](#).

```
proton-setup.sh proton-10.0-4
```

- For Proton 9.0-2 (PROTON-20250516), use [experimental-9.0-20241121b](#).

```
proton-setup.sh experimental-9.0-20241121b
```

- For Proton 8.0-5 (PROTON-20241007), use [experimental-8.0-20240205](#).

```
proton-setup.sh experimental-8.0-20240205
```

Typically, no additional source code is needed. However, if you run into problems with Electra Media Player, (an Unreal Engine plugin) we recommend using the fixes found in <https://github.com/ValveSoftware/wine/pull/257>.

Note

For Proton 8.0-2c (PROTON-20230704), Amazon GameLift Streams uses a proprietary build, which is not available to build locally.

- **Recommended custom Proton version**

For a custom Proton version, we recommend using the Proton `experimental_8.0` branch.

```
proton-setup.sh experimental_8.0
```

- **Other custom Proton versions**

For other Proton versions, use an exact branch or tag name listed in [Proton releases](#).

```
proton-setup.sh branch-or-tag-name
```

If your installation is successful, the output in your terminal should be similar to the following:

```
...
Done building Proton!
Finished preparing proton. Proton binary location: /home/test/protonBuild/dist/
proton
STEAM_COMPAT_DATA_PATH: /home/test/protonBuild/dist/compatdata
STEAM_COMPAT_CLIENT_INSTALL_PATH: anything
```

Take note of the following variables from the output because you will need them to run Proton in the next step:

- Proton binary location
- STEAM_COMPAT_DATA_PATH
- STEAM_COMPAT_CLIENT_INSTALL_PATH

Run your application on Proton

The following steps assume that the application executable is located in `path/myapplication/bin/application.exe`. Replace it with the path and file name for your application.

- In a terminal, navigate to the folder where your application executable is located.

```
cd path/myapplication/bin/application.exe
```

- Run your application on Proton. Use the Proton binary location and the environment variables that you got in the previous step.

```
STEAM_COMPAT_DATA_PATH=/home/test/protonBuild/dist/compatdata
STEAM_COMPAT_CLIENT_INSTALL_PATH=anything /home/test/protonBuild/dist/proton run
application.exe
```

The application should now attempt to start. If the application starts locally, but not on Amazon GameLift Streams, it may be due to a configuration issue when calling Amazon GameLift Streams

APIs. Verify that the API call parameters are correct. Otherwise, continue to the next step for debugging.

Debug the application through log files

If your application has issues running on the local Proton environment, check the output log. The log contains output from your application and runtime environment. Trace where your application is failing to discover issues on the application side.

To dump the log output into a text file, such as `proton.log`, use the following command:

```
STEAM_COMPAT_DATA_PATH=/home/test/protonBuild/dist/compatdata  
STEAM_COMPAT_CLIENT_INSTALL_PATH=anything /home/test/protonBuild/dist/proton run  
application.exe &>proton.log
```

Proton also indicates if the issue is due to a Wine plugin, unimplemented function, missing dlls, and so on. For more information, see [Wine HQ's Debugging Wine](#) guide. If you find a Proton or Wine error in the logs that you can't fix on the application side, reach out to your AWS Account Manager or post a question in [AWS re:Post](#) for help with further debugging.

Troubleshoot Linux applications for Amazon GameLift Streams

If your Amazon GameLift Streams application runs on an Ubuntu runtime environment, this section can help you troubleshoot issues specific to running native Linux applications. For general troubleshooting, see [Troubleshooting Amazon GameLift Streams](#).

Set up a local machine to test

Before troubleshooting on Amazon GameLift Streams, verify that your application performs correctly on a local Ubuntu 22.04 LTS machine. For instructions, see [Set up a local machine](#).

Known issues

Application renders a black screen

If your application renders a black screen, try one or both of the following:

- Disable shared textures by setting the environment variable `VK_LAYER_AMZN_BLITSURFACE_SHARED_TEXTURES=0`.

- Switch to Vulkan rendering. For Unity applications, add `-force-vulkan` to your launch parameters, or set Vulkan as the only Graphics API in **Player > Other Settings > Graphics APIs**.

Poor performance with OpenGL

If your application targets OpenGL and you experience poor frame rates or the application appears frozen, force the NVIDIA implementation by setting the environment variable `__GLX_VENDOR_LIBRARY_NAME=nvidia`.

Unity application freezes or pauses

The application window might not receive OS-level focus in the streaming environment. By default, Unity pauses rendering when unfocused. To resolve this, apply both of the following settings:

1. Set `Application.runInBackground = true` in your application code.
2. If you use the new Input System package, set `InputSettings.backgroundBehavior = InputSettings.BackgroundBehavior.IgnoreFocus`.

Microphone input is not available

Microphone input is not supported on the Ubuntu 22.04 LTS runtime. If your application requires microphone input, use the Proton or Microsoft Windows Server 2022 Base runtime instead. For more information, see [Amazon GameLift Streams compatible devices and browsers](#).

Profiling Unreal Engine performance

In this section, learn how to analyze your Unreal Engine game or application performance. This can help you identify areas to optimize, leading to smoother streaming in Amazon GameLift Streams.

You can use Unreal Engine's console and its built-in stat commands to get a detailed look at your game's performance. You can access the console in a non-shippable build or the **Editor**. A non-shippable build refers to a project that was built using a debug or development configuration.

To access the console

In non-shippable builds and the [Play In Editor](#) mode, press the tilde (~) key to open the console. Double-press the tilde key to expand the console.

Here are some tips for using the console:

- Type a keyword to list all possible commands containing that keyword. Scroll through the list using the arrow keys.
- Scroll through the history by using the arrow keys or Page up and Page down keys.
- Logs are saved in a `.txt` file in your project's `Saved/Logs` directory

To profile your game's performance

1. Start by running the `stat fps` and `stat unit` commands. This will give you an overview of where your game struggles with performance.
 - `stat fps`: Shows the current frames per second.
 - `stat unit`: Breaks down the frame into several subsections.
 - **Frame**: Total wall-clock time starting from when the simulation of the frame starts to when the presentation of the frame is on the screen.
 - **Game**: Total CPU time taken by the game simulation thread per frame.
 - **Draw**: Total CPU time for the rendering threads to translate the scene to commands for the GPU and submit them to the GPU.
 - **GPU**: Total time for the GPU to process all commands.
 - **Draws**: Total number of draws submitted for the frame.
 - **Prims**: Total number of triangles drawn.
2. Play through the game and identify areas with low performance, indicated by decreased FPS and increased time in **Game**, **Draw**, or **GPU**.
3. Run `stat game` to see how time is spent for the various gameplay groups.
4. Refine the stats for specific gameplay factors like AI, animation, physics, gameplay, scripting, and so on. Here are a few examples:
 - `stat ai`: Time to compute AI behavior.
 - `stat anim`: Time to compute skinned meshes.
 - `stat physics`: Time to compute physics simulations.
5. Run `stat drawcount` to see which render areas generate the most draws. The list shows the render passes that emit draws, and the number of draws emitted each frame. You can get more information by analyzing the GPU stats in the next step.

6. Run `stat gpu` to see which render types consume the most GPU time.
7. Refine the rendering types into broad groups, such as lights, shadows, lumen (lighting), hair, post processing, and so on. Here are a few common examples:
 - `stat lightrendering`: GPU time to render lights and shadows.
 - `stat shadowrendering`: GPU time to update the various shadows.
 - `stat scenerendering`: GPU time to render the scene.

This section covers only a subset of available commands. Depending on your game's features, look into stats for areas such as asset streaming, virtual texturing, CPU task workload distribution, threading, sound, particles, and so on. For more information, refer to [Stat commands](#).

Regions, quotas, and limitations

Amazon GameLift Streams is available across multiple AWS Regions, offering dual-stack service endpoints that support both IPv4 and IPv6 connectivity. The service operates from primary locations including US East (Ohio), US West (Oregon), Asia Pacific (Tokyo), and Europe (Frankfurt), with the ability to manage additional AWS Regions and locations, collectively referred to as *remote locations*, for optimized latency and stream quality.

The service infrastructure is governed by three main categories of constraints:

- Service quotas
- API rate limits
- Fixed service limitations

These include restrictions on application sizes, number of applications per region, file management capacities, and GPU allocations across different stream classes and regions. The service implements specific API rate limits for various operations, ranging from 1 to 20 requests per second, ensuring stable service performance. Additionally, there are fixed service limitations concerning stream group configurations, GPU deployments, and application associations that apply uniformly across all customers.

AWS Regions and streaming locations supported by Amazon GameLift Streams

An AWS Region is a collection of AWS resources in a geographic area. Each AWS Region is isolated and independent of the other Regions. For general information about AWS Regions, see [Managing AWS Regions](#) in the *AWS General Reference*.

The following table lists the AWS Regions where the Amazon GameLift Streams service is available and the endpoints for each Region. You create all Amazon GameLift Streams application and stream group resources in a specified Region, whether you work in the Amazon GameLift Streams console, use the AWS Command Line Interface (AWS CLI), or make programmatic calls. The Region where you create these resources is known as the *primary location*. Use your primary location's endpoint to connect to the Amazon GameLift Streams service programmatically.

Service endpoints

Amazon GameLift Streams supports dual-stack service endpoints, allowing clients and resources to interact with the service using IPv6 or IPv4.

Region Name	Region	Endpoint	Protocol	
US East (Ohio)	us-east-2	gameliftstreams.us-east-2.api.aws	HTTPS	
US West (Oregon)	us-west-2	gameliftstreams.us-west-2.api.aws	HTTPS	
Asia Pacific (Tokyo)	ap-northeast-1	gameliftstreams.ap-northeast-1.api.aws	HTTPS	
Europe (Frankfurt)	eu-central-1	gameliftstreams.eu-central-1.api.aws	HTTPS	

Streaming locations

Amazon GameLift Streams supports streaming from all the following locations from any of the service endpoints. We recommend that you choose streaming locations that are geographically close to your users to optimize latency and stream quality.

Region name	AWS Region		
US East (N. Virginia)	us-east-1		
US East (Ohio)	us-east-2		
US West (Oregon)	us-west-2		
Asia Pacific (Mumbai)	ap-south-1		

Region name	AWS Region		
Asia Pacific (Seoul)	ap-northeast-2		
Asia Pacific (Sydney)	ap-southeast-2		
Asia Pacific (Tokyo)	ap-northeast-1		
Europe (Frankfurt)	eu-central-1		
Europe (Ireland)	eu-west-1		
Europe (London)	eu-west-2		
Europe (Stockholm)	eu-north-1		
South America (São Paulo)	sa-east-1		

Supported locations by stream class in Amazon GameLift Streams

The following table shows the availability of each stream class family across all supported AWS Regions and streaming locations.

Region name	Region	gen6*	gen5*	gen4*
US East (N. Virginia)	us-east-1	✓ Yes	✓ Yes	✓ Yes
US East (Ohio)	us-east-2	✓ Yes	✓ Yes	✓ Yes
US West (Oregon)	us-west-2	✓ Yes	✓ Yes	✓ Yes
Asia Pacific (Mumbai)	ap-south-1	✓ Yes	✓ Yes	✓ Yes
Asia Pacific (Seoul)	ap-northeast-2	✓ Yes	✓ Yes	✓ Yes
Asia Pacific (Sydney)	ap-southeast-2	✓ Yes	✓ Yes	✓ Yes

Region name	Region	gen6*	gen5*	gen4*
Asia Pacific (Tokyo)	ap-northeast-1	✓ Yes	✓ Yes	✓ Yes
Europe (Frankfurt)	eu-central-1	✓ Yes	✓ Yes	✓ Yes
Europe (Ireland)	eu-west-1	✗ No	✓ Yes	✓ Yes
Europe (London)	eu-west-2	✓ Yes	✓ Yes	✓ Yes
Europe (Stockholm)	eu-north-1	✓ Yes	✓ Yes	✓ Yes
South America (São Paulo)	sa-east-1	✓ Yes	✓ Yes	✓ Yes

Amazon GameLift Streams service quotas

Service quotas, also referred to as limits, are the maximum number of service resources or operations for your AWS account.

Many of the service quotas in Amazon GameLift Streams limit the total number of GPUs (compute resources) you can configure for streaming in your account. More specifically, these GPU service quotas specify the maximum number of GPUs of a particular stream class family you can request per location across all stream groups in your account. For example, if your account has a limit of 5 gen5n GPUs in us-west-2, the sum of gen5n GPUs needed to provide the total stream capacity in us-west-2 for all of your stream groups must be less than or equal to 5. This includes GPUs for both always-on and on-demand capacity.

For more information about how quotas interact with stream capacity, see [Capacity and service quotas](#). Also be sure to check [API rate limits](#) and [Other limitations](#) for additional limitations to be aware of in Amazon GameLift Streams.

View your default or applied account level quota and the utilization in the Service Quotas console by selecting the GameLift Streams as the AWS service.

For general information about service quotas, see [AWS service quotas](#) in the *AWS General Reference*.

Service quotas

In the following table, the GPU quotas are all 0 by default. However, your account's applied quotas might be different. To check, sign in to the AWS Management Console and open the Service Quotas console to [Amazon GameLift Streams](#), where you can review your current quotas in the **Applied account-level quota value** column and utilization of these quotas in the Utilization column and submit a request to increase these values.

Name	Default	Adjustable	Description
Application size (GiB)	Each supported Region: 100	Yes	The maximum total size (in GiB) of an application, in this account. Note that a gibibyte (GiB) equals 1024*1024*1024 bytes.
Applications	Each supported Region: 20	Yes	The maximum number of applications that you can create in this account, per AWS Region.
Files per application	Each supported Region: 30,000	Yes	The maximum number of files that you can have in an application, in this account.
Gen4n GPUs, ap-northeast-1	Each supported Region: 0	Yes	The maximum number of Gen4n GPUs you can configure for streaming in the ap-northeast-1 location across all stream groups in this account. Multi-tenant stream classes, such as "Gen4n_high", support

Name	Default	Adjustable	Description
			streaming more than one session per GPU.
Gen4n GPUs, ap-northeast-2	Each supported Region: 0	Yes	The maximum number of Gen4n GPUs you can configure for streaming in the ap-northeast-2 location across all stream groups in this account. Multi-tenant stream classes, such as "Gen4n_high", support streaming more than one session per GPU.
Gen4n GPUs, ap-south-1	Each supported Region: 0	Yes	The maximum number of Gen4n GPUs you can configure for streaming in the ap-south-1 location across all stream groups in this account. Multi-tenant stream classes, such as "Gen4n_high", support streaming more than one session per GPU.

Name	Default	Adjustable	Description
Gen4n GPUs, ap-southeast-2	Each supported Region: 0	Yes	The maximum number of Gen4n GPUs you can configure for streaming in the ap-southeast-2 location across all stream groups in this account. Multi-tenant stream classes, such as "Gen4n_high", support streaming more than one session per GPU.
Gen4n GPUs, eu-central-1	Each supported Region: 0	Yes	The maximum number of Gen4n GPUs you can configure for streaming in the eu-central-1 location across all stream groups in this account. Multi-tenant stream classes, such as "Gen4n_high", support streaming more than one session per GPU.

Name	Default	Adjustable	Description
Gen4n GPUs, eu-north-1	Each supported Region: 0	Yes	The maximum number of Gen4n GPUs you can configure for streaming in the eu-north-1 location across all stream groups in this account. Multi-tenant stream classes, such as "Gen4n_high", support streaming more than one session per GPU.
Gen4n GPUs, eu-west-1	Each supported Region: 0	Yes	The maximum number of Gen4n GPUs you can configure for streaming in the eu-west-1 location across all stream groups in this account. Multi-tenant stream classes, such as "Gen4n_high", support streaming more than one session per GPU.
Gen4n GPUs, eu-west-2	Each supported Region: 0	Yes	The maximum number of Gen4n GPUs you can configure for streaming in the eu-west-2 location across all stream groups in this account. Multi-tenant stream classes, such as "Gen4n_high", support streaming more than one session per GPU.

Name	Default	Adjustable	Description
Gen4n GPUs, sa-east-1	Each supported Region: 0	Yes	The maximum number of Gen4n GPUs you can configure for streaming in the sa-east-1 location across all stream groups in this account. Multi-tenant stream classes, such as "Gen4n_high", support streaming more than one session per GPU.
Gen4n GPUs, us-east-1	Each supported Region: 0	Yes	The maximum number of Gen4n GPUs you can configure for streaming in the us-east-1 location across all stream groups in this account. Multi-tenant stream classes, such as "Gen4n_high", support streaming more than one session per GPU.
Gen4n GPUs, us-east-2	Each supported Region: 0	Yes	The maximum number of Gen4n GPUs you can configure for streaming in the us-east-2 location across all stream groups in this account. Multi-tenant stream classes, such as "Gen4n_high", support streaming more than one session per GPU.

Name	Default	Adjustable	Description
Gen4n GPUs, us-west-2	Each supported Region: 0	Yes	The maximum number of Gen4n GPUs you can configure for streaming in the us-west-2 location across all stream groups in this account. Multi-tenant stream classes, such as "Gen4n_high", support streaming more than one session per GPU.
Gen5n GPUs, ap-northeast-1	Each supported Region: 0	Yes	The maximum number of Gen5n GPUs you can configure for streaming in the ap-northeast-1 location across all stream groups in this account. Multi-tenant stream classes, such as "Gen5n_high", support streaming more than one session per GPU.
Gen5n GPUs, ap-northeast-2	Each supported Region: 0	Yes	The maximum number of Gen5n GPUs you can configure for streaming in the ap-northeast-2 location across all stream groups in this account. Multi-tenant stream classes, such as "Gen5n_high", support streaming more than one session per GPU.

Name	Default	Adjustable	Description
Gen5n GPUs, ap-south-1	Each supported Region: 0	Yes	The maximum number of Gen5n GPUs you can configure for streaming in the ap-south-1 location across all stream groups in this account. Multi-tenant stream classes, such as "Gen5n_high", support streaming more than one session per GPU.
Gen5n GPUs, ap-southeast-2	Each supported Region: 0	Yes	The maximum number of Gen5n GPUs you can configure for streaming in the ap-southeast-2 location across all stream groups in this account. Multi-tenant stream classes, such as "Gen5n_high", support streaming more than one session per GPU.

Name	Default	Adjustable	Description
Gen5n GPUs, eu-central-1	Each supported Region: 0	Yes	The maximum number of Gen5n GPUs you can configure for streaming in the eu-central-1 location across all stream groups in this account. Multi-tenant stream classes, such as "Gen5n_high", support streaming more than one session per GPU.
Gen5n GPUs, eu-north-1	Each supported Region: 0	Yes	The maximum number of Gen5n GPUs you can configure for streaming in the eu-north-1 location across all stream groups in this account. Multi-tenant stream classes, such as "Gen5n_high", support streaming more than one session per GPU.
Gen5n GPUs, eu-west-1	Each supported Region: 0	Yes	The maximum number of Gen5n GPUs you can configure for streaming in the eu-west-1 location across all stream groups in this account. Multi-tenant stream classes, such as "Gen5n_high", support streaming more than one session per GPU.

Name	Default	Adjustable	Description
Gen5n GPUs, eu-west-2	Each supported Region: 0	Yes	The maximum number of Gen5n GPUs you can configure for streaming in the eu-west-2 location across all stream groups in this account. Multi-tenant stream classes, such as "Gen5n_high", support streaming more than one session per GPU.
Gen5n GPUs, sa-east-1	Each supported Region: 0	Yes	The maximum number of Gen5n GPUs you can configure for streaming in the sa-east-1 location across all stream groups in this account. Multi-tenant stream classes, such as "Gen5n_high", support streaming more than one session per GPU.
Gen5n GPUs, us-east-1	Each supported Region: 0	Yes	The maximum number of Gen5n GPUs you can configure for streaming in the us-east-1 location across all stream groups in this account. Multi-tenant stream classes, such as "Gen5n_high", support streaming more than one session per GPU.

Name	Default	Adjustable	Description
Gen5n GPUs, us-east-2	Each supported Region: 0	Yes	The maximum number of Gen5n GPUs you can configure for streaming in the us-east-2 location across all stream groups in this account. Multi-tenant stream classes, such as "Gen5n_high", support streaming more than one session per GPU.
Gen5n GPUs, us-west-2	Each supported Region: 0	Yes	The maximum number of Gen5n GPUs you can configure for streaming in the us-west-2 location across all stream groups in this account. Multi-tenant stream classes, such as "Gen5n_high", support streaming more than one session per GPU.
Gen6e GPUs, ap-northeast-1	Each supported Region: 0	Yes	The maximum number of Gen6e GPUs you can configure for streaming in the ap-northeast-1 location across all stream groups in this account. Multi-tenant stream classes, such as "Gen6e_high", support streaming more than one session per GPU.

Name	Default	Adjustable	Description
Gen6e GPUs, ap-northeast-2	Each supported Region: 0	Yes	The maximum number of Gen6e GPUs you can configure for streaming in the ap-northeast-2 location across all stream groups in this account. Multi-tenant stream classes, such as "Gen6e_high", support streaming more than one session per GPU.
Gen6e GPUs, eu-central-1	Each supported Region: 0	Yes	The maximum number of Gen6e GPUs you can configure for streaming in the eu-central-1 location across all stream groups in this account. Multi-tenant stream classes, such as "Gen6e_high", support streaming more than one session per GPU.

Name	Default	Adjustable	Description
Gen6e GPUs, eu-north-1	Each supported Region: 0	Yes	The maximum number of Gen6e GPUs you can configure for streaming in the eu-north-1 location across all stream groups in this account. Multi-tenant stream classes, such as "Gen6e_high", support streaming more than one session per GPU.
Gen6e GPUs, us-east-1	Each supported Region: 0	Yes	The maximum number of Gen6e GPUs you can configure for streaming in the us-east-1 location across all stream groups in this account. Multi-tenant stream classes, such as "Gen6e_high", support streaming more than one session per GPU.
Gen6e GPUs, us-east-2	Each supported Region: 0	Yes	The maximum number of Gen6e GPUs you can configure for streaming in the us-east-2 location across all stream groups in this account. Multi-tenant stream classes, such as "Gen6e_high", support streaming more than one session per GPU.

Name	Default	Adjustable	Description
Gen6e GPUs, us-west-2	Each supported Region: 0	Yes	The maximum number of Gen6e GPUs you can configure for streaming in the us-west-2 location across all stream groups in this account. Multi-tenant stream classes, such as "Gen6e_high", support streaming more than one session per GPU.
Gen6n GPUs, ap-northeast-1	Each supported Region: 0	Yes	The maximum number of Gen6n GPUs you can configure for streaming in the ap-northeast-1 location across all stream groups in this account. Multi-tenant stream classes, such as "Gen6n_high", support streaming more than one session per GPU.
Gen6n GPUs, ap-northeast-2	Each supported Region: 0	Yes	The maximum number of Gen6n GPUs you can configure for streaming in the ap-northeast-2 location across all stream groups in this account. Multi-tenant stream classes, such as "Gen6n_high", support streaming more than one session per GPU.

Name	Default	Adjustable	Description
Gen6n GPUs, ap-south-1	Each supported Region: 0	Yes	The maximum number of Gen6n GPUs you can configure for streaming in the ap-south-1 location across all stream groups in this account. Multi-tenant stream classes, such as "Gen6n_high", support streaming more than one session per GPU.
Gen6n GPUs, ap-southeast-2	Each supported Region: 0	Yes	The maximum number of Gen6n GPUs you can configure for streaming in the ap-southeast-2 location across all stream groups in this account. Multi-tenant stream classes, such as "Gen6n_high", support streaming more than one session per GPU.

Name	Default	Adjustable	Description
Gen6n GPUs, eu-central-1	Each supported Region: 0	Yes	The maximum number of Gen6n GPUs you can configure for streaming in the eu-central-1 location across all stream groups in this account. Multi-tenant stream classes, such as "Gen6n_high", support streaming more than one session per GPU.
Gen6n GPUs, eu-north-1	Each supported Region: 0	Yes	The maximum number of Gen6n GPUs you can configure for streaming in the eu-north-1 location across all stream groups in this account. Multi-tenant stream classes, such as "Gen6n_high", support streaming more than one session per GPU.
Gen6n GPUs, eu-west-2	Each supported Region: 0	Yes	The maximum number of Gen6n GPUs you can configure for streaming in the eu-west-2 location across all stream groups in this account. Multi-tenant stream classes, such as "Gen6n_high", support streaming more than one session per GPU.

Name	Default	Adjustable	Description
Gen6n GPUs, sa-east-1	Each supported Region: 0	Yes	The maximum number of Gen6n GPUs you can configure for streaming in the sa-east-1 location across all stream groups in this account. Multi-tenant stream classes, such as "Gen6n_high", support streaming more than one session per GPU.
Gen6n GPUs, us-east-1	Each supported Region: 0	Yes	The maximum number of Gen6n GPUs you can configure for streaming in the us-east-1 location across all stream groups in this account. Multi-tenant stream classes, such as "Gen6n_high", support streaming more than one session per GPU.
Gen6n GPUs, us-east-2	Each supported Region: 0	Yes	The maximum number of Gen6n GPUs you can configure for streaming in the us-east-2 location across all stream groups in this account. Multi-tenant stream classes, such as "Gen6n_high", support streaming more than one session per GPU.

Name	Default	Adjustable	Description
Gen6n GPUs, us-west-2	Each supported Region: 0	Yes	The maximum number of Gen6n GPUs you can configure for streaming in the us-west-2 location across all stream groups in this account. Multi-tenant stream classes, such as "Gen6n_high", support streaming more than one session per GPU.
Stream groups	Each supported Region: 5	Yes	The maximum number of stream groups that you can create in this account, per AWS Region. A stream group is a collection of compute resources that stream your application to end users.

Amazon GameLift Streams API rate limits

These limits reflect the maximum rate of requests per second from your AWS account to the Amazon GameLift Streams service in an AWS Region.

API operation	Requests per second
AddStreamGroupLocations	5
AssociateApplications	5
CreateApplication	5

API operation	Requests per second
CreateStreamGroup	1
CreateStreamSessionAdminShell	1
CreateStreamSessionConnection	20
CreateStreamUrl	5
DeleteApplication	5
DeleteStreamGroup	5
DisassociateApplications	5
ExportStreamSessionFiles	20
GetApplication	10
GetStreamGroup	10
GetStreamSession	20
GetStreamUrl	10
ListApplications	10
ListApplicationShaderCaches	10
ListStreamGroups	10
ListStreamSessions	20
ListStreamSessionsByAccount	20
ListStreamUrls	10
ListTagsForResource	10
RemoveStreamGroupLocations	5

API operation	Requests per second
RevokeStreamUrl	5
StartStreamSession	20
TagResource	10
TerminateStreamSession	20
UntagResource	10
UpdateApplication	5
UpdateStreamGroup	5

Other Amazon GameLift Streams limitations

This page lists other limitations to be aware of as you create your streaming solution. Unless noted otherwise, these limits are fixed within the service for all customers.

Name	Limitation	Description
Active stream URLs per account	20	The maximum number of stream URLs in ACTIVE status per AWS account.
Active stream URLs per stream group	5	The maximum number of stream URLs in ACTIVE status per stream group.
Applications in a stream group	100	The maximum number of Amazon GameLift Streams applications that can be associated to a stream group.

Name	Limitation	Description
GPUs in a stream group	2500	The maximum number of GPUs in a stream group across all Regions and remote locations.
Single file size (GiB)	80 GiB	The maximum size (in GiB) of a single file in an application. Note that a gibibyte (GiB) equals 1024*1024*1024 bytes.
Stream group associations per application	100	The maximum number of stream groups that an Amazon GameLift Streams application can be associated to.
Stream URL expiration (minutes)	1,440	The maximum value (in minutes) for <code>UrlExpiresAfterMinutes</code> on <code>CreateStreamUrl</code> , equal to 24 hours.
Usage limit per stream URL	50	The maximum value for <code>UsageLimit</code> on <code>CreateStreamUrl</code> . The default is 1.
VPC transit configurations	5	The maximum number of VPC transit configurations per AWS account per Region.

Stream URL limits are default service limits and are not managed through AWS Service Quotas. To request a higher limit, contact AWS Support.

Managing usage and bills for Amazon GameLift Streams

This topic covers how to monitor and manage your Amazon GameLift Streams usage, costs, and billing to optimize your streaming expenses.

Also see the Amazon GameLift Streams [Pricing page](#) for the following information:

- **Cost breakdown:** Understand what AWS charges you for when you use Amazon GameLift Streams.
- **Amazon GameLift Streams rates:** See how much Amazon GameLift Streams costs and compare different options.
- **Stream capacity reservation:** Plan ahead and ensure that you have enough stream capacity to meet your customer demands.

Review your Amazon GameLift Streams bills and usage

You can review your Amazon GameLift Streams bills and usage by using the AWS Billing and Cost Management tools in the AWS Console or AWS CLI.

To view your bill through the AWS Console, refer to [Viewing your bill](#) in the AWS Billing User Guide.

To view your bill through the AWS CLI, call [GetCostAndUsage](#) using the Billing and Cost Management API. For example, use the following command to retrieve a monthly bill for Amazon GameLift Streams, and replace the dates with ones relevant to you.

Example: Use GetCostAndUsage API to view bill

```
aws ce get-cost-and-usage /  
  --time-period Start=2023-01-01,End=2023-01-31 /  
  --granularity MONTHLY /  
  --metrics BlendedCost /  
  --filter Amazon GameLift Streams-bill-filter.json
```

where the filter, such as `Amazon GameLift Streams-bill-filter.json`, specifies the Amazon GameLift Streams service as follows:

```
{
  "Dimensions": {
    "Key": "SERVICE",
    "Values": ["Amazon Amazon GameLift Streams"]
  }
}
```

Best practices to manage Amazon GameLift Streams costs

We strongly recommend that you use the following tools and techniques to manage your Amazon GameLift Streams costs to avoid unexpected costs.

Create billing alerts to monitor usage

Set up billing alerts using AWS Budgets, which enables you to track your costs and usage, and respond quickly to alerts to avoid unexpected costs. You can also configure the billing alert to trigger actions that help you stay within budget. By default, budgets include all of your AWS services. To specify a budget for Amazon GameLift Streams only, add a [budget filter](#).

For more information, see the following topics:

- [Creating a budget](#)
- [Best practices for AWS Budgets](#)

Scale stream groups to zero capacity

Allocated stream capacity continues to incur costs even when they're not currently hosting stream sessions. Scale stream groups to zero capacity when not in use to avoid unnecessary cost. This prevents your stream group from allocating resources. When you set always-on and on-demand stream capacity to zero, all connected streams end. When you're ready, you can reuse your stream group by scaling capacity back up.

For instructions, refer to [Edit capacity](#).

 Warning

Avoid deleting a stream group, unless you don't plan to use the stream group again. If you delete a stream group, you cannot restore the original stream group and must create a new one.

Delete original application files

To optimize storage cost, you can delete the original application files that you uploaded to an Amazon S3 bucket. It's safe to delete the files if the application is in **Ready** status. At that point, Amazon GameLift Streams has a snapshot of the application files and no longer accesses your original files.

Amazon GameLift Streams release notes

The following release notes are in reverse chronological order, with the latest updates listed first. Amazon GameLift Streams was first released in 2025.

July 31, 2026: Managed shader caching support & stream URL released

Managed shader caching

Amazon GameLift Streams now supports capturing shader caches from designated stream sessions. Captured shader caches are replicated to streaming locations of compatible stream groups and applied automatically in future sessions, reducing start-up times and in-game stuttering. Monitor cache status, storage usage, and stream group associations with the [ListApplicationShaderCaches](#) API or the Amazon GameLift Streams console. You are only charged for storage of the latest shader cache.

Learn more:

- [Shader Cache](#), *Amazon GameLift Streams Developer Guide*

Stream URL

Amazon GameLift Streams now offers stream URLs, which give end users temporary, unauthenticated access to a stream session in supported web browsers. No AWS credentials or client integration required.

Learn more:

- [Stream URL](#), *Amazon GameLift Streams Developer Guide*

July 24, 2026: Custom aspect ratio and dynamic resolution released

Custom aspect ratio

Amazon GameLift Streams now supports configuring a custom aspect ratio per stream session to accommodate different player devices. Supported aspect ratios include landscape, portrait, and square — delivering a full-screen experience without letterboxing or cropping.

Learn more:

- [Custom stream resolution](#), *Amazon GameLift Streams Developer Guide*

Dynamic resolution

Amazon GameLift Streams now automatically adjusts the stream resolution to deliver the best visual quality the viewer's network connection can sustain. This feature is enabled by default in Web SDK version 1.3.0 or later.

Dynamic resolution and video element sizing

When dynamic resolution is active, the stream resolution may change during a session. If the HTML video element used for playback does not have explicit fixed dimensions, the element may visibly resize when the resolution adjusts. To prevent unexpected layout changes, set fixed dimensions on your video element. For details, see [Dynamic resolution in the Amazon GameLift Streams Web SDK release notes](#).

Learn more:

- [Dynamic resolution](#), *Amazon GameLift Streams Web SDK Release Notes*

July 16, 2026: IAM role support for stream sessions released

With IAM role support for stream sessions, your application can now access AWS resources in your account, such as Amazon S3 buckets and DynamoDB tables. When you pass a role ARN on `StartStreamSession`, Amazon GameLift Streams assumes the role on your behalf and makes

credentials available to your application automatically. You do not need to change your application code.

Learn more:

- [Provide AWS credentials to your streaming application](#), *Amazon GameLift Streams Developer Guide*

July 6, 2026: Stream Session Admin Shell released

Amazon GameLift Streams now offers Stream Session Admin Shell, a secure terminal connection to the live runtime environment of a stream session. Inspect logs, query running processes, check GPU utilization, and examine application state in real time. This feature is available at no additional cost in all AWS Regions where Amazon GameLift Streams is offered.

Learn more:

- [Stream Session Admin Shell](#), *Amazon GameLift Streams Developer Guide*

May 20, 2026: Generation 6e stream classes released

Amazon GameLift Streams now offers Generation 6e stream classes, powered by the EC2 G6e instance family. Generation 6e features NVIDIA L40S Tensor Core GPUs and 3rd generation AMD EPYC processors, delivering 2x the GPU memory and up to 2.9x faster GPU memory bandwidth compared to standard Generation 6 stream classes. These classes are designed for streaming high-fidelity, graphically demanding games and applications that benefit from additional GPU memory and performance. Generation 6e stream classes are available in select AWS Regions.

Learn more:

- [Stream classes](#), *Amazon GameLift Streams Developer Guide*

April 23, 2026: Proton 10 runtime support released

Amazon GameLift Streams now offers Proton 10 as a managed runtime environment for improved compatibility with newer Windows-based applications running on Linux. You must create new Amazon GameLift Streams applications and stream groups to use this new runtime.

Learn more:

- [Runtime environments](#), *Amazon GameLift Streams Developer Guide*

March 4, 2026: Additional Generation 6 stream classes released

Amazon GameLift Streams now offers two additional Generation 6 stream classes — `gen6n_small_win2022` and `gen6n_medium_win2022`. These Microsoft Windows Server 2022 Base classes use NVIDIA L4 Tensor Core GPUs and 3rd generation AMD EPYC processors, providing cost-optimized options for streaming well-optimized or lower-fidelity games on Windows environments.

Learn more:

- [Stream classes](#), *Amazon GameLift Streams Developer Guide*

January 27, 2026: New locations supported

Amazon GameLift Streams now offers six new locations — `ap-northeast-2` (Seoul), `ap-south-1` (Mumbai), `ap-southeast-2` (Sydney), `eu-north-1` (Stockholm), `eu-west-2` (London), and `sa-east-1` (São Paulo). These new locations help reduce latency and improve gameplay experience for players in those areas.

Learn more:

- [AWS Regions and streaming locations supported by Amazon GameLift Streams](#), *Amazon GameLift Streams Developer Guide*

December 16, 2025: Maximum capacity and target-idle capacity, Generation 6 stream classes, and performance stats released

Maximum capacity and target-idle capacity

Amazon GameLift Streams now configures stream group capacity using two new parameters: maximum capacity and target-idle capacity. Target-idle capacity keeps capacity ready before

players create sessions to reduce wait time and improve player experience. Maximum capacity limits the number of sessions that can run at once to help you control costs. These parameters offer improved capacity management for on-demand streaming.

Learn more:

- [Manage streaming with an Amazon GameLift Streams stream group](#), *Amazon GameLift Streams Developer Guide*

Generation 6 stream classes

Amazon GameLift Streams now offers Generation 6 stream classes, powered by the EC2 G6 instance family. Generation 6 improves price-performance across a wide range of configurations, making it the best option for both performance-focused and cost-focused use cases.

Learn more:

- [Stream classes](#), *Amazon GameLift Streams Developer Guide*

Performance stats overlay

Amazon GameLift Streams now provides performance stats for stream sessions. You can receive a live stream of performance data on the client during active sessions, and view a real-time overlay of performance stats alongside your stream on the "Test stream" page in the AWS Management Console. Additionally, the Export stream session files feature now includes a CSV of performance stats for post-session analysis. Stats include application-level data (CPU and memory usage) and shared system-level data (CPU, memory, GPU, and VRAM utilization).

Learn more:

- [Monitoring Amazon GameLift Streams](#), *Amazon GameLift Streams Developer Guide*

August 21, 2025: Default applications update

Amazon GameLift Streams now offers enhanced flexibility for managing default applications in stream groups. You can now create new stream groups without specifying a default application, and modify or remove default applications in existing stream groups.

Note

Linking a default application is still required before streaming from a stream group.

Learn more:

- [About default applications](#), *Amazon GameLift Streams Developer Guide*

August 7, 2025: Proton 9 runtime support released

Amazon GameLift Streams now offers Proton 9 as a managed runtime environment for improved compatibility with newer Windows-based applications running on Linux. You must create new Amazon GameLift Streams applications and stream groups to use this new runtime.

Learn more:

- [Runtime environments](#), *Amazon GameLift Streams Developer Guide*