

## Steam ID to Community ID Conversion

### Steam IDs

Steam is Valve's proprietary Electronic Distribution Platform (EDS). Steam IDs are used by Valve to distinguish (or uniquely identify) one Steam account from another.

The basic format of a Steam ID is as follows:

$$\text{STEAM\_0}:\alpha:\beta$$

Where  $\alpha$  (alpha) represents the authentication server ID number associated with the Steam ID and  $\beta$  (beta) represents the actual Steam account number.

Typically,  $\alpha$  will always be either 0 or 1, using one of two authentication servers. However, it's not farfetched to presume that Valve may employ more authentication servers as their amount of Steam IDs grows exponentially. Therefore, one should remain open to the possibility that  $\alpha$  may not always be set to 0 or 1.

$\beta$  may vary in length anywhere from 1 digit to 5 or more digits.

### Community IDs

Community IDs are what Valve uses to associate a Steam community profile with its corresponding Steam account. To date, all Community IDs start with 76561197960, and end with a dependent variable (the unique portion of the Community ID, calculated from the Steam ID).

For unknown reasons, Valve uses a base of 76561197960265728, incremented by  $\alpha$  (therefore incremented by 0 or 1), in the calculation of a Community ID.

### Conversion: Steam ID to Community ID

To convert a Steam ID to a Community ID (to be used to access a Steam account's community profile), use the following formula:

$$\text{Community ID} = 76561197960265728 + \alpha + (\beta * 2)$$

### Conversion: Community ID to Steam ID

To convert a Community ID to a Steam ID, use the following formula:

$$\beta = \frac{\text{Community ID} - 76561197960265728 - \alpha}{2}$$

*Note: Determining the alpha value is easy - you'll know that if the Community ID is an odd number, alpha must be equal to 1, but if it's an even number, alpha must be equal to 0.*

$\beta$  represents the Steam account number, which you may then plug into the Steam ID format:

$$\text{STEAM\_0}:\alpha:\beta$$