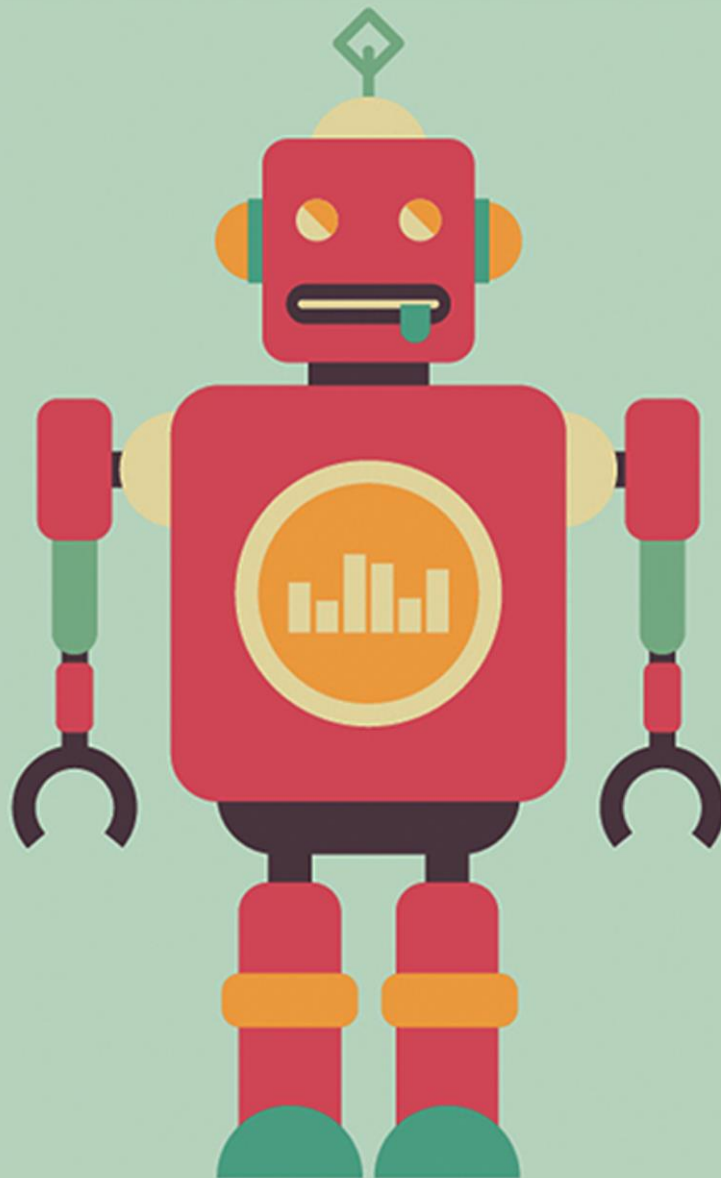




GAMEDNA™

FREE PLUGIN  
**ANDROID  
MANIFEST**  
**CONFIGURATOR**  
FOR UNREAL ENGINE 4



# 1. License

The MIT License (MIT)

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## 2. Introduction

**Android Manifest Configurator** lets you configure AndroidManifest in an Unreal Engine 4 project using GUI in Project Settings. You can package separate versions for different configurations (smaller APK) and Google Play will automatically choose which one should be installed on a particular device. Plugin implements filters for texture compression, device screen & input, hardware type, device sensors, and more. More info about Filters on Google Play you can find on [official Android docs](#).

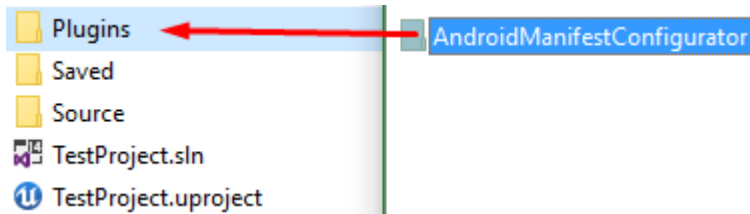
### FEATURES:

- Filters for Google Play Store
- Filters for textures compression
- Filters for device screen & input
- Filters for hardware type
- Filters for device sensors
- Out of the box for Android platform

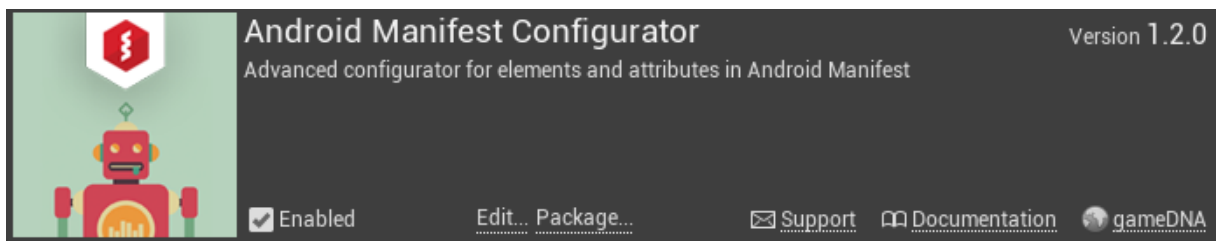
**Current plugin version: 1.9.0**

### 3. Getting started

1. Copy this folder to the *Plugins* folder located in the main path of your project.



2. Enable *Android Manifest Configurator* in *Edit -> Plugins -> Misc -> Android Manifest Configurator*.



3. Go to *Project Settings -> Plugins -> Android Manifest Configurator* and change properties as you want. More info about *Filters on Google Play* you can find on [official Android docs](#).