



FREE PLUGIN
**MOBILE
UTILS**
FOR UNREAL ENGINE 4



1. License

The MIT License (MIT)

Copyright (c) 2018 gameDNA Ltd

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

2. Introduction

Mobile Utils lets you integrate out-of-the-box mobile utilities for iOS & Android into an Unreal Engine 4 project. For example, it allows you to check an Internet connection and Google Play Services availability as well as get persistent Unique Device ID (you can identify users between application installations in order to, for example, store saved games in a cloud). This plugin is a mobile community initiative. Everyone can contribute and pull request with awesome new features to extend the editor and functionality of Unreal Engine 4.

We want to make a big mobile plugin with many features from community so feel free to make pull request! After review, if all is good, it will be merged into plugin. Thank you! :-)

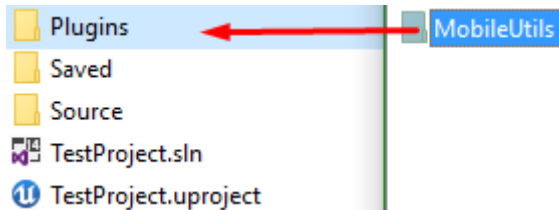
FEATURES:

- Checking internet connection availability
- Checking Google Play Services availability
- Getting persistent Unique Device ID
- Retrieving Auth Token from Online Subsystem
- Works with dev & shipping builds
- Out-of-the-box for iOS & Android
- Additional SDK included
- Works with Blueprint-only & source code projects
- Works with Launcher & GitHub UE4 versions

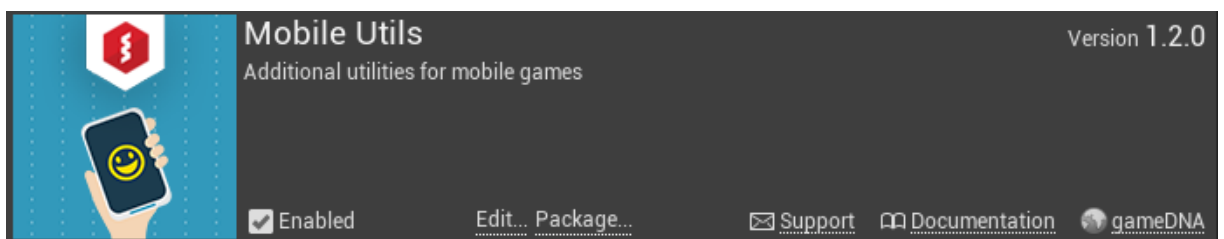
Current plugin version: 1.10.0

3. Getting started

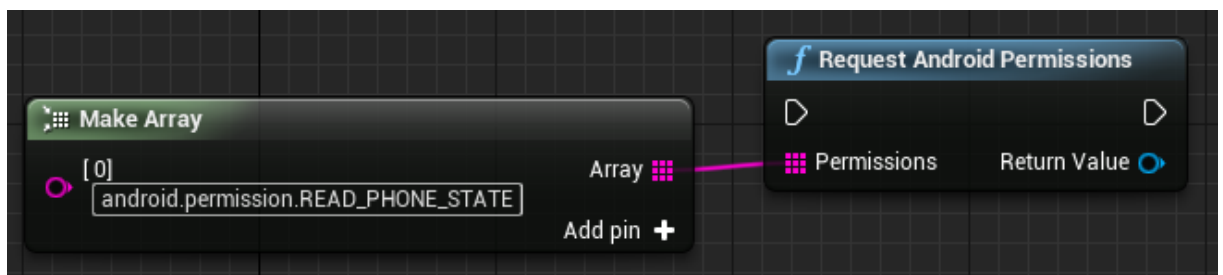
1. Copy this folder to the *Plugins* folder located in the main path of your project.



2. Enable *Mobile Utils* in *Edit -> Plugins -> Misc -> Mobile Utils*.



3. If you want to use *Get Persistent Unique Device Id* function on Android, you should request *READ_PHONE_STATE* permission:



If you can't do this, use *Get Device Id* function instead. In this case, device ID should be unique but it's not guaranteed.