



GAMEDNA™

FREE PLUGIN

# CRASHLYTICS

FOR iOS & ANDROID



# 1. License

The MIT License (MIT)

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## 2. Introduction

The **Crashlytics** plugin lets you integrate out-of-the-box automatic crash reporting solution for iOS & Android into your [Unreal Engine 4](#) project. Spend less time finding and more time fixing crashes. Named the #1 performance SDK on both iOS and Android, Crashlytics provides deep and actionable insights, even the exact line of code your app crashed on.

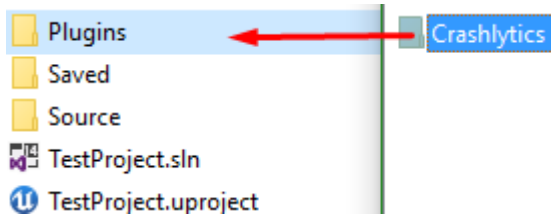
### FEATURES:

- Real-time crash reporting tool
- Information about the number of crashes and affected users
- Provides the exact line of code your app crashed on
- Notifications about crashes via e-mail
- 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

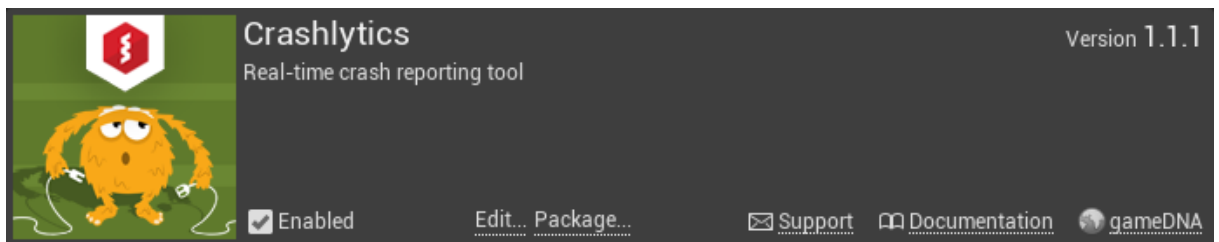
**Current plugin version: 1.3.0**

### 3. Getting started

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



2. Enable *Crashlytics* in *Edit -> Plugins -> Misc -> Crashlytics* .



3. Go to *Edit -> Project Settings -> Crashlytics* and set your *Crashlytics* API Key. You can obtain it on [fabric.io](https://fabric.io)
4. Turn on *Generate dSYM bundle for third party crash tools* in *Project Settings*.
5. Go to `[PROJECT_FOLDER]/Build/Android/`
  - a) If you already have created *custom\_rules.xml* file, simply add:

```
<import file="crashlytics_build.xml" />
```

- b) If you don't have created *custom\_rules.xml* file yet, copy it from `[PLUGIN_FOLDER]/Extras/Android/custom_rules.xml`.

## 4. Uploading symbols

You need to upload symbols in order to properly handling crashes. You should do this after every submission to App Store or Google Play.

### iOS

1. Find your Xcode project:
  - a. If you are directly packaging on Mac, go to `/[PATH_TO_PROJECT_ON_MAC]/Intermediate/ProjectFilesIOS/`
  - b. If you are packaging with remote connection from Windows to Mac, go to `/Users/[USER_NAME]/UE4/Builds/[COMPUTER_NAME]/[PATH_TO_PROJECT_ON_WINDOWS]/Binaries/IOS/`
2. Copy content from `[PLUGIN_FOLDER]/Extras/iOS` to path from previous point. Now you should have *Crashlytics* and *Fabric* folders in folder from previous point.
3. Run `[PROJECT_NAME].xcodeproj` or `UE4_FromPC.xcodeproj`
4. In the *Project Navigator*, click on your project and add a new run script build phase
5. Add following code to new run script build phase with replacing `[API_KEY]` and `[BUILD_SECRET]`

```
./Fabric/run [API_KEY] [BUILD_SECRET]
```
6. Build your project by clicking on *Product -> Build*
7. Go to *Fabric dashboard -> Settings -> Apps -> Your game -> Missing DSYMs*. Here upload new DSYMs from `[PROJECT_FOLDER]/Binaries/IOS`.

### Android

1. Add new *ant* system variable.
2. Go to `[PATH_TO_PROJECT]/Intermediate/Android/APK/`
3. Open *Command Prompt (Terminal)* and run following command:

```
ant crashlytics-symbols
```