FREE PLUGIN

MOBILE UTILS

FOR iOS & ANDROID

GAMEDNA™

1. License

The MIT License (MIT)

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2. Introduction

The **Mobile Utils** plugin lets you integrate out-of-the-box mobile utitilites for iOS & Android into your [Unreal Engine 4](#) project.

FEATURES:

- Checking internet connection availability
- Checking Google Play Services availability
- Getting persistent Unique Device ID
- 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: 1.3.1

3. Getting started

1. Copy this folder to the *Plugins* folder located in the main path of your project.
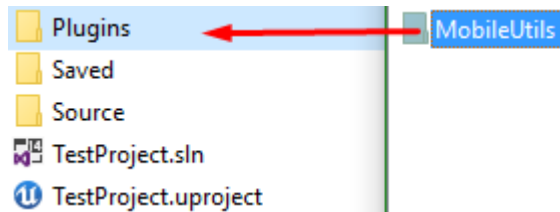
2. Enable *Mobile Utils* in *Edit -> Plugins -> Misc -> Mobile Utils*.