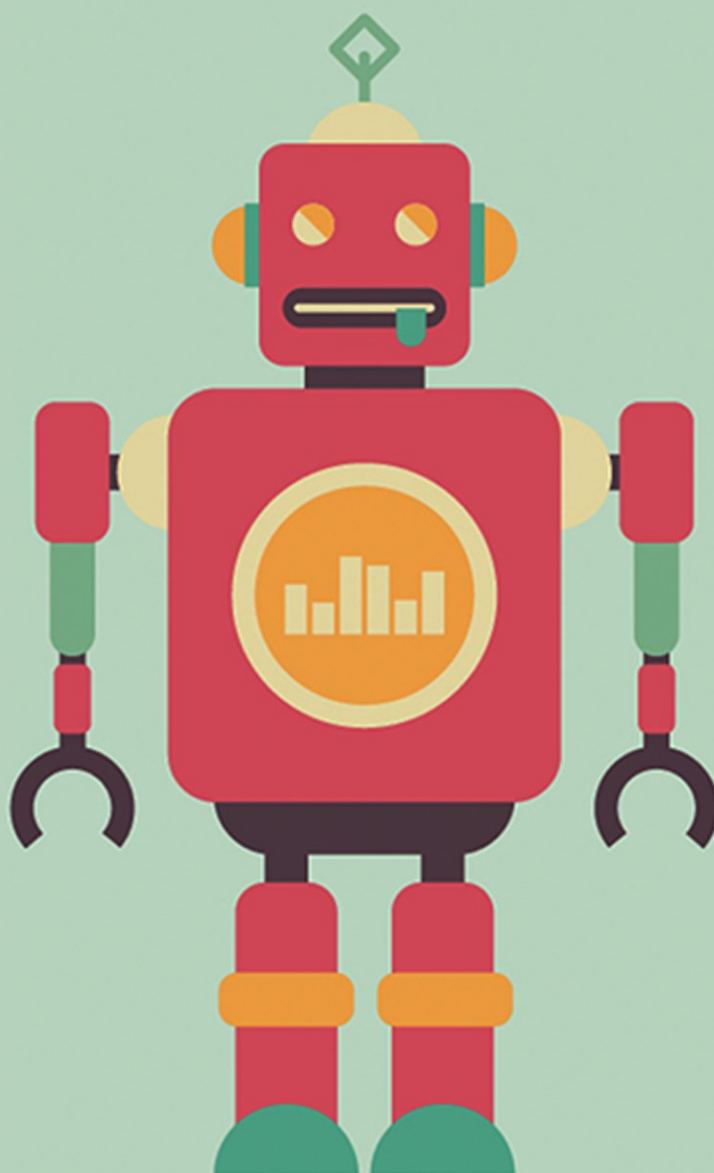




GAMEDNA™

FREE PLUGIN

# ANDROID MANIFEST CONFIGURATOR



# 1. License

The MIT License (MIT)

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## 2. Introduction

The **Android Manifest Configurator** plugin lets you configure AndroidManifest in your Unreal Engine 4 project.

You can package separate versions for different configurations (smaller APK!), for example texture compressions, and Google Play Store automatically choose which version should be installed on device. More info about Filters on Google Play you can find on [official Android docs](#).

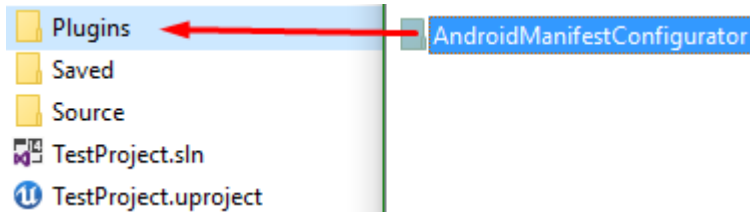
### FEATURES:

- 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

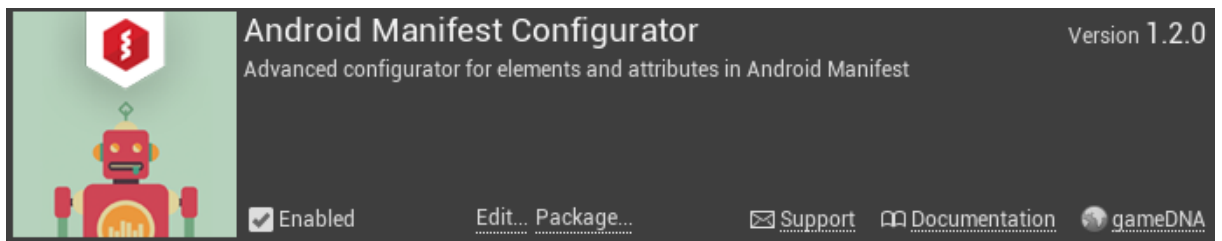
**Current plugin version: 1.3.1**

### 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](#).