



# AdMob Plugin

## Overview

This plugin provides an easy way to integrate **Google AdMob** into Unreal Engine for **Android**. It supports showing **Banner**, **Interstitial**, and **Rewarded** ads entirely through Blueprints. The plugin automatically adds all required AndroidManifest entries, permissions, and Google Mobile Ads SDK dependencies. No external downloads or manual XML editing are required.

## Requirements

- Unreal Engine **5.3+**
- Android SDK 21+
- A Google Admob Account
- An Admob App ID and Ad Unit IDs

# Installation

## 1) From FAB

- Install the plugin through FAB.
- Open your Unreal Engine project.
- Go to **Edit** → **Plugins** and ensure the plugin is enabled.
- Restart the editor if prompted

## 2) Manual Installation (ZIP)

- Extract The Plugin Folder
- Place it in your project: *YourProject/Plugins/*
- Restart Unreal Engine.

# Android Setup

- Go to <https://admob.google.com/> Get Your AppID
- Open : **Edit** → **Project Settings** → **Engine** → **AdMob Settings**
- Locate **App ID**.
- Enter your **AdMob App ID** (not Ad Unit ID).  
(Example: ca-app-pub-3940256099942544~3347511713)

This is the *only* configuration required. The Plugin handles

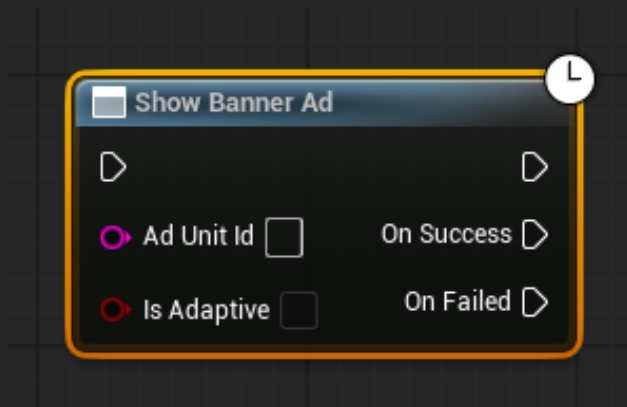
- Manifest additions
- Required permissions
- Google Mobile Ads SDK dependencies
- Gradle integration

# Blueprint Usage

(All Blueprint nodes are located under: **AdMob**)

The Admob initialize automatically when game Starts

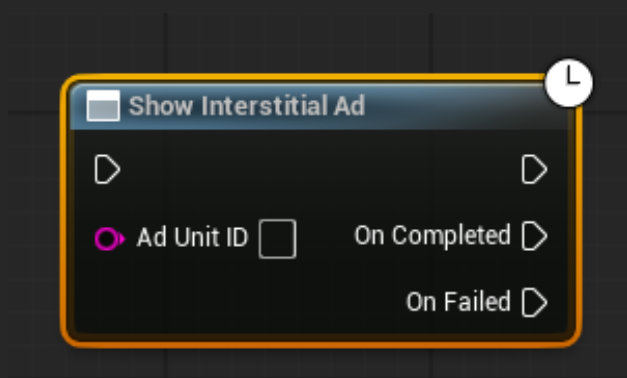
## • Banner Ads



- Node: **Show Banner Ad**
- Parameter: Unit ID, IsAdaptive
- Events: OnSuccess, OnFaild

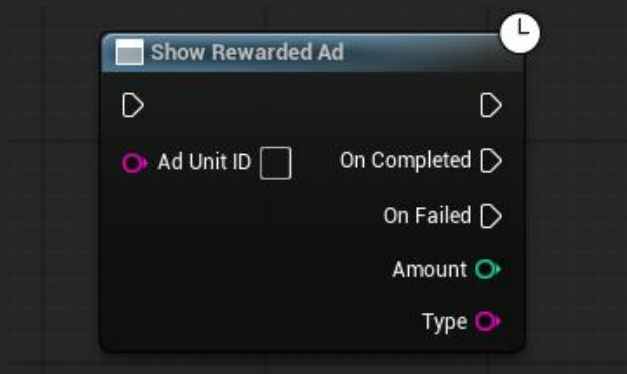
Used To Show Banner Ads on Android

## • Interstitial Ads



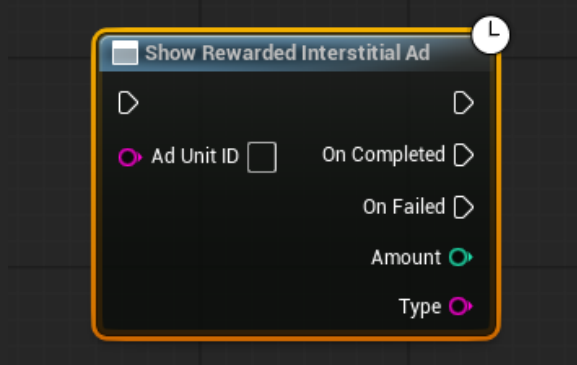
- Node: **Show Interstitial Ad**
- Parameter: Unit ID
- Events: OnCompleted, OnFaild

## • Rewarded Ads



- Node: **Show Rewarded Ad**
- Parameter: Unit ID
- Events : OnCompleted, OnFaild
- Result : Amount, Type

## • Rewarded Interstitial Ads



- Node: **Show Rewarded Interstitial Ad**
- Parameter: Unit ID
- Events : OnCompleted, OnFaild
- Result : Amount, Type

# Testing Ads

(Use Google's official test Ad Unit IDs during development)

Go to : <https://developers.google.com/admob/android/test-ads> And Get test IDs for all Ads

## Packaging for Android

- Open: File → Package Project → Android
- Build normally.

No extra steps or files are required.

The plugin automatically:

- Adds the Google Mobile Ads SDK
- Adds internet permissions
- Inserts the App ID meta-data
- Injects all Gradle dependencies

## Troubleshooting

### Ads Do Not Appear

- You didn't call **Initialize AdMob** before loading ads.
- You used real Ad Unit IDs before app approval.
- No internet connection on device.
- You tested in the Editor instead of an Android device.

### Build Fails

- Android SDK/NDK not installed or wrong version.
- Plugin not enabled after installation.
- Project needs to be restarted after enabling plugin.

### Blueprint Nodes Not Visible

- Plugin not enabled.
- Project not restarted after enabling plugin.

# Support

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