



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

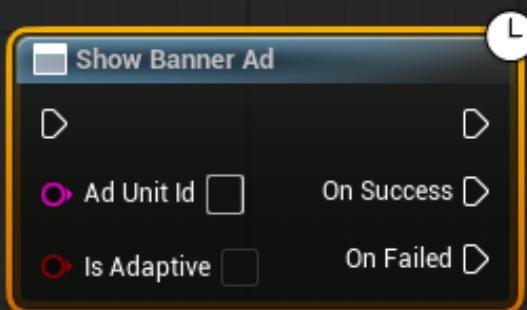
- Manifest additions
- Required permissions
- Google Mobile Ads SDK dependencies
- Gradle integration

Blueprint Usage

(All Blueprint nodes are located under: AdMob)

The Admob initialize automatically when game Starts

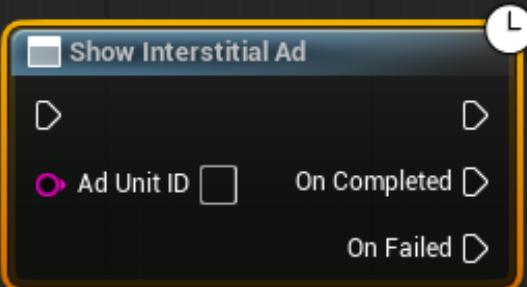
• Banner Ads



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

Used To Show Banner Ads on Android

• Interstitial Ads



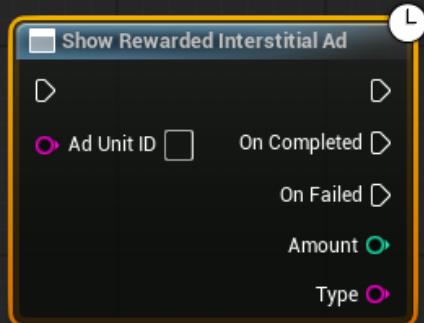
- Node: **Show Interstitial Ad**
- Parameter: Unit ID
- Events: OnCompleted, OnFaild

• 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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