

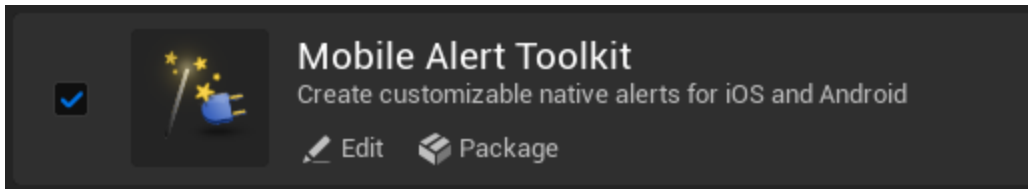


MOBILE ALERT TOOLKIT

Create customizable native alerts for iOS and Android

How to use the Mobile Alert Toolkit plugin

Install the plugin from the Epic Marketplace and make sure it's enabled in your project.

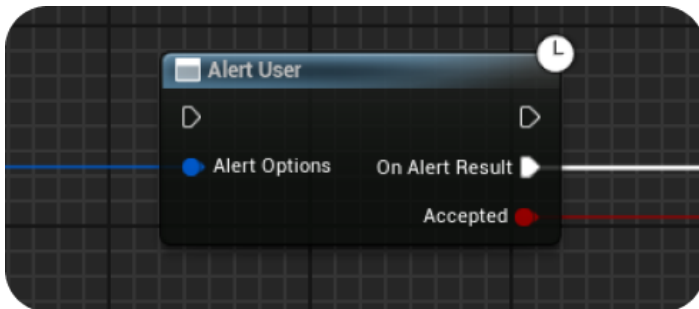


This can be found by navigating to *Edit -> Plugins -> Mobile Alert Toolkit*

Blueprint Usage

Displaying Alert

Once the plugin is installed, the Blueprint node for displaying alert dialogs will be available.



To add the **Alert User** node, simply right-click anywhere within your blueprint class and type **Alert User**.

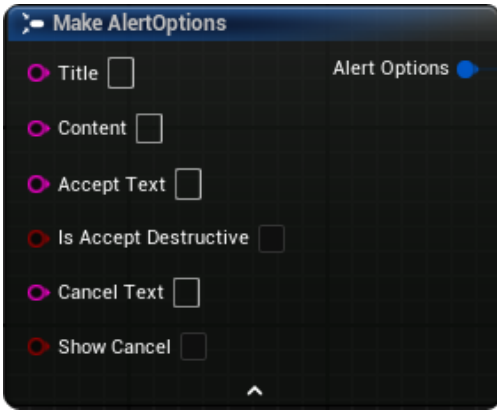
There's no need to differentiate between Android and iOS—the plugin handles this automatically.

This will display your customized alert to the user.

After the user interacts with the alert, **On Alert Result** will return with **Accepted**, indicating whether or not the user accepted the dialog.

Alert Customizable Options

The plugin supports *Rich Text* on both platforms, with hyperlinks available only on iOS. You can use the same rich text input for both, but iOS will have this limitation.



Right-click within your Blueprint class to display the **All Actions for this Blueprint** pop-up. Type **Make Alert Options** to create the struct needed for the **Alert User** input parameter.

Alert Options Properties

- **Title:** The alert title.
- **Content:** The alert content. Supports *rich text* on both platforms, with some limitations on iOS.
- **Accept Text:** The text for the accept button.
- **Is Accept Destructive:** Marks the accept action as destructive, displaying the button in red.
- **Cancel Text:** The text for the cancel button.
- **Show Cancel:** Displays the cancel button. Uncheck to create a single-button alert.

Demo Scene

This plugin includes a demo scene located in the content folder. Examples demonstrating usage are available there. The plugin will display an alert only on iOS or Android devices. Please deploy on your device to test the functionality.

Support

If you have any questions or encounter issues with the usage, please contact support@herocode.us, and we will assist you in getting this integrated into your project.