



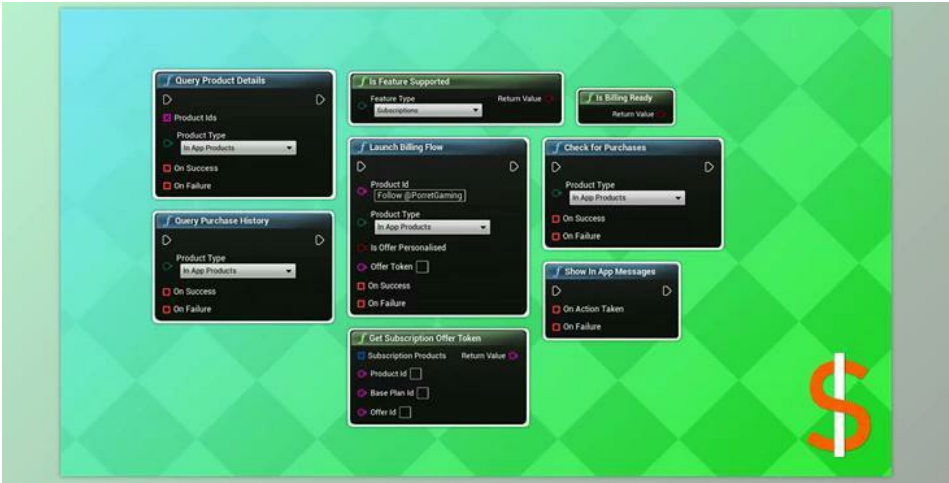
Unreal Engine - Play Services: Billing v5.2

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Unreal Engine - Play Services: Billing v5.2:

The Google Play Billing Library, a robust tool within Google Play Services, empowers developers to seamlessly integrate in-app purchases and subscription services into their Android games. This library serves as a vital resource, enabling developers to monetize their games, offer premium content, and deliver a smooth purchasing experience for users.

- **Fetch All Product Information:** Retrieve comprehensive details about available products within the library.
- **Launch the Billing Flow for your Products:** Initiate the purchasing process for in-app products seamlessly.
- **Fetch Purchase History Information:** Access information regarding past purchases to enhance user experience.
- **Retrieve All Currently Owned Purchases:** Quickly retrieve a list of currently owned purchases.
- **Check if a Feature is Supported:** Ensure compatibility and support for specific features within the library.
- **Handle Pending Purchases/Transactions:** Effectively manage and address pending purchase transactions.
- **Show In-App Messages (Price Change Confirmations):** Display relevant in-app messages, including confirmations for price changes.
- **Handle Consumable/Non-Consumable In-App Purchases:** Implement support for both consumable and non-consumable in-app purchases.
- **Indicate Personalized Prices:** Customize and display personalized pricing information as needed.

By harnessing the capabilities of the Google Play Billing Library, developers can diversify revenue streams, engage their player base, and establish a sustainable business model for their Android games. This library serves as a valuable asset for creating a lucrative and user-friendly ecosystem within mobile gaming applications.

Unlock the capabilities of Google Play Billing Services with the following functionalities:

- **Fetch All Product Information:** Retrieve comprehensive details about available products.
- **Launch the Billing Flow for Your Products:** Initiate a seamless billing process for your offered products.
- **Fetch Purchase History Information:** Access detailed information on past purchase transactions.
- **Check if a Feature is Supported:** Verify compatibility and support for specific features.
- **Handle Pending Purchases/Transactions:** Effectively manage and address pending purchase transactions.
- **Show In-App Messages (Price Change Confirmations):** Display relevant in-app messages, including confirmations for price changes.
- **Acknowledge/Consume Purchases Automatically in Google Play:** Automatically acknowledge or consume purchases within the Google Play environment.

Blueprint Nodes for Google Play Billing Services:

- **Query Product Details:** Retrieve comprehensive information about available products.
- **Launch Billing Flow:** Initiate a smooth billing process for selected products.
- **Query Purchase History:** Access detailed records of past purchase transactions.
- **Check for Purchases:** Verify the existence of current purchases.
- **Is Feature Supported:** Confirm compatibility and support for specific features.
- **Show In-App Messages:** Display relevant in-app messages to enhance user engagement.
- **Is Billing Ready:** Verify the readiness of the billing system for seamless transactions.
- **Get Subscription Offer Token:** Obtain the subscription offer token for processing.

Efficiently utilize these Blueprint Nodes to integrate Google Play Billing Services seamlessly into your application, providing users with a streamlined and enhanced billing experience.



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