1. CptnFabulous — 01/21/2022

Anyone here have any experience with integrating Google Firebase into Unity? I'm trying to implement it so I can load info from a database into my game level (from reading this documentation: <https://firebase.google.com/docs/database/unity/retrieve-data>), but I'm continuously getting failures to retrieve the data.

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NubNub | Merry Christmas! 🎄 — 01/21/2022

did you setup authentication?

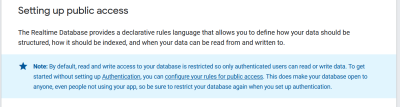
1. @NubNub | Merry Christmas! 🎄

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I think? I made sure to go to the console and add a new app. I'm not getting any actual error messages aside from the task always returning 'failed'.

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[](https://cdn.discordapp.com/attachments/85593628650504192/933960247251447819/unknown.png)

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<https://firebase.google.com/docs/database/unity/start#setting_up_public_access>

Firebase

[**Get Started with Firebase Realtime Database for Unity  |  Firebase ...**](https://firebase.google.com/docs/database/unity/start)

1. [4:44 PM]

try to make it public for a moment and see if you can read from it

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@NubNub | Merry Christmas! 🎄 I'll need to look at that later, thanks

Feature The BugBOT — 01/21/2022

**CptnFabulous** thanked **NubNub**