

If you've added Firebase Cloud messaging to your unity project but when you send notification, it doesn't show up on screen and just goes to upper system tray, its simply because you haven't added any channel to your notification. [Learn more](#)

This plugin adds 2 notification channel ("game\_news" and "daily\_reward") to your unity project. Simply add **FCM\_Notification\_Channel.unitypackage** to your project and hit import.

From Prefabs folder drag and drop **NotificationChannel.prefab** to your first scene. That's it, you are all done. Just build your project and open it on your device once, now send your notification again but this time make sure you add "game\_news" or "daily\_reward" to your notification channel on "Additional option" on your firebase console!

#### 5 Additional options (optional)

All fields optional

Android Notification Channel ⓘ

game\_news

Custom data ⓘ

Key

Value

Sound

Enabled

Expires ⓘ

4

Minutes

Cheers