To set up FileProvider for native sharing on Android, follow these steps.

You need to define a FileProvider in your AndroidManifest.xml file by path:

```
Assets > Plugins > Android
```

Here's an example:

```
<?xml version="1.0" encoding="utf-8"?>
<manifest
   xmlns:android="http://schemas.android.com/apk/res/android"
    package="com.unity3d.player"
    xmlns:tools="http://schemas.android.com/tools">
    <application>
        <activity android:name="com.unity3d.player.UnityPlayerActivity"
                  android:theme="@style/UnityThemeSelector">
            <intent-filter>
                <action android:name="android.intent.action.MAIN" />
                <category android:name="android.intent.category.LAUNCHER" />
            </intent-filter>
            <meta-data android:name="unityplayer.UnityActivity"</pre>
android:value="true" />
        </activity>
    ovider android:name="androidx.core.content.FileProvider"
android:authorities="com.IndieYP.JumpClub.jump.fall.hop.provider"
android:exported="false" android:grantUriPermissions="true">
      <meta-data android:name="android.support.FILE_PROVIDER_PATHS"</pre>
android:resource="@xml/file_provider_paths" />
    </application>
</manifest>
```

android:authorities should be set to \${applicationId}.provider where applicationId is your package name.