

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"
                android:value="true" />
            </activity>

            <provider 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"
                    android:resource="@xml/file_provider_paths" />
            </provider>

        </application>
    </manifest>
```

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