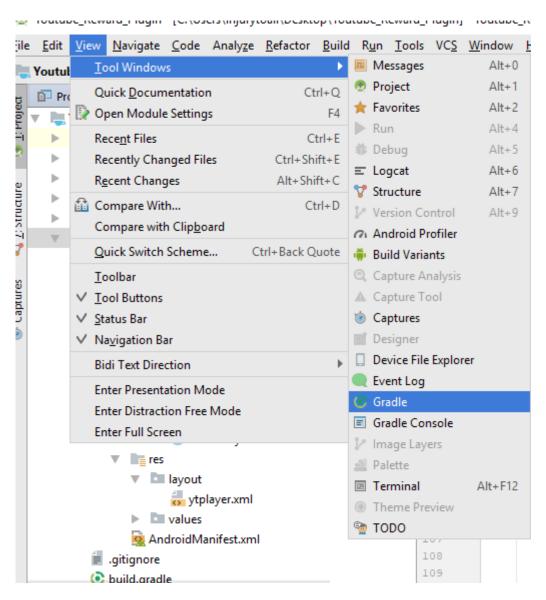
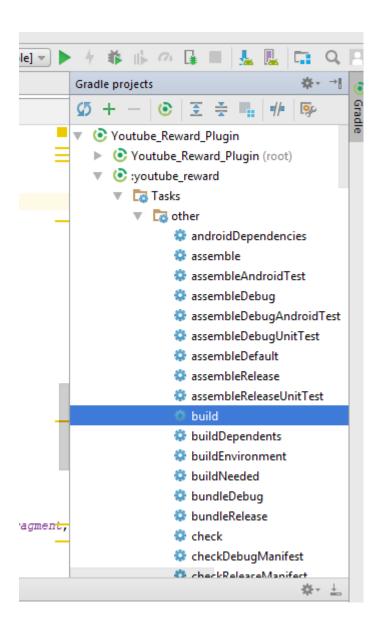
## How to compile the library plugin

If you want to add your own code to change or extend the plugin, the following instructions should help

- 1. Open the project folder 'Youtube\_Reward\_Plugin' located in the Git repo in Android Studio
- 2. Open the Gradle Tool



3. On the right side of the screen in the newly opened Gradle tool, expand the :youtube\_reward > Tasks > other and select ' Build '



4. After the build is complete, navigate to the output file located at

## \Youtube\_Reward\_Plugin\youtube\_reward\build\outputs\aar

- 5. You now have an aar library plugin that can be dropped into Unity
- 6. The java source code is located in the following folder: