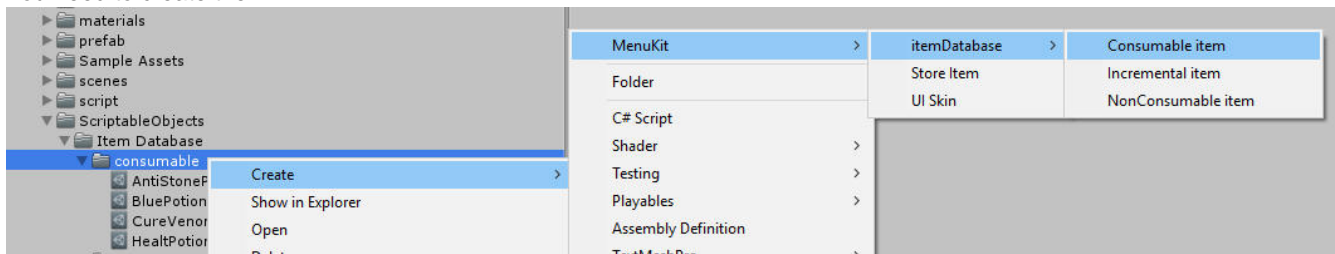
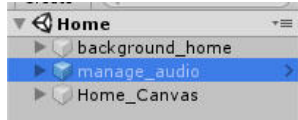


1- In order to have items to use as ads-reward or store item,
You need to create them

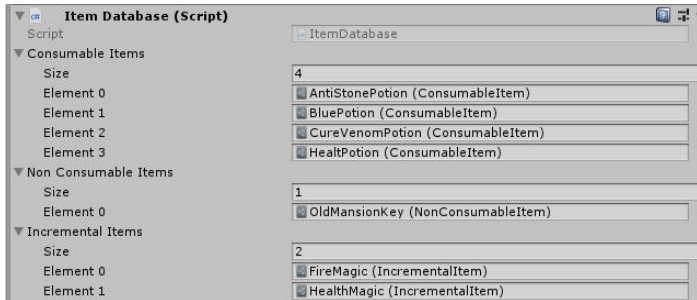


- Consumable (like potions, bullets...)
- NonConsumable (like weapons, armors, keys...)
- Incremental: it is a special type of NonConsumable that level up (like skills, powerful version of the same spell...)

2- In Home scene click on manage_audio



scroll down to Item Database and click and drag all your items in the correct array



WARNING: the store items, the ads rewards and the save system need this database to work properly,
so be sure to fill the arrays with all the items that you need for the store and the ads rewards