string authorization = authenticate("YourUserName", "YourPassWord");

string authenticate(string username, string password)

{

string auth = username + ":" + password;

auth = System.Convert.ToBase64String(System.Text.Encoding.GetEncoding("ISO-8859-1").GetBytes(auth));

auth = "Basic " + auth;

return auth;

}

IEnumerator getFunds()

{

// What is the url to return user’s funds as a json string?

string url = "OnsURL/api";

UnityWebRequest www = UnityWebRequest.Get(url);

// Attach the username and password to the request

www.SetRequestHeader("AUTHORIZATION", authorization);

// Send request

yield return www.Send();

if (www.isError)

{

Debug.Log("Error while Receiving: " + www.error);

}

else

{

string result = [www.downloadHandler.text](http://www.downloadhandler.text);

JObject json = JObject.Parse(result);

// do kinky stuff with json object

}

}