



MultiversX Tools



1. KEY FEATURES

- Simple set of tools to interact with MultiversX (previously Elrond) blockchain directly from your Unity app.
- We intend to keep our APIs as simple as possible and every action to be done with just a single line of code.
- Working with Unity 2021 LTS and above.
- Tested
 - PC
 - MAC
 - Android
 - iOS
 - WebGL



2. TECHNICAL FEATURES

- Maiar Login
- Sign Transaction
- Send EGLD transactions
- Send any ESDT transactions
- Load NFTs from the wallet
- Send NFTs
- Query Smart Contracts
- Interact with Smart Contract
- Call any API method in a generic way



3. SETUP GUIDE

- Import **MultiversX Tools** asset into Unity.
- Go to **Tools->MultiversX Tools-> Settings Window** to open the Settings Window.



For full documentation access the Wiki page on GitHub:

<https://github.com/chainofindustry/MultiversXUnityTools/wiki>

Demo app for PC & Android:

<https://github.com/chainofindustry/MultiversXUnityTools/releases>

Support:

<https://twitter.com/XUnityTools>



4. EXAMPLE

You can find the example test scene here:

Assets/GleyPlugins/MultiversXTools/Example/Scenes/Demo.unity



5. FIXING ERRORS

If Newtonsoft.Json is missing, import it from here:

<https://github.com/jilleJr/Newtonsoft.Json-for-Unity/wiki/Install-official-via-UPM>

