

Installing PnP Unreal Engine SDK

Installation

Follow these instructions to install the web3auth-unreal-sdk plugin:

- Close your existing Unreal Engine app.
- Create a directory in your app root called Plugins.
- Clone with

```
git clone https://github.com/Web3Auth/web3auth-unreal-sdk/tree/main/Plugins/Web3AuthSDK ./Plugins/Web3AuthSDK
```

Open UE5 Editor, navigator to Menu * âEdit * âPlugins *, check the option to enable Web3AuthSDK. * Start your app & it will ask to compile the plugin. Proceed with that.

Manual Installation

Download the [Unreal Package](#) from our latest release and import the package file into your existing Unreal Engine project.

Configuration

Configure a Plug n Play project

- Go to [Developer Dashboard](#)
- , create or select an Web3Auth project:
- Add{{SCHEMA}}://{YOUR_APP_PACKAGE_NAME}
- toWhitelist URLs
- .
- Copy theClient ID
- for usage later.

Configure Deep Link for Android

To setup Android sdk and ndk for unreal editor. Please [see the unreal documentation](#) .

- To add redirect URI into your Android app, open thePlugins/Web3AuthSDK/Source/Web3AuthSDK_Android.xml
- file.
- Find the
- tag and inside that, will be a
- tag element. Replace the existng redirect URI with one that you have
- registered on your Web3Auth Dashboard.

Configure Deep Link for iOS

To setup iOS for unreal editor. Please [see the unreal documentation](#) .

To add redirect URI in your iOS configuration, you just have to add the redirect URI schema.

i.e. ifweb3authapp://com.web3auth.Web3AuthUnreal is your registered redirect URI then the schema isweb3authapp .

- Update the following xml object and replace the {schema} with your own redirectURI schema.

```
CFBundleURLTypes CFBundleURLName {schema} CFBundleURLSchemes {schema} * Paste the above string with updated schema intoEdit â Project Settings â IOS â Extra Plist Data
```

[Edit this page](#) [Previous Overview](#) [Next Initialize](#)