

Initializing Core Kit SFA Flutter SDK

After Installation, the next step to use Web3Auth SFA Flutter is to Initialize the SDK and is achieved by `init()` function. This step requires passing various parameters that align with your project preferences. It's important to note that the initialization process is critical to the successful use of Web3Auth SFA Flutter.

Arguments

Construct and configure the `init` function with the params as follows

Web3AuthNetwork

- Table
- Class

Parameter Description network The Web3auth network to be used by the SDK. Supported values are `TorusNetwork.mainnet`, `TorusNetwork.testnet`, `TorusNetwork.cyan`, `TorusNetwork.aqua` class

Web3AuthNetwork

```
{ final
```

```
TorusNetwork network ;
```

```
Web3AuthNetwork ( { required this . network } ) ;
```

```
Map < String ,
```

```
dynamic
```

```
toJson ( )
```

```
{ return
```

```
{ 'network' : network . name , } ; }
```

```
enum
```

```
TorusNetwork
```

```
{ mainnet , testnet , cyan , aqua }
```

Using the `init()`

function

Initialize the `Web3AuthFlutter` plugin at the very beginning such as in the overridden `initState` function

Usage import

```
'package:single_factor_auth_flutter/single_factor_auth_flutter.dart' ; final _singleFactorAuthFlutterPlugin =
```

```
SingleFactAuthFlutter ( ) ;
```

```
Future < void
```

```
init ( )
```

```
async
```

```
{ await _singleFactorAuthFlutterPlugin . init ( Web3AuthNetwork ( network : torusNetwork ) , ) ; Edit this page Previous  
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```