

# Web3Auth PnP Unreal Engine SDK

The Web3Auth [Unreal Engine SDK](#) is a client-side library that allows you to authenticate users using Web3Auth on Unreal game engine. This SDK has been written mainly in C++ and can be integrated preferably across all mobile platforms. It returns a private key generated in a non-custodial way on successful user authentication. This authentication can be achieved by using any social login options that Web3Auth supports or using a custom authentication flow of your choice.

**This Documentation is based on the 4.1**

SDK Version. [â](#)

## Requirements [â](#)

- Unreal Engine v5.3.1
- with Xcode 15
- [Epic Game Launcher](#)
- to download Unreal library.

## Resources [â](#)

- [Example Applications](#)
- : Explore our example applications and try the SDK yourself.
- [Troubleshooting](#)
- : Find quick solutions to common issues faced by developers.
- [Source Code](#)
- : Web3Auth is open sourced. You can find the source code on our GitHub repository.
- [Community Support Portal](#)
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