

# Whitelabel PnP Unity SDK

For defining custom UI, branding, and translations for your brand app, you just need to specify an additional parameter within the `Web3AuthOptions` class called `whiteLabel` . This parameter takes another object called `WhiteLabelData` .

note This is a paid feature and the minimum [pricing plan](#) to use this SDK in a production environment is the `Growth Plan` . You can use this feature in the development environment for free.

## Arguments<sup>â</sup>

### WhiteLabelData

<sup>â</sup>

- Table
- Interface

Parameter Description `appName?` Display name for the app in the UI. `logoLight?` App logo to be used in dark mode. It accepts url instring as a value. `logoDark?` App logo to be used in light mode. It accepts url instring as a value. `defaultLanguage?` Language which will be used by `Web3Auth`, app will use browser language if not specified. Default language is `Web3Auth.Language.en` . Checkout `Web3Auth.Language` for supported languages. `mode?` Theme mode for the login modal. Choose between `Web3Auth.ThemeModes.auto` , `Web3Auth.ThemeModes.light` or `Web3Auth.ThemeModes.dark` background modes. Default value is `Web3Auth.ThemeModes.light` . `theme?` Used to customize the theme of the login modal. It accepts `Dictionary` as a value. `appUrl?` Url to be used in the Modal. It accepts url instring as a value. `useLogoLoader?` Use logo loader. If `logoDark` and `logoLight` are null, the default `Web3Auth` logo will be used for the loader. Default value is false. `public`

class

WhiteLabelData

{ public

string ? appName {

get ;

set ;

} public

string ? logoLight {

get ;

set ;

} public

string ? logoDark {

get ;

set ;

} public

`Web3Auth` . `Language` ? `defaultLanguage` {

get ;

set ;

}

= `Web3Auth` . `Language` . `en` ; public

`Web3Auth` . `ThemeModes` ? `mode` {

get ;

```

set ;

}

= Web3Auth . ThemeModes . light ; public

Dictionary < string ,

string

    ? theme {

get ;

set ;

} public

string ? appUrl {

get ;

set ;

} public

bool ? useLogoLoader {

get ;

set ;

}

=

false ; }

```

## name

[^](#)

The name of the application. This will be displayed in the key reconstruction page.

## Standard screenwithout

any change

## Name changed toFormidable Duo

## logoLight

&logoDark [^](#)

The logo of the application. Displayed in dark and light mode respectively. This will be displayed in the key reconstruction page.

## logoLight

on dark mode

## logoDark

on light mode

## defaultLanguage

[^](#)

Default language will set the language used on all OpenLogin screens. The supported languages are:

- en
  - English (default)
- de
  - German
- ja
  - Japanese
- ko
  - Korean
- zh
  - Mandarin
- es
  - Spanish
- fr
  - French
- pt
  - Portuguese
- nl
  - Dutch

## dark

[^](#)

Can be set to true or false with default set to false .

**For Light:dark: false**

**For Dark:dark: true**

## theme

[^](#)

Theme is a record of colors that can be configured. As of, now only primary color can be set and has effect on OpenLogin screens (default primary color is #0364FF ). Theme affects icons and links. Examples below.

**Standard color #0364FF**

**Color changed to #D72F7A**

## Example [^](#)

```
void
Start ( ) { web3Auth =
GetComponent < Web3Auth
    ( ) ; web3Auth . setOptions ( new
Web3AuthOptions ( ) { redirectUrl =
new
Uri ( "torusapp://com.torus.Web3AuthUnity/auth" ) , clientId =
"BAwFgL-r7wzQKmtcdiz2uHJKNZdK7gzEf2q-m55xfzSZOw8jLOyli4AVvvzaEQO5nv2dFLEmf9LBkF8kaq3aErg" , network =
Web3Auth . Network . TESTNET , whiteLabel =
new
```

```
WhiteLabelData ( )  
{ appName =  
"Web3Auth Sample App" , logoLight =  
null , logoDark =  
null , defaultLanguage =  
"en" , mode =  
"dark" , theme =  
new  
Dictionary <  
string ,  
string  
{ { "primary" , "#d53f8c" } } }  
} ) ; } Edit this page Previous Usage Next Custom Authentication
```