

# Installing PnP Unity SDK

## Download the Unity Package

Download [unitypackage](#) from our latest release and import the package file into your existing Unity3D project.

Warning You may encounter errors when importing this package into your existing project.

The type or namespace name 'Newtonsoft' could not be found (are you missing a using directive or an assembly reference?)

To fix this problem you need to add the following line into the dependencies object which is inside the Packages/manifest.json file.

/Packages/manifest.json "com.unity.nuget.newtonsoft-json": "3.0.2" tip We recommend you use the [Nethereum Library](#) for making the blockchain calls. You can check our documentation on how to integrate Nethereum it with Web3Auth [here](#) .

## Configuration

### Configure a Plug n Play project

- Go to [Developer Dashboard](#)
- , create or select an Web3Auth project:
- Add {{SCHEMA}}://{{YOUR\_APP\_PACKAGE\_NAME}}/auth
- to Whitelist URLs
- .
- Copy the Client ID
- for usage later.

### Configure Deep Link (for Mobile Devices)

Unity SDK works on Unity deep linking features to redirect the callback from Web3Auth. Before building the application for Android/iOS you need to register the redirect\_url that can be done easily by the tool provided inside the SDK. To achieve that, you need to follow the steps mentioned below.

- Open deep link generator tool provided by Web3Auth Unity SDK from Window > Web3Auth > Deep Link Generator
- Enter the redirect\_url
- {{SCHEMA}}://{{YOUR\_APP\_PACKAGE\_NAME}}/auth
- and click generate.

tip We're using torusapp://com.torus.Web3AuthUnity/auth as the redirect\_url in our example just to give you a reference on how your app's redirect\_url should look like.

### Android

- You can create an android manifest in unity [Edit this page](#) [Previous](#) [Web3Auth PnP Unity SDK](#) [Next](#) [Initialize](#)