Installing PnP Unity SDK

Download the Unity Package[â](#)

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 thePackages/manifest.json file.

/Packages/manifest.json "com.unity.nuget.newtonsoft-json": "3.2.1" tip We recommend you use theNethereum Library for making the blockchain calls. You can check our documentation on how to integrate Nethereum it with Web3Authhere .

Configuration[â](#)

Configure a Plug n Play project[â](#)

- Go toDeveloper Dashboard
- , create or select an Web3Auth project:
- Add{{SCHEMA}}://{YOUR_APP_PACKAGE_NAME}/auth
- toWhitelist URLs
- .
- Copy theClient ID
- for usage later.

Configure Deep Link (for Mobile Devices)[â](#)

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_uri, which can be easily done using the tool provided inside the SDK. To achieve that, you need to follow the steps mentioned below.

- Open the "Deep Link Generator" tool provided by Web3Auth Unity SDK fromWindow > Web3Auth > Deep Link Generator
- Enter theredirect_url
- {{SCHEMA}}://{YOUR_APP_PACKAGE_NAME}/auth
- and click generate.

tip We're usingtorusapp://com.torus.Web3AuthUnity/auth as theredirect_url in our example just to give you a reference on how your app'sredirect_url should look like.

Android[â](#)

- You can create an android manifest in unityEdit this page Previous Overview Next Initialize