

# 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	Type	Mandatory	Description
network	enum	Yes	The web3auth network.mainnet ,testnet ,cyan ,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 ) , ) ; } ;
```

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