

Unity SDK API

The following is an overview of the API methods used in the [Unity SDK](#).

MetaMaskUnity

This is a singleton class that you can use to access the MetaMaskWallet instance, which is specific to Unity.

Instance

This is the singleton instance of the MetaMaskUnity class that is lazy-loaded when you access it for the first time.

Initialize

This method initializes the MetaMaskWallet instance and makes it accessible via the Wallet property. You can also pass extra options and parameters to it to customize the wallet instance:

```
// Initialize using default settings. MetaMaskUnity . Instance . Initialize ( ) ;  
  
// Initialize using custom transport and socket provider. var transport =  
new  
MyCustomTransport ( ) ; var socketProvider =  
new  
MyCustomSocketProvider ( ) ; MetaMaskUnity . Instance . Initialize ( transport , socketProvider ) ;  
  
// Initialize using custom config, transport and socket provider. var config = myMetaMaskConfig ; var transport =  
new  
MyCustomTransport ( ) ; var socketProvider =  
new  
MyCustomSocketProvider ( ) ; MetaMaskUnity . Instance . Initialize ( config , transport , socketProvider ) ;
```

SaveSession

This method saves the current session to persistent storage. It is useful when you want to save the session and restore it later. When the application starts, it automatically calls this method. You can also manually call this method.

LoadSession

This method loads the session from persistent storage. It is useful when you want to restore the session after the application quits. When the application starts, it automatically calls this method. You can also manually call this method.

MetaMaskWallet

Connect

This method connects to MetaMask. It renders a generated QR code in the user interface for your users to scan with MetaMask Mobile. After the user scans this QR code, a connection screen appears in MetaMask Mobile where the user can

approve the connection with your Unity game.

Disconnect

This method disconnects the user from the MetaMask session.

Request

This method sends a request to MetaMask. You can use it to call any [provider API method](#).

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