

Installing PnP Flutter SDK

web3auth_flutter

[^](#)

To install the web3auth_flutter package, you have two options. You can either manually add the package in the pubspec.yaml file, or you can use the flutter pub add command.

Add web3auth_flutter as a dependency to your pubspec.yaml .

dependencies : web3auth_flutter : ^3.1.6 Add web3auth_flutter using flutter pub add command .

flutter pub add web3auth_flutter

Android

Once we have installed Web3Auth Flutter SDK, we also need to add the configuration for Android.

Update compileSdkVersion

For Android build compileSdkVersion needs to be 34 .

- Check your app module gradle file in your project to change it.

```
android { namespace "com.example.flutter_solana_example" compileSdkVersion 34 ndkVersion flutter . ndkVersion
// .. }
```

Add Web3Auth to Gradle

In your project-level gradle file add JitPack repository:

```
dependencyResolutionManagement { repositoriesMode . set ( RepositoriesMode . FAIL_ON_PROJECT_REPOS )
repositories { google ( ) mavenCentral ( ) maven { url "https://jitpack.io"
}
// <-- Add this line } }
```

Permissions

Open your app's AndroidManifest.xml file and add the following permission:

```
< uses-permission
android: name = " android.permission.INTERNET "
```

/> Note: The element must be a direct child of the root element.

Configuration

Once the gradles and permission has been updated, we need to configure Web3Auth project by whitelisting your scheme and package name.

Configure Web3Auth project

- Go to [Developer Dashboard](#)
- , create or select a Web3Auth project.
- Add {SCHEME}://{YOUR_APP_PACKAGE_NAME}
- to Whitelist URLs
- . eg. w3a://com.example.w3aflutter
- Copy the Client ID
- from Project Details for initialization usage later.

Configure Deep Link

Open your app's `AndroidManifest.xml` file and add the following deep link intent filter to your Main activity

```
< intent-filter
    < action
android: name = " android.intent.action.VIEW "
/>
< category
android: name = " android.intent.category.DEFAULT "
/> < category
android: name = " android.intent.category.BROWSABLE "
/>
< data
android: scheme = " {scheme} "
android: host = " {YOUR_APP_PACKAGE_NAME} "
android: path = " /auth "
/>
</ intent-filter
```

Make sure your Main activity `launchMode` is set to `singleTop` in your `AndroidManifest.xml`

```
< activity android: launchMode = " singleTop " android: name = " .YourActivity "
    // ... </ activity
```

iOS

Once we have configured the Android SDK, we also need add the configuration for iOS.

Update global iOS platform

For iOS build global platform needs to be 14.0.

- Check Podfile
- in your Flutter project to change the global platform.

```
platform :ios, '14.0'
```

Add dependencies

In order to build iOS for Web3Auth project, we also need to add the Web3Auth SDK in iOS. You can either add it using Swift Package Manager or Cocoapods.

Swift Package Manager

1. In Xcode, with your app project open, navigate to `File > Add Package Dependencies`
2. .
3. When prompted, add the Web3Auth iOS SDK repository:
4. `https://github.com/Web3Auth/web3auth-swift-sdk`
5. From the `Dependency Rule`
6. dropdown, select `Exact Version`
7. and enter `7.5.0`
8. as the version.
9. When finished, Xcode will automatically begin resolving and downloading your dependencies in the background.

Cocoapods

To install the Web3Auth SDK using Cocoapods, follow the below steps:

1. Open the Podfile, and add the Web3Auth pod:

pod 'Web3Auth', '~> 7.5.0' 1. Once added, usepod install 2. command to download the Web3Auth dependency.

Configuration

To use Web3Auth for iOS you need to Whitelist your bundleId your project.

- Go to [Web3Auth Developer Dashboard](#)
- , and create or open an existing Web3Auth project.
- Whitelist(bundleId)://auth
- in the developer dashboard. This step is mandatory for the redirect to work. [Edit this page](#) [Previous Web3Auth PnP](#) [Flutter SDK](#) [Next Initialize](#)