Whitelabel PnP Unity SDK

For defining custom UI, branding, and translations for your branded app, you just need to add an additional parameter within theWeb3AuthOptions class calledwhiteLabel . This parameter takes another object calledWhiteLabelData .

note This is a paid feature and the minimum[pricing plan](#) to use this SDK in a production environment is theGrowth Plan . You can use this feature for free in the development environment.

Arguments[â](#)

WhiteLabelData

[â](#)

- Table
- Interface

Parameter Description appName? Display name for the app in the UI. logoLight? App logo to be used in dark mode. It accepts url instring as a value. logoDark? App logo to be used in light mode. It accepts url instring as a value. defaultLanguage? Language which will be used by Web3Auth, app will use browser language if not specified. Default language isWeb3Auth.Language.en . CheckoutWeb3Auth.Language for supported languages. mode? Theme mode for the login modal. Choose betweenWeb3Auth.ThemeModes.auto ,Web3Auth.ThemeModes.light orWeb3Auth.ThemeModes.dark background modes. Default value isWeb3Auth.ThemeModes.light . theme? Used to customize the theme of the login modal. It acceptsDictionary as a value. appUrl? Url to be used in the Modal. It accepts url instring as a value. useLogoLoader? Use logo loader. IflogoDark andlogoLight are null, the default Web3Auth logo will be used for the loader. Default value is false.

public

class

WhiteLabelData

{ public

string ? appName {

get ;

set ;

} public

string ? logoLight {

get ;

set ;

} public

string ? logoDark {

get ;

set ;

} public

Web3Auth . Language ? defaultLanguage {

get ;

set ;

}

= Web3Auth . Language . en ; public

Web3Auth . ThemeModes ? mode {

get ;

set ;

}

= Web3Auth . ThemeModes . light ; public

Dictionary < string ,

string

    ? theme {

get ;

set ;

} public

string ? appUrl {

get ;

set ;

} public

bool ? useLogoLoader {

get ;

set ;

}

=

false ; }

name

[â](#)

The name of the application. This will be displayed in the key reconstruction page.

Standard screenwithout

any change

Name changed toFormidable Duo

logoLight

&logoDark [â](#)

The logo of the application. Displayed in dark and light mode respectively. This will be displayed in the key reconstruction page.

logoLight

on dark mode

logoDark

on light mode

defaultLanguage

[â](#)

Default language will set the language used on all OpenLogin screens. The supported languages are:

- en
  - English (default)
- de
  - German
- ja
  - Japanese
- ko
  - Korean
- zh
  - Mandarin
- es
  - Spanish
- fr
  - French
- pt
  - Portuguese
- nl
  - Dutch

dark

[â](#)

Can be set totrue orfalse with default set tofalse .

For Light:dark: false

For Dark:dark: true

theme

[â](#)

Theme is a record of colors that can be configured. As of, now onlyprimary color can be set and has effect on OpenLogin screens (default primary color is#0364FF). Theme affects icons and links. Examples below.

Standard color#0364FF

Color changed to#D72F7A

Example[â](#)

void

Start ( ) { web3Auth =

GetComponent < Web3Auth

( ) ; web3Auth . setOptions (new

Web3AuthOptions ( ) { redirectUrl =

new

Uri ("torusapp://com.torus.Web3AuthUnity/auth") , clientId =

"BAwFgL-r7wzQKmtcdiz2uHJKNZdK7gzEf2q-m55xfzSZOw8jLOyIi4AVvvzaEQO5nv2dFLEmf9LBkF8kaq3aErg" , network = Web3Auth . Network . TESTNET , whiteLabel =

new

```
WhiteLabelData ( )

{ appName =

"Web3Auth Sample App" , logoLight =

null , logoDark =

null , defaultLanguage =

"en" , mode =

"dark" , theme =

new

Dictionary <

string ,

string

{ { "primary" , "#d53f8c" } } }

} ) ; }
```