

Initializing PnP Unreal Engine SDK

After Installation, the next step to using Web3Auth is to Initialize the SDK. However, In Unreal, the Initialization happens through the blueprint.

Web3Auth Initialization Blueprint

Arguments

Web3AuthOptions

The Web3Auth Constructor takes a classWeb3AuthOptions as input. This class has the following arguments.

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Parameter Description
clientId Your Web3Auth Client ID. You can get it from Web3Auth [Dashboard](#) under project details. It's a mandatory field of type FString
network Defines the Web3Auth network. It's a mandatory field of type Network.
redirectUrl URL that Web3Auth will redirect API responses upon successful authentication from browser. It's a mandatory field of type FString .
whiteLabel? WhiteLabel options for web3auth. It helps you define custom UI, branding, and translations for your brand app. It takes FWhiteLabelData as a value.
loginConfig? Login config for the custom verifiers. It takes TMap as a value.
useCoreKitKey? Use CoreKit Key to get core kit key. It's an optional field with default value as false .
chainNamespace? Chain Namespace [EIP155 and SOLANA]. It takes FChainNamespace as a value.
mfaSettings? Allows developers to configure the Mfa settings for authentication. It takes FMfaSettings as a value.
sessionTime? It allows developers to configure the session management time. Session Time is in seconds, default is 86400 seconds which is 1 day.
sessionTime can be max 7 days
USTRUCT (BlueprintType) struct

```
FWeb3AuthOptions { GENERATED_BODY ( )
```

```
UPROPERTY ( EditAnywhere , BlueprintReadWrite ) FString clientId ;
```

```
UPROPERTY ( EditAnywhere , BlueprintReadWrite ) FString redirectUrl ;
```

```
UPROPERTY ( EditAnywhere , BlueprintReadWrite ) FString sdkUrl =
```

```
"https://sdk.openlogin.com" ;
```

```
UPROPERTY ( EditAnywhere , BlueprintReadWrite ) FNetwork network ;
```

```
UPROPERTY ( EditAnywhere , BlueprintReadWrite ) FBuildEnv buildEnv ;
```

```
UPROPERTY ( EditAnywhere , BlueprintReadWrite ) FWhiteLabelData whiteLabel ;
```

```
UPROPERTY ( BlueprintReadWrite ) TMap < FString , FLoginConfigItem
```

```
loginConfig ;
```

```
UPROPERTY ( EditAnywhere , BlueprintReadWrite ) FChainNamespace chainNamespace ;
```

```
UPROPERTY ( EditAnywhere , BlueprintReadWrite ) bool useCoreKitKey ;
```

```
UPROPERTY ( EditAnywhere , BlueprintReadWrite ) FMfaSettings mfaSettings ;
```

```
UPROPERTY ( EditAnywhere , BlueprintReadWrite ) int32 sessionTime =
```

```
86400 ;
```

```
FWeb3AuthOptions ( )
```

```
{ } ;
```

```
void operator =
```

```
( const FWeb3AuthOptions & other )
```

```
{ clientId = other . clientId ; redirectUrl = other . redirectUrl ; sdkUrl = other . sdkUrl ; network = other . network ; buildEnv = other . buildEnv ; whiteLabel = other . whiteLabel ; loginConfig = other . loginConfig ; chainNamespace = other . chainNamespace ; useCoreKitKey = other . useCoreKitKey ; mfaSettings = other . mfaSettings ; sessionTime = other .
```

```
sessionTime ; }  
  
};  
  
UENUM ( BlueprintType ) enum  
  
class FNetwork : uint8 { MAINNET =  
0 , TESTNET =  
1 , CYAN =  
2 , AQUA =  
3 , SAPPHIRE_DEVNET =  
4 , SAPPHIRE_MAINNET =  
5 } ;
```

Usage

The following is the graph to set Web3Auth actor configuration. The graph currently uses string values to add parameters to blueprint blocks, but you can connect the values coming from different UI components. [Edit this page](#) [Previous](#) [Install](#) [Next](#) [Usage](#)