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 Blueprintâ

Argumentsâ

Web3AuthOptions

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

- Table
- Interface

Parameter Description clientId Your Web3Auth Client ID. You can get it from Web3AuthDashboard under project details. It's a mandatory field of typeFString 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 typeFString . whiteLabel? WhiteLabel options for web3auth. It helps you define custom UI, branding, and translations for your brand app. It takesFWhiteLabelData as a value. loginConfig? Login config for the custom verifiers. It takesTMap as a value. useCoreKitKey? Use CoreKit Key to get core kit key. It's an optional field with default value asfalse . chainNamespace? Chain Namespace [EIP155 andSOLANA]. It takesFChainNamespace as a value. mfaSettings? Allows developers to configure the Mfa settings for authentication. It takesFMfaSettings 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 } ;
```

Usageâ

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