

Web3Auth PnP Unity SDK

The Web3Auth [Unity SDK](#) is a client-side library that allows you to authenticate users using Web3Auth on Unity3D game engine. This SDK has been written majorly in C# and can be integrated preferably across all mobile platforms. It returns a private key generated in a non-custodial way on successful user authentication. This authentication can be achieved by using any social login options that Web3Auth supports or uses a custom authentication flow of your choice.

This Documentation is based on the 2.0.0

SDK Version. [^](#)

Requirements [^](#)

- Unity Editor 2019.4.9f1 or greater
- .Net Framework 4.x
- iOS Platform Target Version 14 and above
- Android Target SDK Version 24 and above

Resources [^](#)

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- [Example Applications](#)
- : Explore our example applications and try the SDK yourself.
- [Troubleshooting](#)
- : Find quick solutions to common issues faced by developers.
- [Source Code](#)
- : Web3Auth is open sourced. You can find the source code on our GitHub repository.
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