Installing PnP Flutter SDK

web3auth_flutter

[â](#)

To install theweb3auth_flutter package, you have two options. You can either manually add the package in thepubspec.yaml file, or you can use theflutter pub add command.

Addweb3auth_flutter as a dependency to yourpubspec.yaml .

dependencies : web3auth_flutter : ^3.1.7 Addweb3auth_flutter usingflutter pub add command .

flutter pub add web3auth_flutter

Androidâ

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

Update compileSdkVersionâ

For Android buildcompileSdkVersion needs to be34 .

- 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 Gradleâ

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 } }

Permissionsâ

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

< uses-permission

android: name = " android.permission.INTERNET "

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

Configurationâ

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

Configure Web3Auth projectâ

- Go toDeveloper Dashboard
- , create or select a Web3Auth project.
- Add{SCHEME}://{YOUR_APP_PACKAGE_NAME}
- toWhitelist URLs
- . eg.w3a://com.example.w3aflutter
- Copy theClient ID
- from Project Details for initilization usage later.

Configure Deep Linkâ

Open your app'sAndroidManifest.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 tosingleTop in yourAndroidManifest.xml

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

    // ... </ activity

iOSâ

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

Update global iOS platformâ

For iOS build global platform needs to be 14.0.

- CheckPodfile
- in your Flutter project to change the global platform.

platform :ios, '14.0'

Add dependenciesâ

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 Managerâ

1. In Xcode, with your app project open, navigate toFile > Add Package Dependencies
2. .
3. When prompted, add the Web3Auth iOS SDK repository:
4. https://github.com/Web3Auth/web3auth-swift-sdk
5. From theDependency Rule
6. dropdown, selectExact Version
7. and enter7.5.0
8. as the version.
9. When finished, Xcode will automatically begin resolving and downloading your dependencies in the background.

Cocoapodsâ

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[â](#)

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 Overview](#) [Next Initialize](#)