

# Mobile SDKs

The following libraries provide simple access to the Gigya API from popular mobile platforms:

See also [Third Party SDKs](#) for unofficial Gigya SDKs that were developed by third parties. Note that Gigya bears no responsibility for these SDKs or their usage.

## Important notes regarding social login:

- **Native SDKs**
  - When using any Gigya Mobile SDKs, it is necessary to install the provider's latest native SDK for supporting any 3rd party social networks that you want your app to provide. The social provider's SDK must be properly configured, particularly bundle ID and package name must match the appropriate platforms on the social provider developer's console page for the app id being used. Specific instructions for Facebook, Google, and LINE are documented for each of our SDKs.
- **In-App Browser Support**
  - It is possible to have in-app browser support within the Gigya Mobile SDKs by configuring an [API Domain Prefix](#) and using authFlow redirect.
  - *This functionality is not officially supported.*

reCAPTCHA is not currently available for use with mobile SDKs.