

# WebGL Retina Tools Lite 3.3

Hogbox Studios



Add Retina/HDPI resolution support to your WebGL builds with the click of a button. Eliminates the blurry textures and text seen on Macs running Unity WebGL builds. Version 3.0 adds support for Unity 2017.3 (also tested and working on 5.6.0f3, 2017.3.1f1, 2018.1.6f1, 2018.2.0f2, 2019.1.8f1). This free lite version only supports Development builds.

The full version is available [here](#) and includes many extra features like fix settings, support for adjusting resolution at runtime and applying different resolutions on desktop and mobile.

[Demo](#) (built with 2017.3)

## Quick Start

*Create a development WebGL build of your project, then go to menu item:*

*Hbx > WebGL > Fix Last Build (Lite)*

This will apply the fix to the last development WebGL build you created with Unity.

Goodbye blur :)

## Unity 5.6+

As of Unity 5.6 you can use the Unity provided WebGL Templates straight out of the box. Yippie! However make sure if you're using a custom template from 5.5 or lower that you update to reflect the new template style.

### *Important Notes:*

- You **Must** have a css style on the canvas container controlling it's width and height. If you don't have one the canvas will keep growing.
- If you need your view to resize as the browser window resizes enable "Run in Background" in the player settings. Otherwise the view dimensions will not update until you refocus the view.
- This script depends on find and replace so is only guaranteed to work with the versions of Unity it has been tested against (5.6, 2017.3, 2018.1, 2019.1.8f1). Hopefully Unity will eventually support this out of the box.
- This script will **Not** add Retina support to standalone desktop builds, only WebGL.
- You need to reapply the fix each time you create a new build.