Getting Started with uWebKit

by uWebKit.com

uWebKit

for Unity Pro

You're gonna want these… (before you get started)

Windows Users

For Flash support, you must have the latest NPAPI Flash Plugin installed

http://get.adobe.com/flashplayer/otherversions (you should only need this if you solely run IE or Chrome)

Further documentation is available in the uWebKit scripts and examples.

Import the uWebKit package into your Unity project

Mac + Windows

1. Drag the package into your Unity Project folder

2. Double-click the package to decompress it

3. Click Import. (Make sure all items are checked (default) in the Importing Package window)

Activate your license

1. Go to Unity's Editor menu. Select uWebKit/Activate

2. Enter the Activation Code sent to your email from sales@uwebkit.com then click Activate

3. uWebKit is now activated and ready to use

Check out the example scenes

In Unity, go to the Project tab. The example scenes are located in: uWebKitExamples/Scenes

1. Double-click on an example scene to load it into your project

2. Press Play (control-p on PC | command-p on Mac)

The scenes may be viewed individually or by using the multi-scene Example Loader.
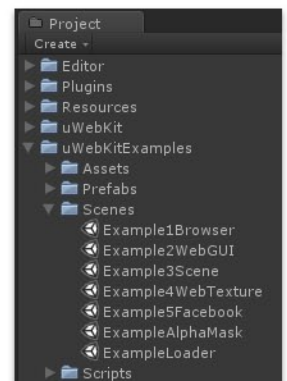
Using the Example Loader

In Unity

1. Select File/Build Settings

2. Go to the Project tab, select all of the scenes in the uWebKitExamples/Scenes folder

3. Drag the scenes from the Project tab into the Build Settings window, as shown in the image below

(All scenes, including the ExampleLoader, should be added to the Build Settings window)

<div align="center">
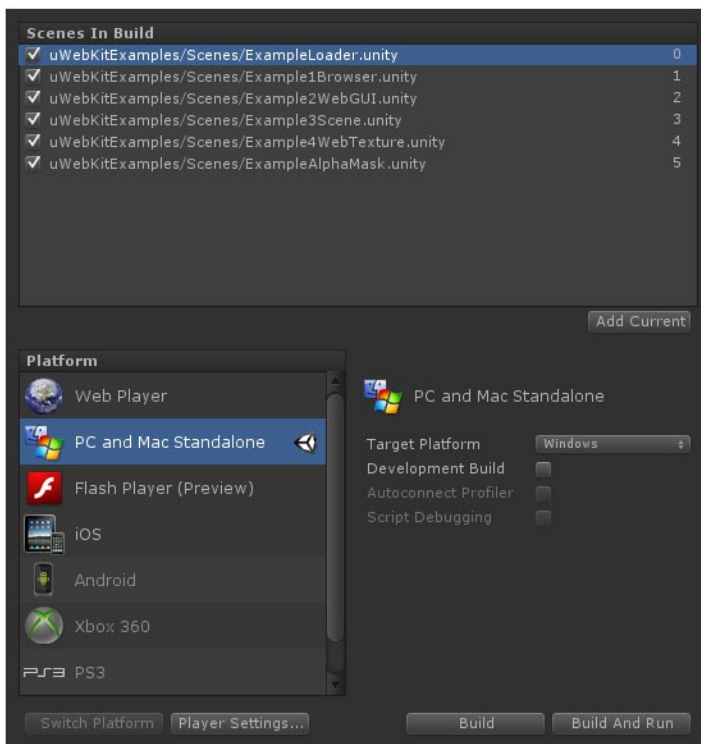
uWebKit Standard   **uWebKit Pro**

</div>
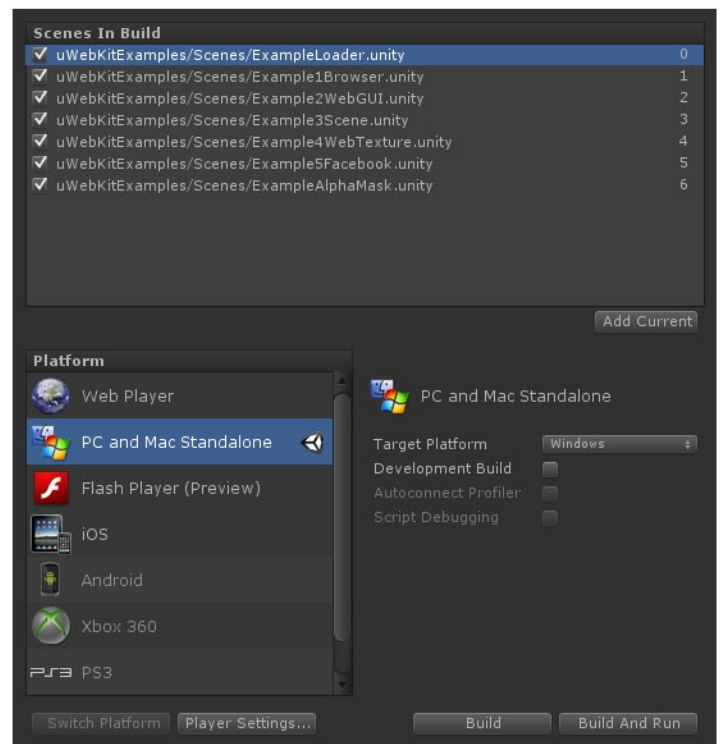
uWebKit Pro users: include the Facebook example (Pro only feature)

Assign a Target Platform

4. Windows/Mac: PC and Mac Standalone. Assign your Target Platform. Mac users may also choose iOS option.

5. Select Build. Assign a name. Click save.

6. Once the player finishes building Mac users can launch the application and view the scenes inside the loader.

Note:
Windows users read the Windows deployment note on page 3, before launching the application.
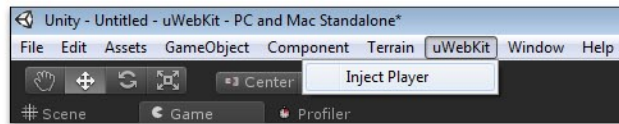
uWebKit
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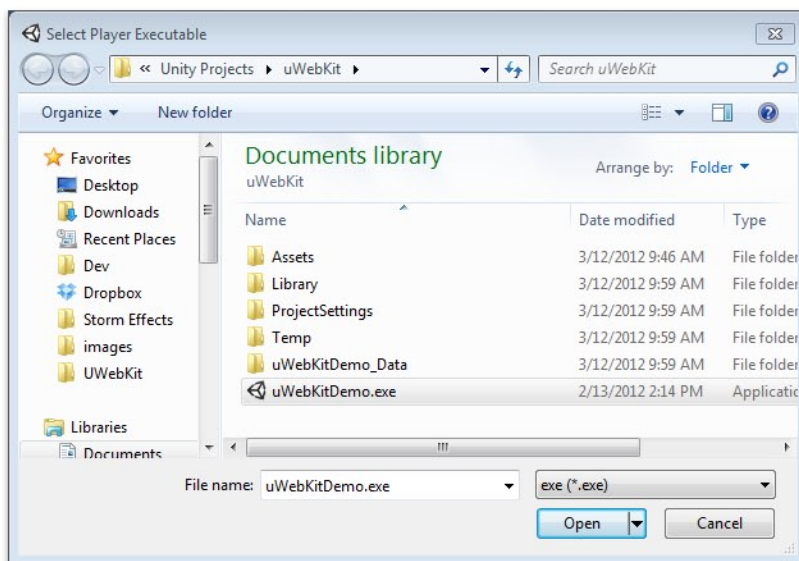
Windows deployment note

Windows users, Inject the Player to complete the build

* Note: Click anywhere on the menu at the top, and you should see the uWebKit menu appear
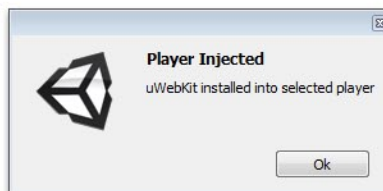
1. Select uWebKit/Inject Player, from Unity's Editor menu

2. Choose the deployment executable file, from your recent build

3. Click Ok

The Player is now Injected with the uWebKit runtime. You can launch the application and view the scenes inside the loader.

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Add a 2D browser to your existing scene

In the Project tab, navigate to uWebKitExamples/Prefabs

1. Drag the Browser prefab into your scene

2. The Browser prefab contains an attached script component. The script allows you to change the dimensions of the browser and the landing page, if desired.

3. Press Play

Add a Web Texture to a Game Object *

In the Project tab, navigate to uWebKitExamples/Scripts

1. Create a Game Object such as a cube or plane

2. Drag the WebTexture script onto the Game Object

3. Press Play

* iOS platforms: Due to hardware constraints, 3D Web Textures are cached and non-interactive

Add a Web GUI to your scene

1. Add an empty Game Object to your scene

2. Assign Component/Scripts/Web GUI to the GameObject

3. Press Play

uWebKit