

Web Builder Pro Manual

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1. Overview

Web Builder Pro is a Unity Editor extension designed to streamline the process of building and deploying Web projects. It provides a user-friendly interface to configure build settings, manage output paths, and optimize templates.

2. Features

- Advanced Build Options: Customize build settings with ease.
- Enhanced Template: Optimized template perfect for websites like itch.io.
- Local Server: Launch a local server to test your builds directly from the editor.
- Test on Multiple Browsers: Automatically detect and set paths for popular browsers.
- Error Handling: Built-in error detection and reporting.

3. Usage

3.1 Opening the Web Builder Pro Window

To open the Web Builder Pro window, go to `Tools > Web Builder Pro` in the Unity Editor menu.

3.2 Setting Up Your Build

1. Output Path: Set the parent path where your builds will be stored. The default path is `Builds` in the root of your project directory.
2. Enhanced Template (Recommended): Enable this option to use a custom template that is perfect for most gaming websites and iframes.
3. Build Options: Configure various build options such as development build, optimization for pixel art, and disabling mouse acceleration.

3.3 Building Your Project

1. Click the `Build` button to start the build process.
2. This will automatically create a new folder for your build in your desired destination.

3.4 Reviewing Your Build

1. After the build is complete, you can launch the built project in your preferred browser by clicking any of the buttons.
2. If the browser path is not set, you will be prompted to locate the browser executable or download it.

4. Troubleshooting

4.1 Model Null Exception

Ensure that the `WebBuilderProModel` asset exists and is correctly assigned in the Web Builder Pro window MonoScript.

4.2 VisualTreeAsset Null Exception

Ensure that the `WebBuilderPro.uxml` is correctly assigned in the Web Builder Pro window.

5. Demo

The 'DisableMouseAcceleration' demo allows you to test the build with mouse acceleration

enabled and disabled to see just how much of a difference it makes.

6. Contact

For any inquiries or support, please contact simon.nordon@gmail.com.