

WHY?

I know what you're thinking. There's already the [Screen.fullScreen](#) api, and it works on WebGL, even mobile devices.

Well, that's true. However, there are a couple of things that this plugin can do which the official solution can't:

1-You can configure the [navigationUI](#) parameter. The official solution has this parameter set to *auto*. Which means that in some browsers, like Chrome on Android, will show the navigation bar on fullscreen. By default, my plugin sets this parameter to *hide*.

2-You can set callbacks to do something when the app enters fullscreen and/or exits fullscreen. This is useful if you want to have a button to toggle fullscreen and change its appearance accordingly, for example. Note that this works even if the user exits fullscreen using the navigation bar instead of a button from your app.

3-You can detect if fullscreen is available on the device. Meaning you can show the toggle button only if the user can switch to fullscreen in the first place. On Safari for iPhone you can't for example.

TL;DR

Fullscreen on roids. If the official solution is enough for you, don't bother. But hey, it's free.

How do I use it?

Attach the c# script under the Scripts folder to any game object. Fill in the relevant callbacks, that's it. The C# file is heavily commented with the public methods and inspector fields, but if you still have any questions you can contact me. The important thing to take notice is that the methods *EnterFullscreen*, *ExitFullscreen*, and *Toggle*, must be called on a pointerdown event.

Take a look at the example scene.

If you like my asset, please consider leaving a review! Constructive criticism is always welcome, and don't hesitate to contact me if you run into any issues!

Any Requirements?

Yes, your browser needs to implement the [Fullscreen API](#).