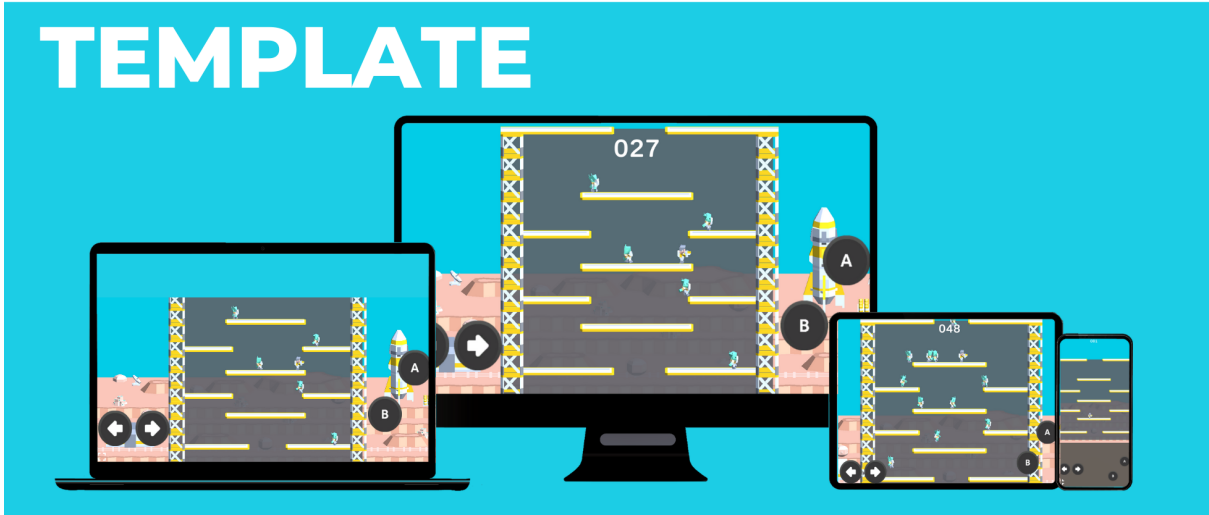


MULTIPLATFORM



TEMPLATE



First steps:

[Open the Multiplatform WebGL Template panel](#)

[Approve the panel options](#)

[Build your scene](#)

Features:

Developer Features:

[Orientation Manager](#)

[Other classes](#)

[Help and Support](#)



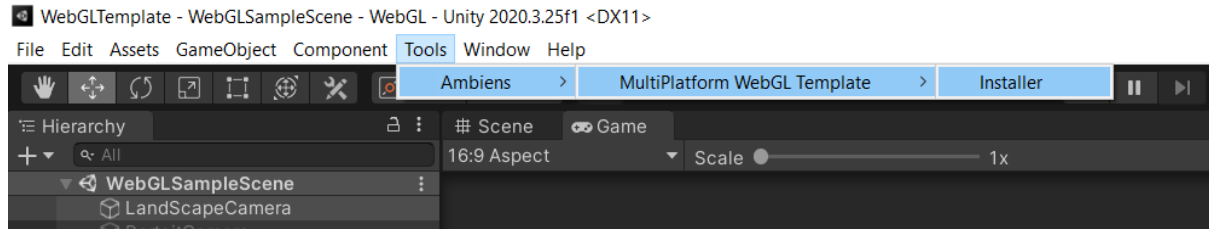
Multiplatform WebGL Template - Quick Start Guide

Latest update March 2022 Ambiens VR SRL – Via Marsala 29H 00185 – Rome (Italy) info@ambiensvr.com

Discord Server: bitly.com/avrdiscord

First steps:

Open the Multiplatform WebGL Template panel

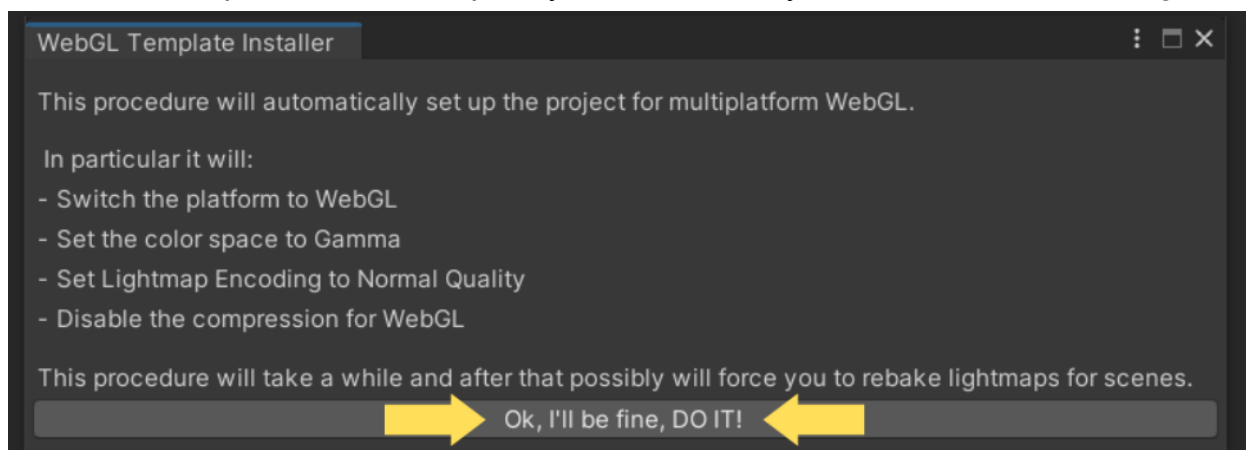


Multiplatform WebGL Template is a single panel in the Unity Editor containing every function you need to create your WebGL Project.

To open the panel, click on the top menu: Tools > Ambiens > ArchToolkit > Multiplatform WebGL Template

Approve the panel options

Click "OK" to approve the procedure to set up your project for multiplatform webGL. This is a list of settings that we tested to be optimal for most of the devices out there. After the procedure is complete you can obviously revert some of the settings.





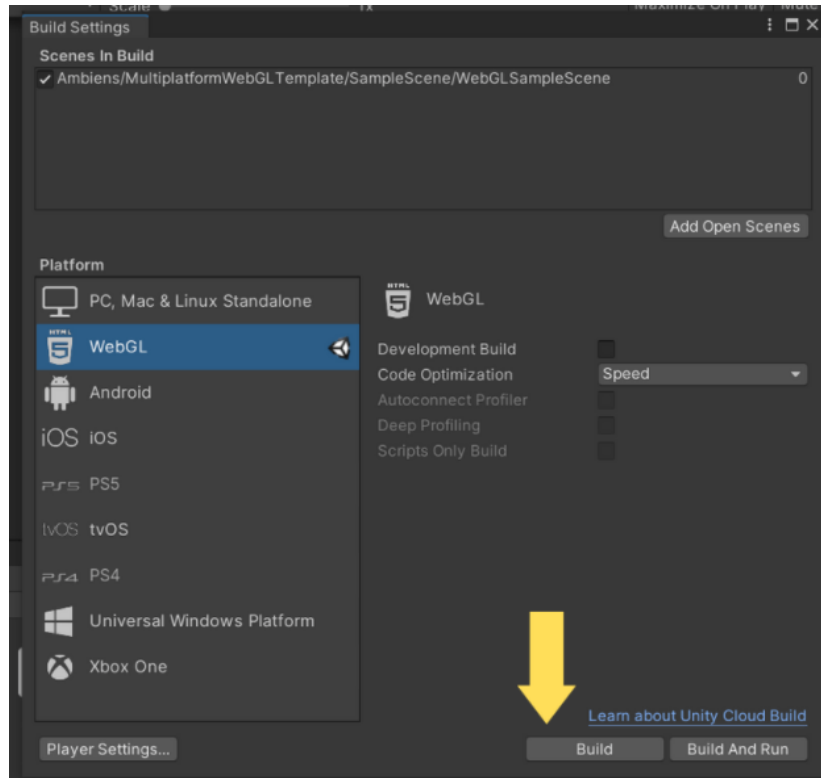
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Build your scene

Go to File -> Build Settings to build your project





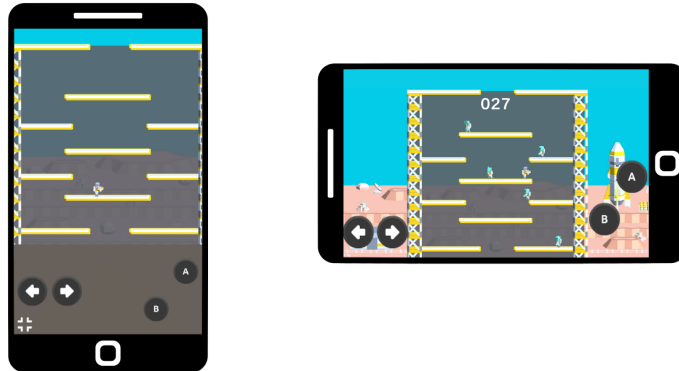
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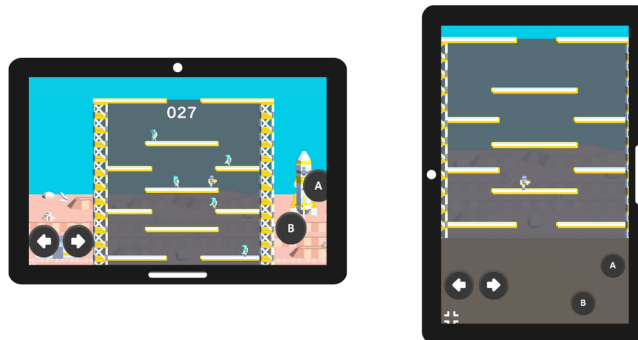
Discord Server: bitly.com/avrdiscord

Features:

- Enjoy the perfect orientation management on every device



Perfect Orientation Mangement 1/2



Perfect Orientation Mangement 2/2

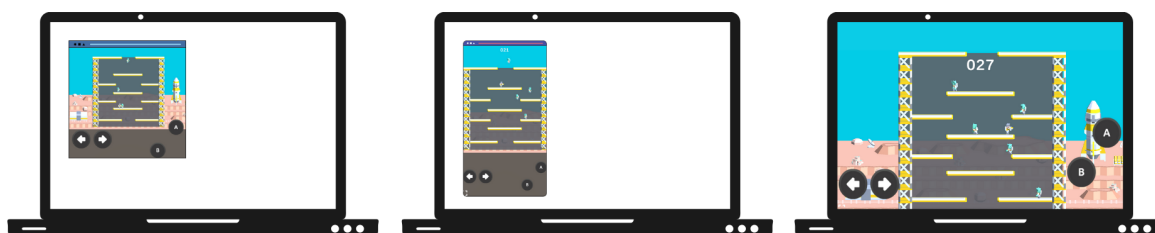
- Desktop Responsiveness: adapt your game for every window shape/size



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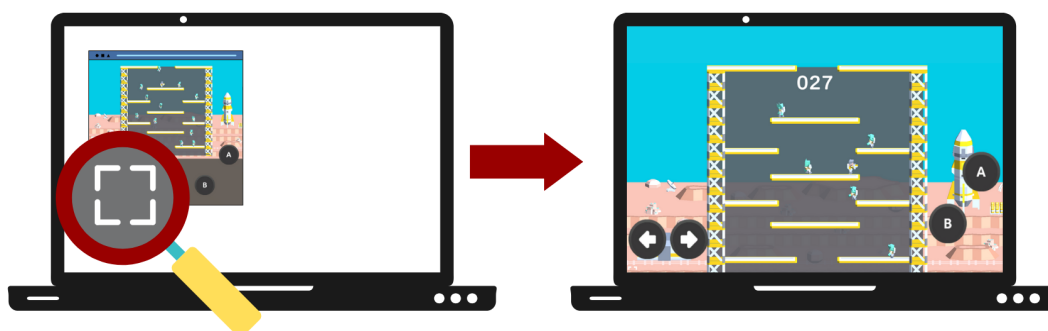
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Desktop Responsiveness

- Fullscreen support on every platform except for iOS. This option will be automatically hidden on unsupported devices.



Fullscreen Support* **

*full screen feature not supported on iOS devices

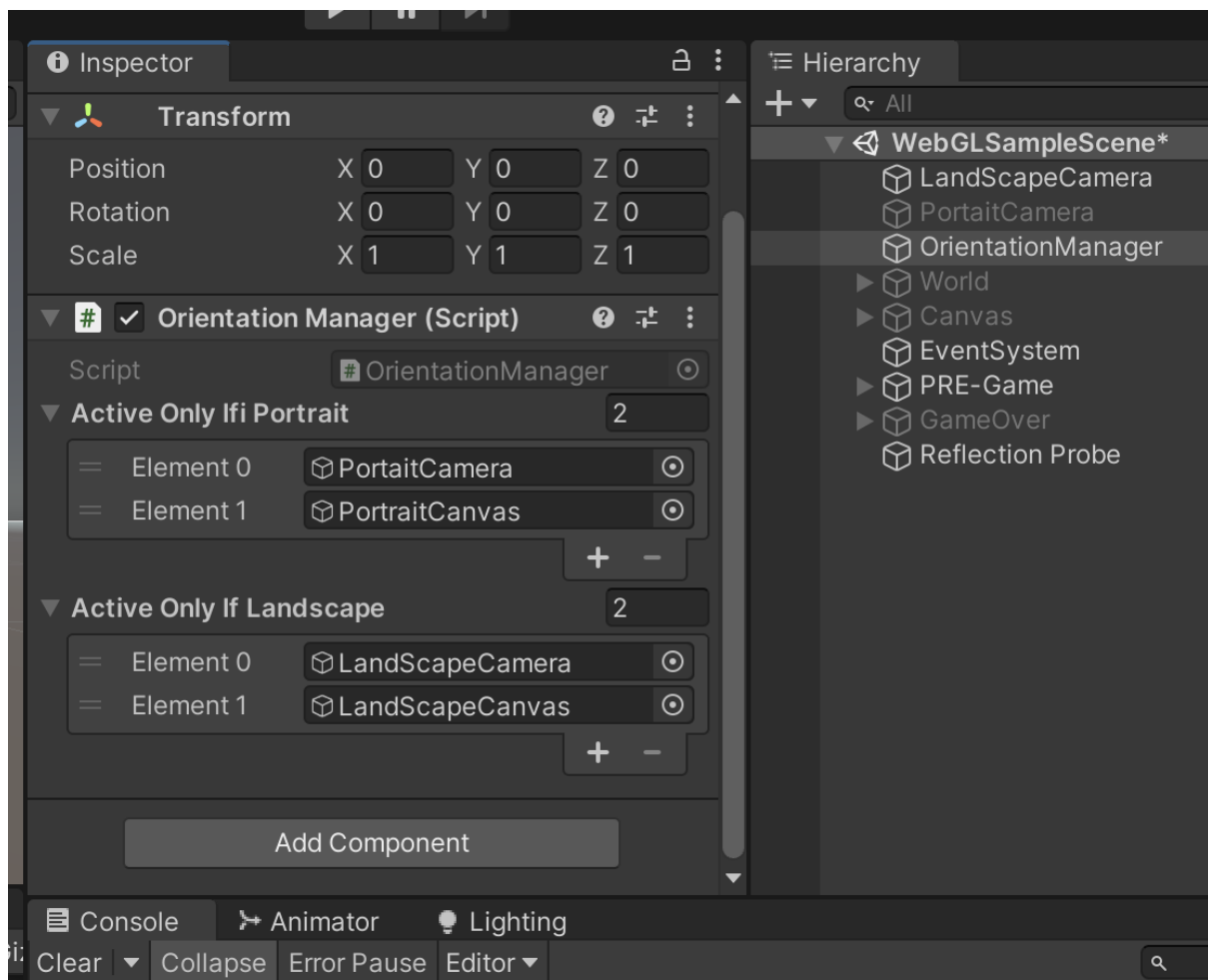
**automatically hidden on unsupported devices



Developer Features:

The Template also provides a series of Utility classes to enhance the look of your application:

Orientation Manager



The Orientation Manager Manages all edits of screen sizes in order to give you full control over the responsiveness of the app.

- ActiveOnlyIfPortrait: this list of elements are enabled only if the width is lower than the height OR if the Unity orientation is set to portrait
- ActiveOnlyIfLandscape: this list of elements are enabled only if the width is higher than the height OR if the Unity orientation is set to landscape



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Other classes

After you include the Orientation Manager you can also use other Utility classes in your scene like: *ChangeRotationOnPortrait*, *ChangeWidthOnPortrait*, *ChangeLocalPositionOnPortrait* (names are pretty self explanatory).

Help and Support

If you are having trouble building your WebGL scene don't hesitate to contact us, we'll be happy to help.

You can find us here:

Discord: bit.ly/avrdiscord

Email: info@ambiensvr.com