

Repulse WebGL Toolset



This is the official documentation of the Repulse WebGL Toolset.

In this documentation you will find a complete guide on how to successfully implement the tools in your project.

01

PLAYERPREFS INTEGRATION

Our Playerprefs dynamic integration allows for seamless non-invasive encrypted storage of all selected Playerprefs which delivers safe and secure saving of your game data to browser storage.

02

THE WEBGL DISPATCHER SYSTEM

Our WebGL Dispatcher System allows for interactive hooking into specific browser events so you can create more interactive games for your users.

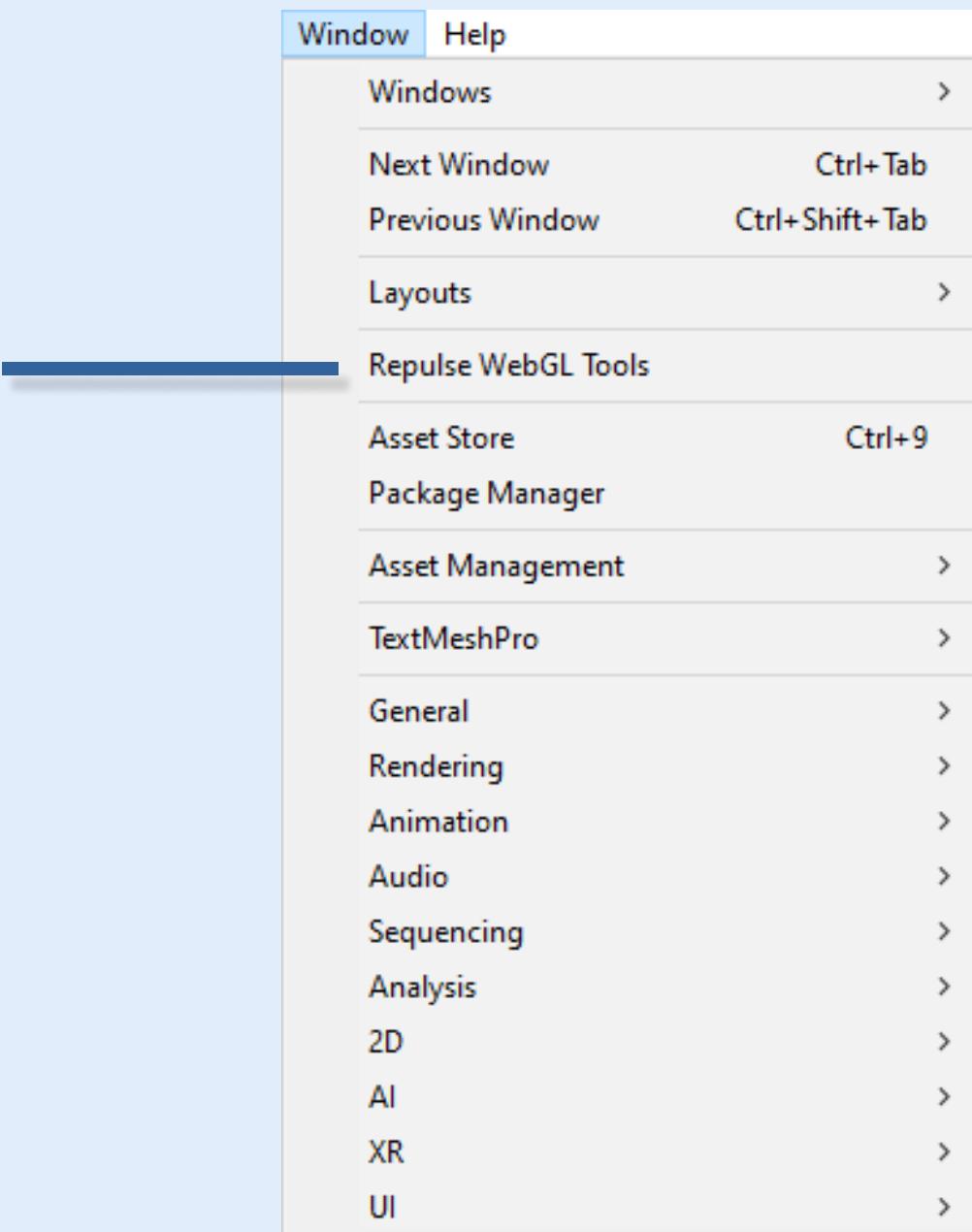
03

RESPONSIVE WEB DESIGN

Our unique Responsive Web Design allows you to deliver a product to any device without requiring any additional code, so that way you can focus on what's really important and that is your project.

PlayerPrefs Integration

01



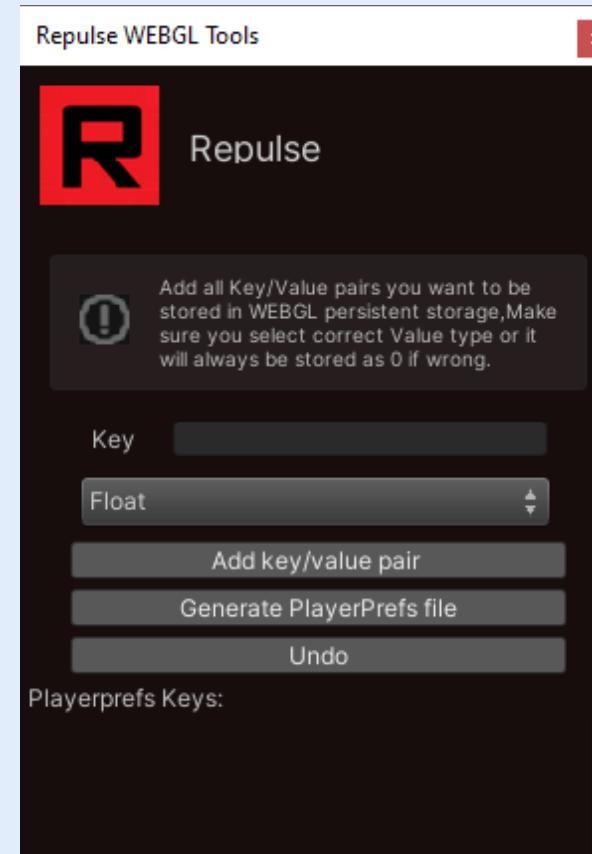
REPULSE WEBGL TOOLS

To find the PlayerPrefs editor window go to Window -> Repulse WebGL Tools.

When you open it the Repulse WebGL Tools Editor window appears.

Here you specify the Key name and Data Type of each of your PlayerPrefs.

Press the "Import WebGL Templates" to import all available templates in your project.



PlayerPrefs Integration

01

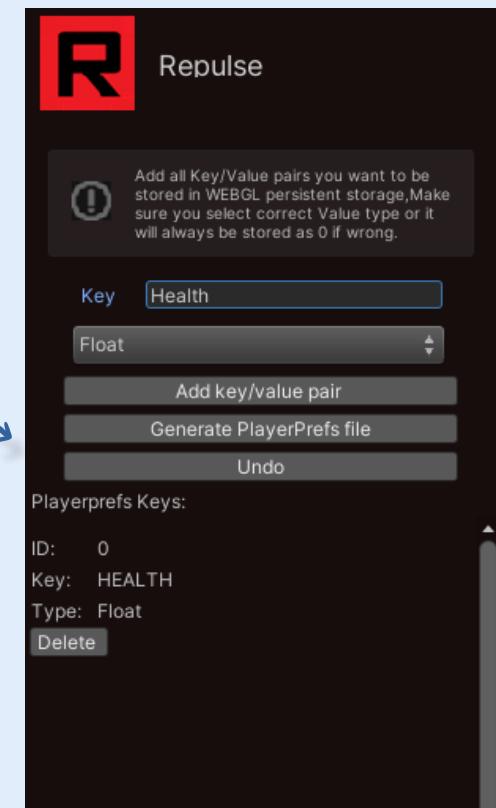
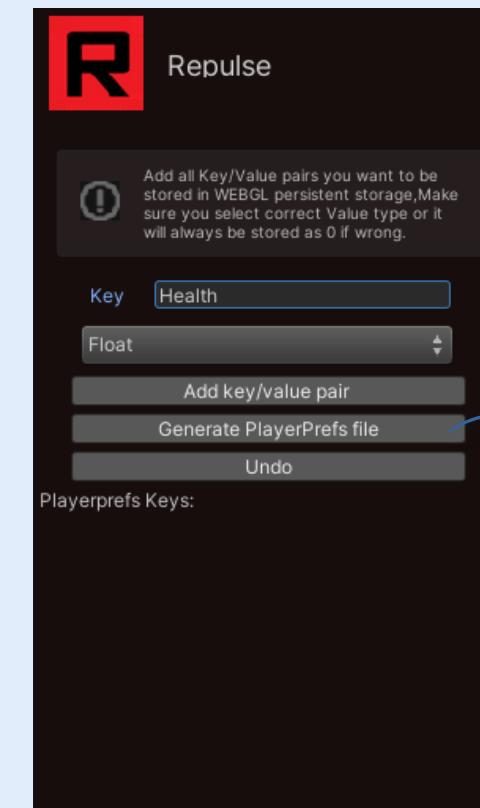
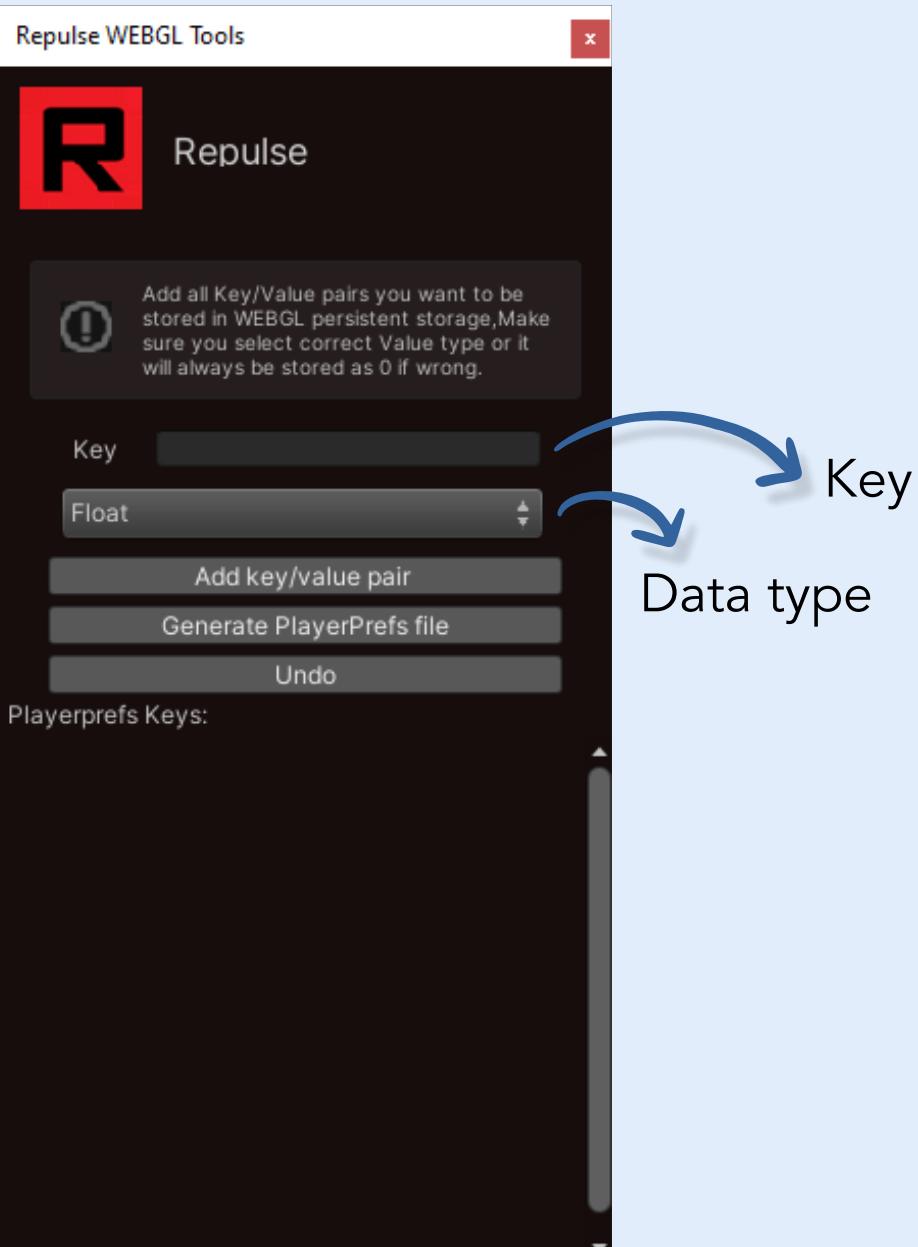
REPULSE WEBGL TOOLS

Make sure the selected Data type is the correct one or the value will always be 0!

After you have specified a Key name and Data Type press "Add Key/Value pair".

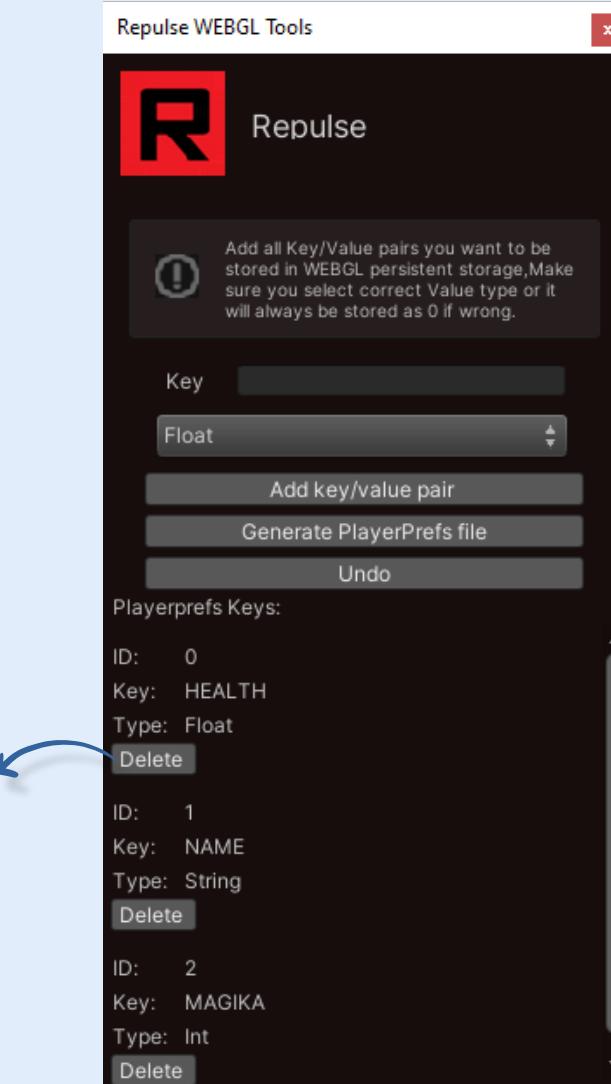
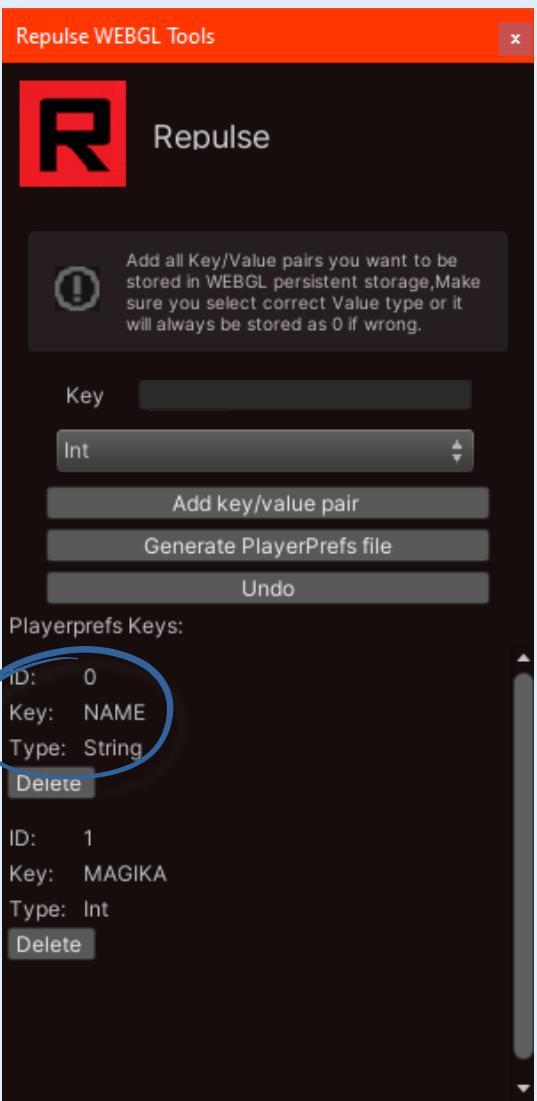
Then you will see the Key and Value Type added to the editor window.

After you have added all Key/Value pairs press "Generate PlayerPrefs File".



PlayerPrefs Integration

01



REPULSE WEBGL TOOLS

You can always delete a PlayerPrefs key/value pair by pressing the delete button.

After deletion the value is removed.

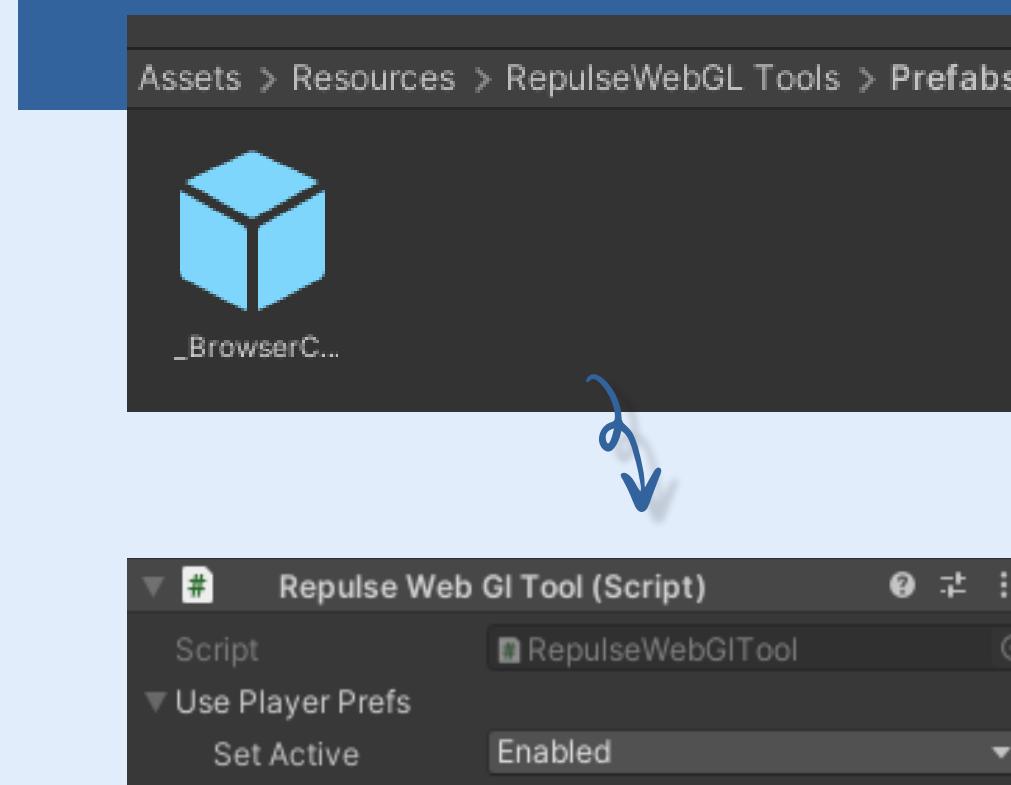
Then you will see the Key and Value Type added to the editor window.

After you have added all Key/Value pairs press "Generate PlayerPrefs File".

PlayerPrefs Integration

01

“_BrowserControls” prefab



REPULSE WEBGL TOOLS

After you have setup all PlayerPrefs correctly you need to add the “_BrowserControls” prefab from the “Resources/Repulse WebGL Tools/Prefabs” folder to your scene.

From it you can select whether to use the PlayerPrefs in the WebGL build or not.

The WebGL Dispatcher System

02

Our WebGL Dispatcher system hooks into some major browser events so you can do stuff with them inside your game.

THE SUPPORTED EVENTS RIGHT NOW ARE:

1. Browser Load – When the page finishes loading.
2. Browser Unload – Happens when user Refreshes or Closes page.
3. Mouse Entered – When the user's mouse enters the Unity Instance.
4. Mouse Left – When the user's mouse leaves the Unity Instance.
5. Application Set to Fullscreen – When the game enters Fullscreen.

You can hook into all those events by referencing the "WebGLDispatcher". "Delegate Name" and subscribing to it with "+=".

```
WebGLDispatcher.LoadDelegate += UpdateScrollView;
```

All events are automatically invoked when they occur so all the handling is automatic.

Responsive Web Design

03

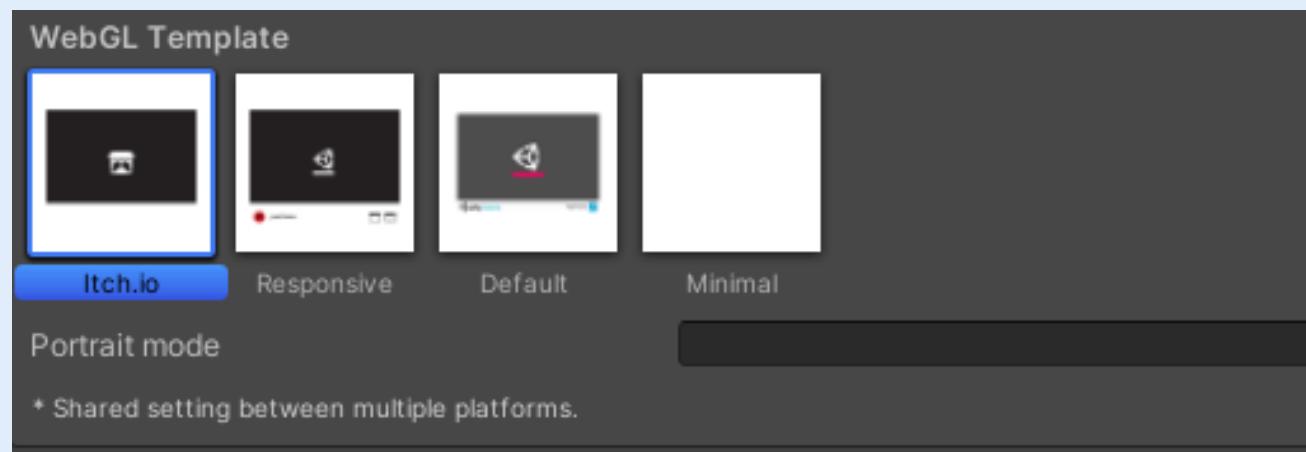
To be able to utilize the Responsive Web Design, you have to apply the template we have created in your project.

It is located in Player Settings / Resolution and Presentation.

To be able to use this package we have created two separate templates.

1. The "Itch.io" Template is designed for sites that embed your game.
2. The "Responsive" Template is designed for all other cases.

To be build your game in "Portrait Mode" you have to type "true" in the Portrait Mode input field.
Landscape mode is set by default so you don't have to do anything additional.



TALK TO US!

If you have any questions about
this package email me at:
tomislav@repulse.com

