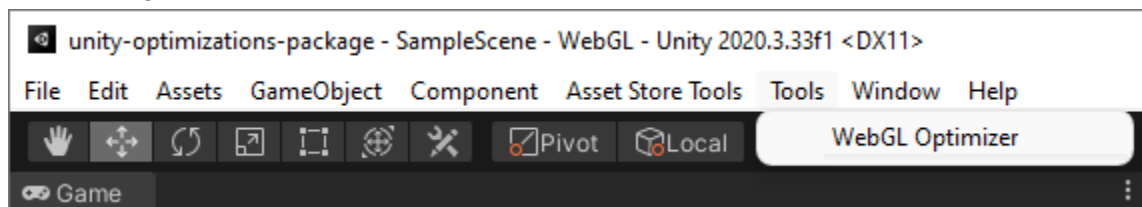


WebGL Optimizer

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Open the tool

The package can be found in the *Tools > WebGL Optimizer* menu option.

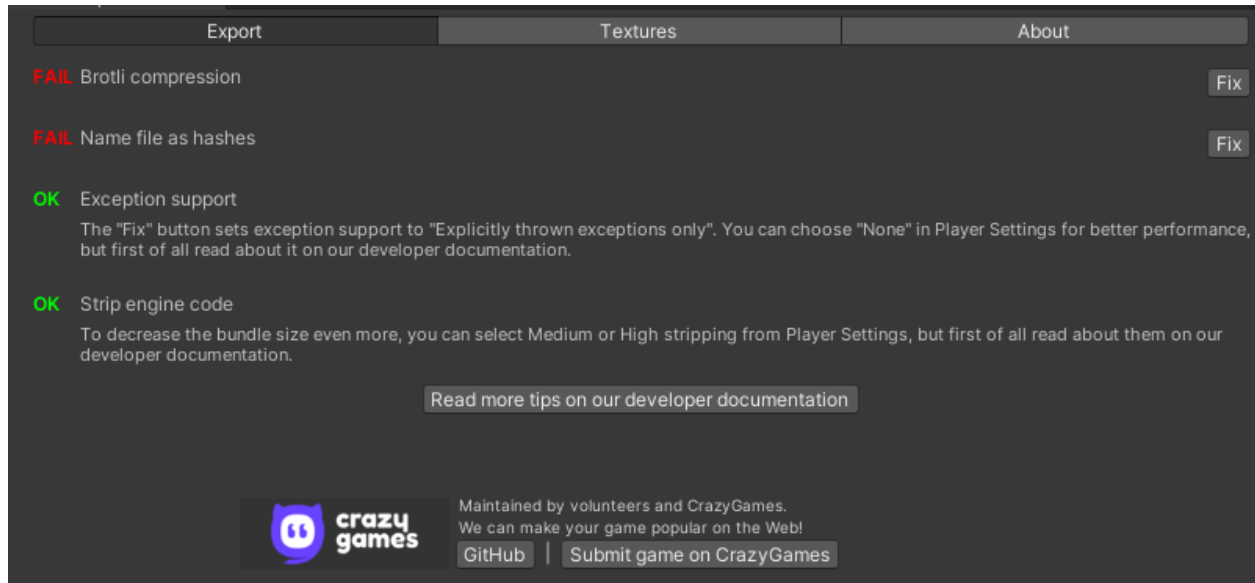


Utilities

Once you open the tool, you will see a window with multiple tabs. The functionality of each tab is explained in the sections below.

Export optimizations

The export optimizations tab contains a checklist of options that should be correctly set to improve the performance and decrease the bundle size of your WebGL game.



Texture optimizations

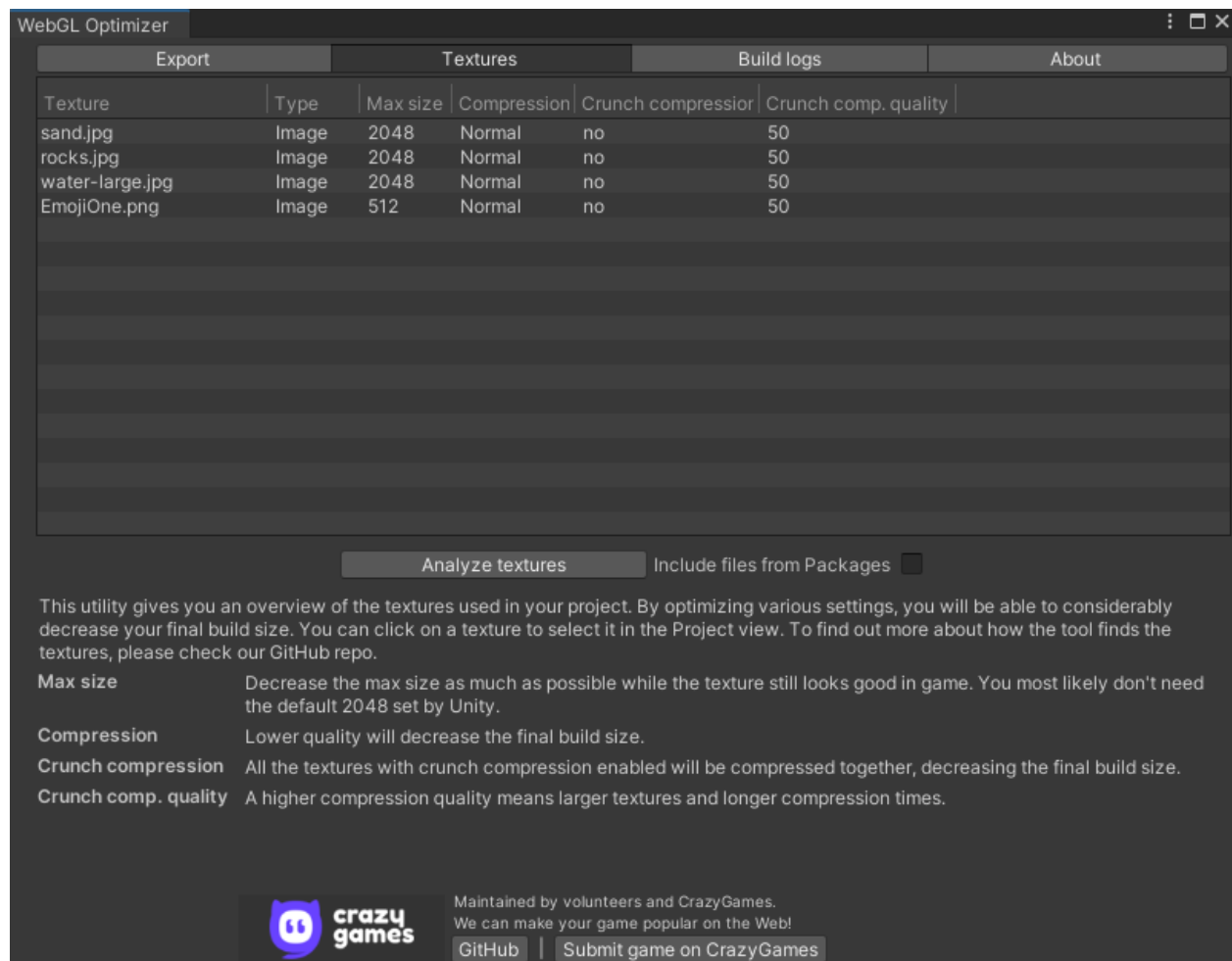
The texture optimizations tool provides an overview of all the textures in your project, and also various tips about optimizing the size they occupy in the final build.

It finds textures in your project in these 2 ways:

1. By looking at the scenes included in the build (Build settings > Scenes in build), and finding recursively all the textures on which those scenes depend.
2. By finding textures in Resources folders, or by recursively finding textures on which the assets from the Resources folders depend.

This means that the texture detection may miss more intricate textures that are not covered by the above cases.

You can toggle the "Include files from Packages" options to also display textures from the installed packages, for example from Package Manager.



Build logs analyzer

The build logs analyzer parses the Editor.log file to extract the list of files included in your build and the space they occupy. You can use this utility to furthermore analyze the files included in your project.

Similar to the texture optimizer, you can toggle the "Include files from Packages" options to also display textures from the installed packages, for example from Package Manager.

WebGL Optimizer

Export

Textures

Build logs

About


Size	Size %	Path
3,5 mb	8,7%	Assets/Resources/Music.mp3
2,7 mb	6,7%	Assets/Resources/water-large.jpg
1 mb	2,6%	Assets/TextMesh
344,5 kb	0,8%	Assets/TextMesh
341,5 kb	0,8%	Assets/TextMesh
87,2 kb	0,2%	Resources/unity_built_in_extra
85,5 kb	0,2%	Assets/Resources/rocks.jpg
85,5 kb	0,2%	Assets/sand.jpg
15,6 kb	0%	Assets/TextMesh
6,5 kb	0%	Assets/TextMesh
3,7 kb	0%	Assets/TextMesh
3,2 kb	0%	Assets/TextMesh
3,2 kb	0%	Assets/TextMesh
1,6 kb	0%	Assets/TextMesh
1,6 kb	0%	Assets/TextMesh
0,9 kb	0%	Assets/Resources/Rocks.mat
0,9 kb	0%	Assets/Materials/Sand.mat

Analyze build logs

Include files from Packages ☐

Open Editor.log

This utility analyzes the Build Report from the Editor.log file. It will display all the files included in your final build, and the memory they occupy. You can use this utility to detect more opportunities to decrease the final build size. There may be textures that still occupy a lot of memory, uncompressed sounds, or stuff forgotten in the Resources folders that gets included in the build.

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