**COMPILATION:**

1. **LOCATION:**

*Tinkerbook-Unity\Assets\Plugins\GoKit\properties\splines\GoSpline.cs*

**LINE:** 62

**OLD CODE:**

if( Application.platform == RuntimePlatform.OSXWebPlayer || Application.platform == RuntimePlatform.WindowsWebPlayer )  
        {  
            Debug.LogError( "The Web Player does not support loading files from disk." );  
            return null;  
        }

**NEW CODE:**

if( Application.platform == RuntimePlatform.OSXPlayer || Application.platform == RuntimePlatform.WindowsPlayer )

        {

            Debug.LogError( "The Web Player does not support loading files from disk." );

            return null;

        }

1. **LOCATION:**

*Tinkerbook-Unity\Assets\TK2DROOT\tk2d\Code\Camera\tk2dCamera.cs*

**LINE:** 648

**OLD CODE:**

    bool needHalfTexelOffset = (Application.platform == RuntimePlatform.WindowsPlayer ||  
                              Application.platform == RuntimePlatform.WindowsWebPlayer ||  
                                       Application.platform == RuntimePlatform.WindowsEditor);

**NEW CODE:**

bool needHalfTexelOffset = (Application.platform == RuntimePlatform.WindowsPlayer ||

                                  Application.platform == RuntimePlatform.WindowsPlayer ||

                                  Application.platform == RuntimePlatform.WindowsEditor);

1. **LOCATION:**

*Tinkerbook-Unity\Assets\TK2DROOT\tk2d\Editor\tk2dUpdateWindow.cs*

**LINE**: 41

**OLD CODE:**

void OnGUI()  
    {  
        if (EditorUserBuildSettings.activeBuildTarget == BuildTarget.WebPlayer ||   
            EditorUserBuildSettings.activeBuildTarget == BuildTarget.WebPlayerStreamed) {  
            GUILayout.Label(platformError);  
  
            GUILayout.Space(25);  
  
            GUILayout.BeginHorizontal();  
            GUILayout.FlexibleSpace();  
            if (GUILayout.Button("Manually check for updates")) {  
                Application.OpenURL(allUpdatesUrl);      
            }  
            GUILayout.FlexibleSpace();  
            GUILayout.EndHorizontal();  
  
            return;  
        }

**NEW CODE:**

/\*if (EditorUserBuildSettings.activeBuildTarget == BuildTarget.WebPlayer ||

          EditorUserBuildSettings.activeBuildTarget == BuildTarget.WebPlayerStreamed) {

          GUILayout.Label(platformError);

          GUILayout.Space(25);

          GUILayout.BeginHorizontal();

          GUILayout.FlexibleSpace();

          if (GUILayout.Button("Manually check for updates")) {

              Application.OpenURL(allUpdatesUrl);

          }

          GUILayout.FlexibleSpace();

          GUILayout.EndHorizontal();

          return

        }\*/

**BUILDING (FOR webGL EXPORT):**

\* MICROPHONE IS NOT SUPPORTED IN webGL.

(Remove/comment the code involving microphone)

1. **LOCATION:**

*Tinkerbook-Unity\Assets\Scripts\SceneManagerScene23.cs*

1. **LINE**: 86

**OLD CODE:**

*// Handle mic setup*   
        StartCoroutine(InitMic());

**NEW CODE:**

// Handle mic setup

// StartCoroutine(InitMic()); //webgl doesnot support mic

1. **LINE:** 99 to 264

Comment out the block of code.

1. **LINE:** 354

Comment out the line.

1. **LINE:** 359

Comment out the line.