

WHY?

As you may have noticed, the [Screen.orientation api does not work on webgl](#). Hence, this plug-in. Even if/after they fix the issue, this plug-in will still have an edge. Unity's Screen.orientation API does not have a way to listen to orientation changes. This plug-in allows you to register a callback to be run whenever the user changes orientation.

HOW DO I USE IT?

- 1- Import package.
- 2- Attach the script *ScreenOrientationWebGL* under the *Scripts* folder to any game object of your scene.
- 3- You can use it exactly like the [official API](#). See the example scene.
- 4- In the inspector, there are only 2 fields: *autoStart*, and the *onOrientationChangeCallback*. The former will make the plug-in start listening to orientation changes on game start if it's set to true. If it's set to false you will need to activate it manually. Not sure why you wouldn't want to start listening to orientation changes from start, but the option is available.

The latter is just the callback that you can register to be called when an orientation change happens. It will pass the orientation to your callback, an *int*, so your callback must have an *int* parameter. The possible values are:

0->Portrait

1->PortraitUpsideDown

2->LandscapeLeft

3->LandscapeRight

The *ScreenOrientationWebGL* file has an enumeration, exactly like [ScreenOrientation](#) (except for the *AutoRotation* property). The example scene makes use of that so you can see how you can code exactly how you would using the official API.

5- You can check the current screen orientation at any time using the *orientation* public variable. Its type is a *ScreenOrientation* enum like explained above, you can read it and write to it just like [here](#).

6- In addition, there are 2 methods you can use: *Play* and *Stop*. You only ever have to call *Play* if you didn't allow the plug-in to autostart, or if you decided to stop listening to orientation changes for some reason. If you ever need to call *Play*, you need to call it like: *Play(ref orientation)*, where *orientation* is the public variable from the

`ScreenOrientationWebGL.cs` file. Stop you can just call like `Stop()`.

ANY REQUIREMENTS?

1- Unity version \geq 2020.1.0f1.

2- A browser that implements the [Screen.orientation API](#) or the [Window.orientation API](#)(the latter to use as a fallback). Tested on Android Chrome and iPhone's Safari.