

(Unity) Better Minimal WebGL Template

A downloadable Unity WebGL Template

Name your own price

Minimal WebGL build template.

Features:

- Scales canvas to fit the window horizontally + vertically while maintaining aspect ratio (can be disabled)
- Centers canvas in window
- Customizable background
- Basic loading bar (2020.2 and higher only - please comment if you need this added to earlier versions)

To use:

1. Download and unzip
2. Copy the "WebGLTemplates" folder into your project's "Assets" folder
3. File -> Build Settings... -> WebGL -> Player Settings... -> Select the "BetterMinimal" template
4. (Optional) Customize settings
 - Enter colour in the "Background" field
 - Enter "false" in the "Scale to fit" field to disable scaling
 - Enter "true" in the "Optimize for pixel art" field to use CSS more appropriate for pixel art

Ideal for embedding on sites like itch.io which provide an external full-screen button.