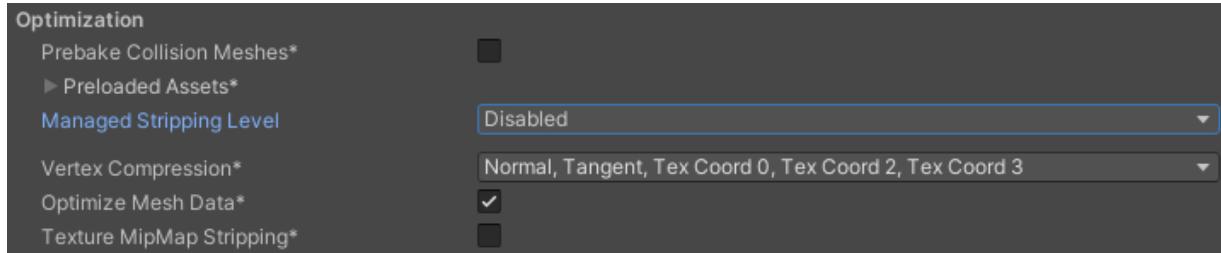


WebGL & IL2CPP

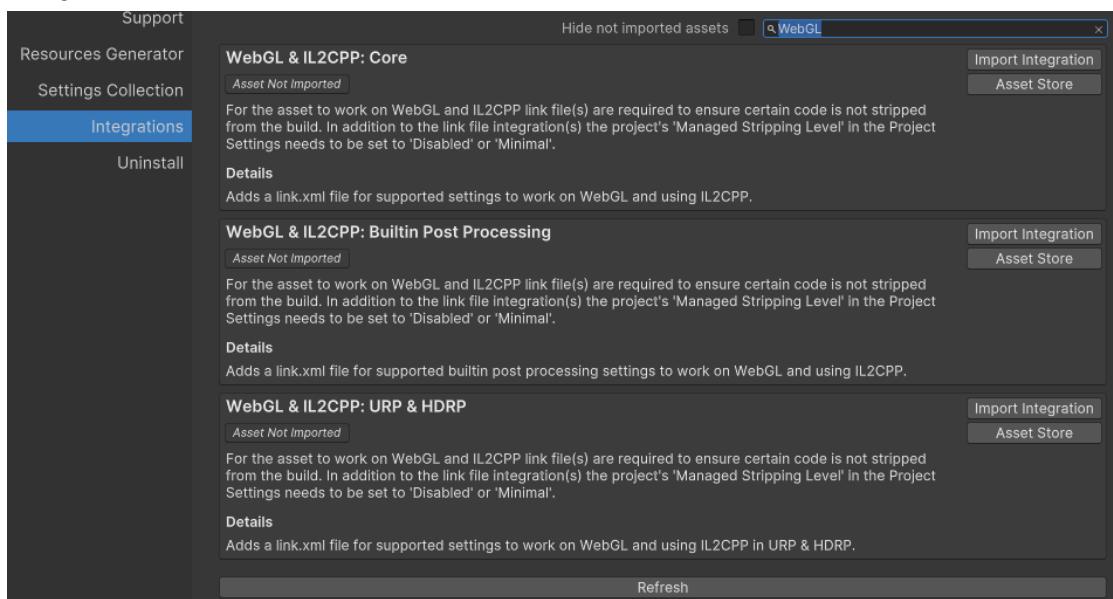
Requirements

For settings to work properly on the WebGL platform or the IL2CPP backend a couple things need to be true. This is because both strip (seemingly) unused code from a build. To prevent this you need to do the following:

1. In the Project Settings the 'Managed Stripping Level' needs to be set to either 'Disabled' or 'Minimal'. Any higher stripping will result in many settings not working properly. This option can be found in Project Settings > Player > Other Settings.



2. Import one or more integrations for WebGL/IL2CPP based on the settings you want to support. There is one for the core, URP/HDRP and builtin Post Processing. You find them in the integrations tab which is accessible via Tools > CitriOn > Settings Menu Creator > Integrations.



Unsupported Settings (WebGL)

Certain settings will never work on WebGL because they are simply not supported or not functional. A few examples are:

- Monitor
- Screen resolution
- Background loading priority (No effect)
- Screen sleep timeout (No effect)
- Fullscreen mode
- Fullscreen
- Skin weights
- Async upload time slice (No effect)