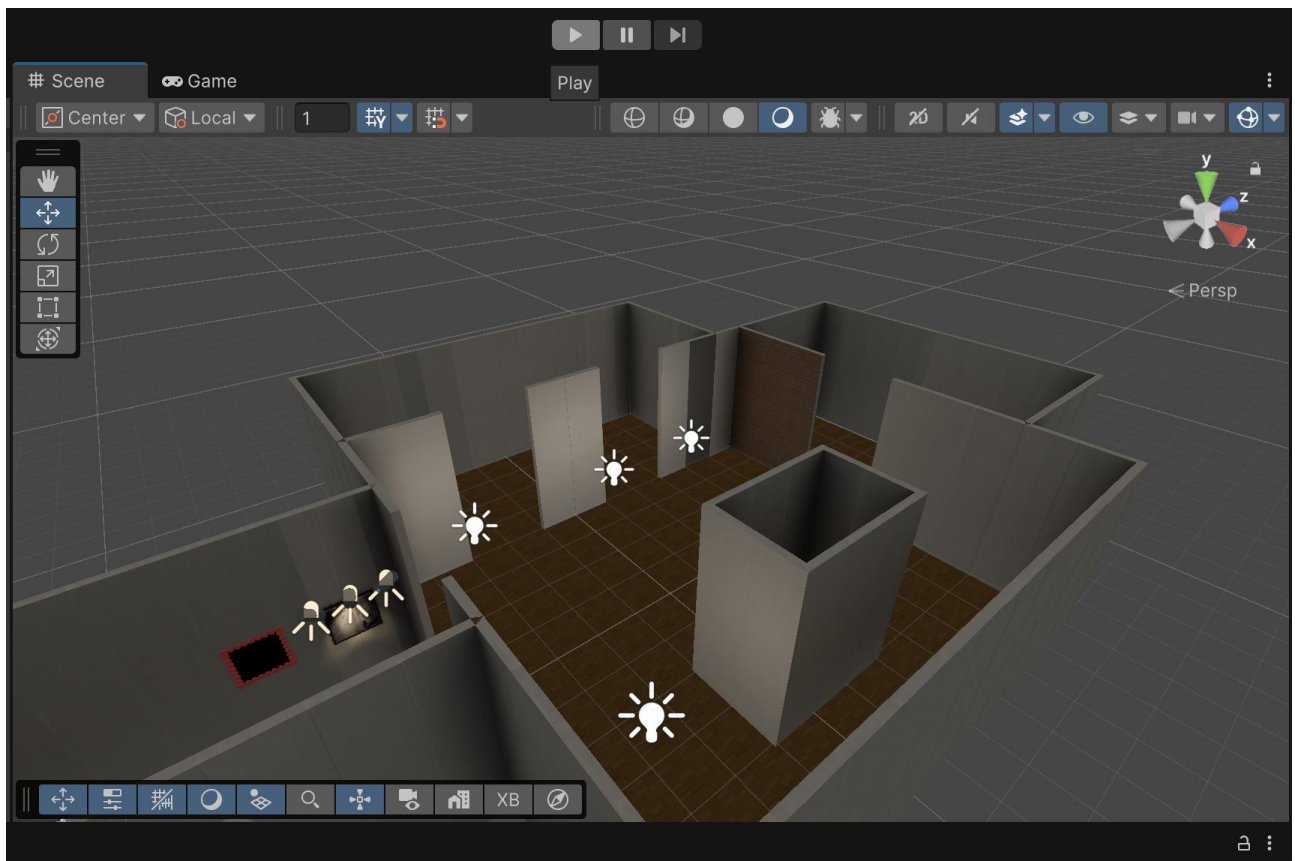


Next, choose from the top bar, "File" -> "**Build Profile**"

In the "Build profile" window, choose "**WebGL**" and click "Switch profile"

**NOTE:** If you do not have a compatible web module installed, **there will be no** "switch profile" -button. Install the web module following the instructions in the "Build profiles" -window and then, switch profile to WebGL. You may have to reopen the window after installing the web module.

Once you have switched the profile to WebGL, scenes can be tested in the Unity Engine.



Test a scene by clicking the "Play" -button at the top bar.