

SIENAR RESPONSIVE WEBGL

Welcome to here.

SienarResponsive folder must be under WebGLTemplates folder. Platform must be Webgl. You can select platform from build settings. You can select template File>BuildSettings>PlayerSetting. Then you can see under Resolution and Presentation.

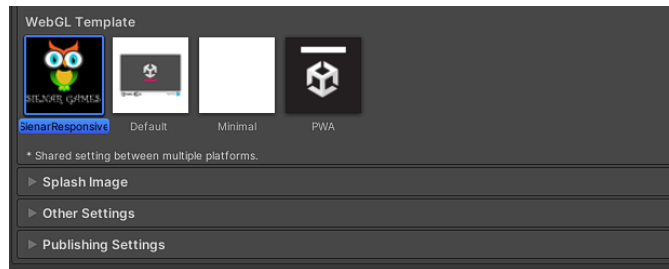


Image 1

Resizing code run at WindowSize function in index.html file.

```
function WindowSize() {
    var scaleW = Math.min(1, window.innerWidth / {{{ WIDTH }}});
    var scaleH = Math.min(1, window.innerHeight / {{{ HEIGHT }}});
    var scale = Math.min(scaleH, scaleW);
    var fitW = scale * {{{ WIDTH }}};
    var fitH = scale * {{{ HEIGHT }}};

    canvas.style.width = fitW.toString() + "px";
    canvas.style.height = fitH.toString() + "px";
}

window.onresize = function () {
    WindowSize();
}
```

Image 2

You can use your logo and progressbar. For Change, Move your image to Template Data folder. Open style.css folder at notepad.

For Logo:

```
#unity-logo { width:100px; height:100px; transform:translate(50px); background: url('Logo.png') no-repeat center}
```

Change this line with your folder name. After change your code seen this.

```
#unity-logo { width:100px; height:100px; transform:translate(50px); background:
url('YourLogoFolderName.YourImageExtensionType') no-repeat center}
```

For Progressbar:

```
#unity-progress-bar-empty { width: 200px; height: 18px; margin-top: 10px; background: url('Empty.png') no-repeat center }
```

```
#unity-progress-bar-full { width: 0%; height: 18px; margin-top: 10px; background: url('Full.png') no-repeat center }
```

Change this two line with:

```
#unity-progress-bar-empty { width: 200px; height: 18px; margin-top: 10px; background: url('YourEmptyBar.YourImageExtension') no-repeat center }
```

```
#unity-progress-bar-full { width: 0%; height: 18px; margin-top: 10px; background: url('YourFullBar.YourImageExtension') no-repeat center }
```

If you have any question, I'm glad to answer.

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