ADVANCED
WEBGL
TEMPLATE

agnosia games

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Advanced WebGL Template

- ***How To Start To Use?***

  To start to use Advanced WebGL Template, after importing the asset, go to Player settings (menu: Edit > Project Settings > Player), set the platform-specific settings to WebGL, and open Resolution and Presentation. Then select AWT template.

- ***How Can I Configure AWT WebGL Template?***

  If you use the "AWT" template, then you can use the "AWT Configurations.asset" file in the "Advanced WebGL Template" folder. (Assets\Advanced WebGL Template\AWT Configurations.asset)

- ***What Is The Aspect Ratio?***

  The aspect ratio of an image is the ratio of its width to its height. It is commonly expressed as two numbers separated by a colon, as in 16:9.

- ***How Can I Change "Game Logo" And "Company Logo" Images On The Template?***

  If you use the "AWT" template, then you can find these images ("gameLogo.png", "companyLogo.png") here; *Assets\WebGLTemplates\AWT*

  You can change these images with your own images but you have to keep file names the same.

  You can change the size of these images in the "AWT Configurations.asset" file in the "Advanced WebGL Template" folder. (Assets\Advanced WebGL Template\AWT Configurations.asset)

Description of Advanced WebGL Template Parameters

You can watch the video of the Asset on Unity Asset Store to understand these parameters better.

- **Max Aspect Ratio:** The maximum ratio between the width and the height of GAME CANVAS (e.g width/height = 16:9 = 1.77)
- **Min Aspect Ratio:** The minimum ratio between the width and the height of GAME CANVAS (e.g width/height = 9:16 = 0.56)
- **Max-Min Aspect Ratio (MMAR):** Use this option if you want to use both "Max Aspect Ratio" and "Min Aspect Ratio".
- **Maximize To Window:** The template (Game Canvas) will be maximized to the window of the browser.
- **Fixed Aspect Ratio:** The fixed width/height ratio for Game Canvas (e.g width/height = 16:9)
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- **Apply Changes To Last Build:** After building your project, click this option to apply new changes to the last build. It works as a button.

Additional Support & Questions

If you have any issue using AWT, please send an email to **agnosia.developer@outlook.com**