

```
<!***** html>
```

```
<html lang="en-us">
```

```
<head>
```

```
<**** href="https://cdn.jsdelivr.net/gh/genizy/web-port@latest/ultrakill/">
```

```
<meta charset="utf-8">
```

```
<meta data-fr-http-equiv="Content-Type" content="text/html; charset=utf-8">
```

```
<title>Unity WebGL ***** | ULTRAKILL</title>
```

```
<style>
```

```
html,
```

```
body {
```

```
margin: 0;
```

```
padding: 0;
```

```
overflow: hidden;
```

```
height: 100%;
```

```
width: 100%;
```

```
}
```

```
#unity-container {
```

```
width: 100%;
```

```
height: 100%;
```

```
position: fixed;
```

```
top: 0;
```

```
left: 0;
```

```
}
```

</style>

</head>

<\*\*\*\*\* style="text-align: center; padding: 0; border: 0; margin: 0;">

<div id='loading-text' style="color: black; font-family: cursive; font-size: 48px; text-align: center; margin-top: 20px;">LOADING...</div>

<canvas id="unity-canvas" tabindex="-1" hidden></canvas>

<script src="Build/ultrakill.loader.js"></script>

<script>

var canvas = document.querySelector("#unity-canvas");

if (/iPhone|iPad|iPod|Android/i.test(navigator.userAgent)) {

// \*\*\*\*\* device style: fill \*\*\* whole browser client area with the game canvas:

\*\*\* meta = document.createElement('meta');

meta.\*\*\*\*\* = 'viewport';

meta.\*\*\*\*\* = 'width=device-width, height=device-height, initial-scale=1.0, user-scalable=no, shrink-to-fit=yes';

document.getElementsByTagName('head')[0].appendChild(meta);

canvas.style.width = "100%";

canvas.style.height = "100%";

canvas.style.position = "fixed";

document.body.style.textAlign = "left";

} else {

function resizeCanvas() {

canvas.width = window.innerWidth;

canvas.height = window.innerHeight;

canvas.style.width = window.innerWidth + "px";

```

        canvas.style.height = window.***** + "px";
    }

    resizeCanvas();

    window.addEventListener('resize', resizeCanvas);
}

```

```

function mergeFiles(fileParts) {
    return new Promise((resolve, reject) => {
        let buffers = [];

        function fetchPart(index) {
            if (index >= fileParts.length) {
                let ***** = *** Blob(buffers);

                *** mergedFileUrl = URL.createObjectURL(mergedBlob);

                resolve(mergedFileUrl);

                return;
            }

            fetch(fileParts[index]).then((response) => response.arrayBuffer()).then((data) => {
                buffers.push(data);

                fetchPart(***** + 1);
            }).catch(reject);
        }

        fetchPart(0);
    });
}

```

```

function getParts(file, start, end) {
    *** parts = [];

    for (let i = start; i <= end; i++) {
        parts.push(**** + ".part" + i);
    }

    ***** parts;
}

Promise.all([
    mergeFiles(getParts("Build/ultrakill.data.unityweb", 1, 4)),
    mergeFiles(getParts("Build/ultrakill.wasm.unityweb", 1, 2))
]).then(([dataUrl, wasmurl]) => {
    document.querySelector("#unity-canvas").hidden = false;
    createUnityInstance(document.querySelector("#unity-canvas"), {
        dataUrl: dataUrl,
        frameworkUrl: "Build/ultrakill.framework.js.unityweb",
        codeUrl: wasmurl,
        streamingAssetsUrl: "StreamingAssets",
        companyName: "Hakita and Cake Logic",
        productName: "ULTRAKILL",
        productVersion: "1.4",

        // matchWebGLToCanvasSize: false, // Uncomment this to *****
***** ***** render ***** and DOM ***** size.

        // devicePixelRatio: 1, // ***** ***** ** ***** low DPI rendering on high
DPI displays.

    }).then((e) => {

```

```
        document.querySelector("#loading-text").remove();  
    });  
});  
</script>  
</body>  
  
</html>
```

Word to HTML trial - please [Go PRO](#) to get whole HTML.