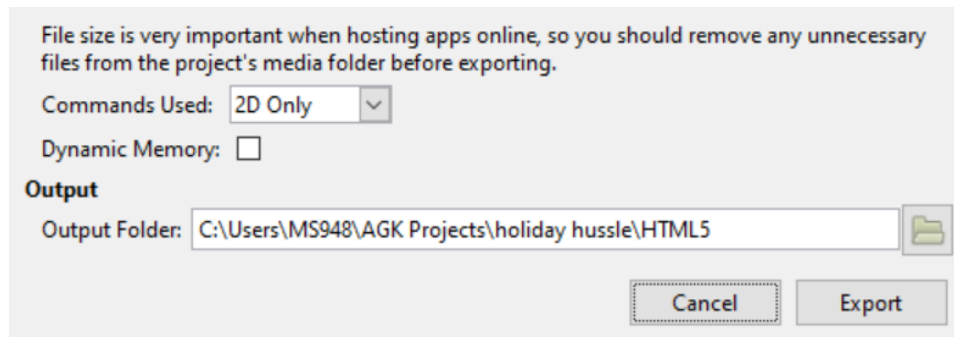


Quick Guide to HTML Export and Embedding at itch.io

Exporting your Project from the Classic IDE via **File>Export Project>As HTML5** or **File>Export Project to HTML** in Studio will lead to the Export Window and a couple of options to choose :

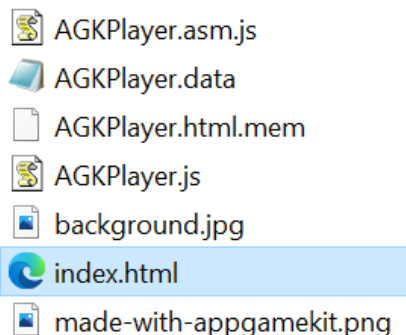


Choose the appropriate Command Set(s) to include in the Player (2D Only or 2D & 3D).

- Selecting 2D Only reduces the file size while disabling all 3D commands.
- Note: HTML Exports do not produce 3D Shadows.

Dynamic Memory disables some optimizations but allows your App to use more than 256MB of RAM.

[Export] will produce a handful of files in the Output Folder:



For embedded play at itch.io, the *.html file must be renamed to **index.html**

Itch.io uses **Cross-site Cookies** so if your project uses [Shared Variables](#) (Cookies in HTML), you must edit the **AGKPlayer.js** file before posting, as follows:

Find:

```
document.cookie=cookieName+"="+cookieValue+";"+expires+";path=/"
```

Replace:

```
document.cookie=cookieName+"="+cookieValue+";"+expires+";path=/; SameSite=None; Secure"
```

See [HERE](#) for dialogue on the subject and perpetual thanks to **tboy** for the solution, while the modification is not necessary when hosting on your own server.

Quick Guide to HTML Export and Embedding at itch.io

All files should then be **Zipped** (not the HTML folder, just the files) and you are ready to create your Project on itch.io.

From your [Dashboard at itch.io](#), **Create a New Project** and give it a Title.

Selecting the **Project URL** will now pre-populate the prompt (which you can modify).

Scrolling down to **Kind of Project**, select **HTML**:

Kind of project

HTML – You have a ZIP or HTML file that will be played in the browser

[Upload] your Zip file and select “This file will be played in browser” from the options:

HH_HTML.zip

5mb · [Change display name](#) · [Move down](#)

Last Friday at 9:52 AM

This file will be played in the browser

Setting the **Embed options** and **Viewport Dimensions** can be tricky and depends on a few factors including the Virtual Resolution (and Aspect Ratio) of your project and whether or not you make modifications to the **index.html** file.

Embed options

How should your project be run in your page?

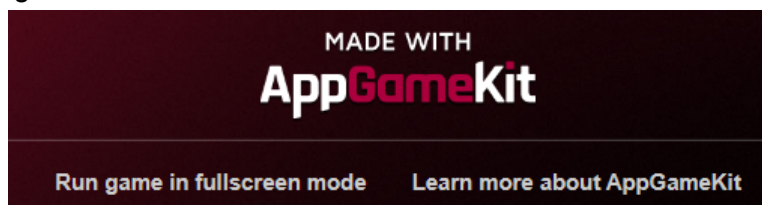
Embed in page

Manually set size

Viewport dimensions

Width px × Height px

If no modifications are made and the default Footer is left as is, the height of the “Made With AGK” image and space for the links will need to be accounted for when setting the dimensions if you want the “Run game in fullscreen” link to remain visible:



Quick Guide to HTML Export and Embedding at itch.io

In general, i add ~130px to the Height to ensure the full Footer remains visible where this [recent jam game](#) was coded at 640x360 using a Viewport of 640x490.

Setting it to 640x360 and nothing outside of the canvas is visible, including the Footer (and I prefer a full screen option).

Alternatively, i can choose the “Click to launch in full screen” **Embed option** which will fill the screen and leave the Footer visible allowing proper full screen via the link there, but i prefer not to so the viewer can scroll down the project page where i may have posted controls/instructions they might want to refer to.

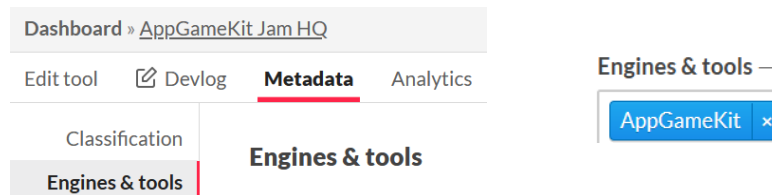
Recently i’ve chosen to modify the index.html file, remove the image and leave just the links in a smaller Footer which [provides a sleeker look](#). In the end, you’ll need to tweak the Viewport and Embed settings to find the look (and functionality) that you prefer.

Note, Fullscreen is currently [Bugged in Studio Exports](#); partial work-around [HERE](#).

Finally, make sure to [Save] the Project before you close the browser or move on or all modifications and settings will be lost.

I would consider the above as the Essentials so do try some of the other options for yourself but the above should get you there.

Otherwise, I always include AppGameKit in a project’s **Engines & tools** Metadata:



...so that my projects appear [HERE](#) where i always look forward to finding others there, as well.

With that, Browser Plays far outnumber Downloads of WIN builds for me, while the occasional inclusion of APKs seem to be rare but appreciated in some of the larger Jams that i’ve been a part of.

So, produce as many builds as you can and **share what you create with more** 😊

