Web Editor

You are so happy to see your first WebAR campaign running live. Amazing feeling - isn't it? But now it needs an advanced setup - customizing your AR campaign. Web Editor is there for you to help.

Essentially WebAR is a HTML view with fairly straight forward contents inside. If you have never touched HTML, this might take a little learning (See the video: HTML Tutorial for Beginners - HTML in 10 Minutes)

But if you have the very basic knowledge of how HTML works, then it'd be fairly a simple task for you.
Because simplicity is beautiful -isn't it?
Click on **View Details** of the campaign and go to **Web Editor** menu.
Customizing a HTML UI (AR campaign view) can take many layers. To make it brand labeled, you can quickly

- Change **Page Title** (update <brand_name> tage)
- Change **Header** (add header css with your preferred brand name)
- Change **Page Color** (update body color css)
- Add **Buttons** (go below in the body section and add buttons there)
- Add **Footer** (add it after body tag)
- Update **Custom Tags** (add css, js or other type-fonts)

You can update several AR features directly from the Web Editor. There will be more help articles on that.

Click on **Edit** menu, perform your changes and click **Save**.

Refresh your AR campaign URL to view the changes immediately.

Change HTML view of your AR campaign using Web Editor

```html
<div id="supported-mobile" style="width:100%; height:100%;">
<p id="banner" style="font-family: Arial, Helvetica, sans-serif; font-size: 26px; color: white; margin-left: 32%;"><b>Marvin
XR</b>
</p>

<model-viewer
id="color" loading="eager"
ar-scale="auto" camera-controls
camera-controls interaction-prompt="none"
poster="{{ url_for('static', filename = 'poster.png') }}"
src="{{ url_for('static', filename = 'easter.glb') }}"
ios-src="{{ url_for('static', filename = 'easter.usdz') }}"
autoplay ar ar-modes="webxr scene-viewer quick-look"
class="container" height="350">
<button slot="ar-button" class="ar-button" id="activate_ar" style="background-color: #A90133; border-color: #A90133; font-
family: Optima, sans-serif; font-size: 22px; color: white; margin-top: 30px;">👋 Activate AR</button>
</model-viewer>

<script src="/static/main.js"></script>

</div>

</section>

<script>
let details = navigator.userAgent;
let regexp = /android|iphone|kindle|ipad/i;
let isMobileDevice = regexp.test(details);

if (isMobileDevice) {
document.getElementById("unsupported-desktop").style.display="none";
document.getElementById("blank_div").style.display="none";
document.getElementById("desktop-ar").style.display="none";
```

Edit   **Save**   **Cancel**

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