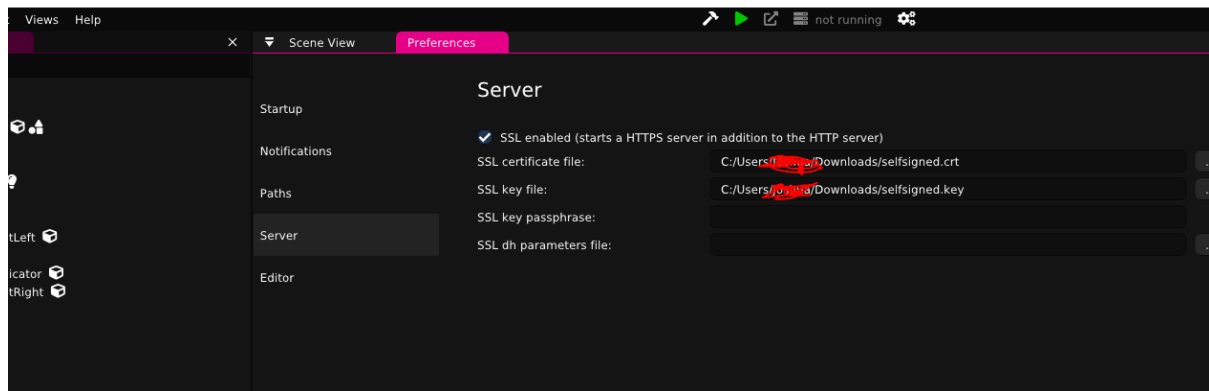


## How to develop on wonderland engine wirelessly over LAN (windows)?

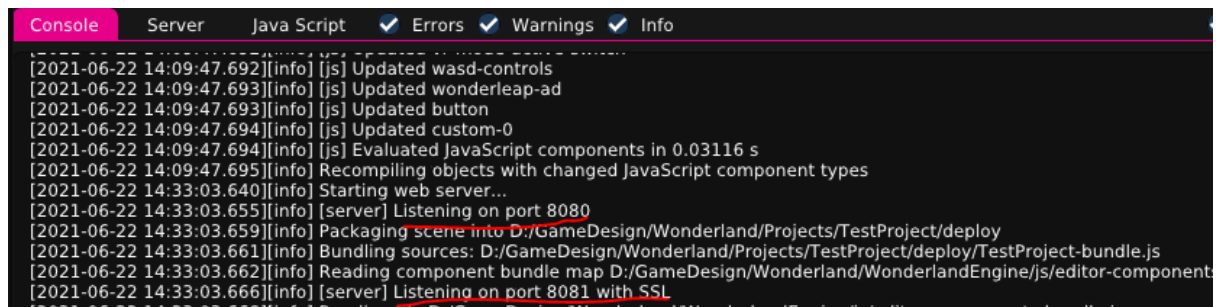
To use webXR it requires https or local host domain. We can only use local host on the host machine running so this means we need to get https for the server. This is done with SSL, we will use OpenSSL here which comes with a git install located in C:\Program Files\Git\usr\bin, or can be downloaded <https://www.openssl.org/source/>. Once this is installed generate a key, the command I used is `openssl req -newkey rsa:4096 -x509 -sha256 -days 365 -nodes -out selfsigned.crt -keyout selfsigned.key`, which will generate a .crt and a .key file. In the wonderland engine, go to Views->Preferences->Server and put the files into the required fields, if you use the command above the password is blank as well as the parameter file. You will also need to check the SSL button to enable HTTPS.



This next step you may or may not need to do, so continue on and if it does not work try this step as a fix.

Go to Control panel->System and Security->Windows Defender Firewall->Advanced Settings->Inbound Rules and create a new rule. Select port and continue to the next page and make a port for 8080(default port for wonderland engine). You may need to add another port which will be explained later on.

Now you should be able to start the server which will create the HTTP server on port 8080, and will create the HTTPS server on port 8081. These ports can be found in the console when the servers are started



To access the server wireless type ipconfig into a terminal and find where it lists your ipv4 ip address.

```
IPv4 Address. . . . . : 192.168.0.27
```

Once you have this, go into your wireless device and go to <https://192.168.0.27:8081> (this is using the details for my devices and servers.