



Mirror . : (VR) WebGL. Multi-Client . (Build) . WebGL VR . Mirror Addressables
Build . ----- . - Mirror (Server-Authoritative) - (Server-Authoritative)
(Cheating) (Game State) . : Mirror Authority . [Command] . : [SyncVar] . SyncVar . : Commands: .
ClientRpc Calls: . Authority : Authority Mirror (Permission System) . Authority (ACL) . Addressables Addressables .
(Direct References) . Build RAM: Addressables - (SDK VR) . VR RAM . Bootstrap Scene: Addressable -
Addressable "Bootstrap" . (Asynchronously) Addressable (VR WebGL) . : Addressables.LoadAssetAsync() Addressables.LoadSceneAsync()
 . Addressables.Release(handle) . (Memory Leak) (Reference Count) RAM . Build : (Plugin Pruning): (AR, AI, Physics-) .
Resources: . Resources .
: (Textures) (Meshes) . (Code Stripping): (Managed Code) . Shader : Shader AssetBundle . - : WebGL VR (
Untethered Meta Quest) Universal Render Pipeline (URP) (Best Practice) . URP . WebGL: (Transport Mirror) WebGL .
----- : . Assembly Definitions Scripting Define Symbols (UNITY_WEBGL
UNITY_XR) . Addressables: Addressable . SDK Prefab VR WebGL . (Groups) . VR_Player_Assets WebGL_UI_Assets.
Addressables . Build WebGL: VR (XR Plugin Management, OpenXR, Oculus XR) WebGL . Build Addressables VR WebGL .
Build VR: WebGL VR . Build Addressables WebGL . VR . : (Dedicated Server) - (Platform-Agnostic) . VR WebGL .
 . : Bootstrap Loader Addressable . (Asset Lifecycle) Release(handle) .
----- . Resources Build Addressables (Initial) "Bootstrap Scene"
Addressables . - Mirror () Addressables.Release(handle) -----
Resources . . (On-Demand) .
-Addressable . (Asynchronously) Addressable . [Command] . (Cheating) . (Memory Leak). (Reference
Count) Addressables RAM . ----- Addressable Asset (String Address) .
Server Authority . Command (Mirror) (RPC) . ClientRpc (Mirror) (RPC) . SyncVar (Mirror) NetworkBehaviour
 . Bootstrap Scene -Addressable Addressable . URP Universal Render Pipeline Scriptable Render Pipeline . Plugin Pruning .
: Mirror VR WebGL
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: 2025.12.06
: 2026.03.18