# How to run the webGL viewer locally

<http://www.acute3d.com/local-webgl/>

### **Chrome**

1. Close all running Chrome instances first. The important word here is ‘all’. On Windows, you may check for Chrome instances using the Windows Task Manager. Alternatively, if you see a Chrome icon in the system tray, then you may open its context menu and click ‘Exit’. This should close all Chrome instances.
2. Start a command prompt / terminal. On Windows, type Command Prompt in the **Search box**, and then, in the list of results, double-click Command Prompt.
3. Find the Chrome executable folder. On Windows, search for the file chrome.exe in a Navigator windows.
4. Then start the Chrome executable with a command line flag: path\_to\_chrome/chrome --allow-file-access-from-files