

# How to setup webgl youtube player

Hi, first of all let me explain how this Works, unity dont support the playback of videos or media from sources that don't have access-origin allowed for the same server that the webgl app/game are hosted, so we created a workaround that get's the url extracted from our system and use your server or our demo server as proxy for that video, allowing access-origin for your webgl application.

So lets see how to setup.

1. Go to the folder WebGL Youtube Player Setup(in the project), extract the file webglplayersystem.zip to a different folder than the Project.
2. Create A folder in your server and Upload that files to that folder.
3. Then you need to change the url in the script in your project, Open the script that are in the path [[Lightshaft/Scripts/WebglPlayerSystem.cs](#)] and change the value of the variable `videoURI` (line 15).  
The original uri is  
`"https://youtubewebgl.herokuapp.com/download.php?mime=video/mp4&title=generatedvideo&token="` you need to change like that:  
I'll use as example that my server url is `http://mygame.com` and i uploaded the folder "webglplayersystem" to the root, so my url need to look like that:  
`"https://mygame.com/webglplayersystem/download.php?mime=video/mp4&title=generatedvideo&token="`
4. Now you webgl system are ready to go, you can test in a local host too, you just need to change the url to the correct path. Use the webgl demo scene to test. There's a exclusive script to use with webgl.