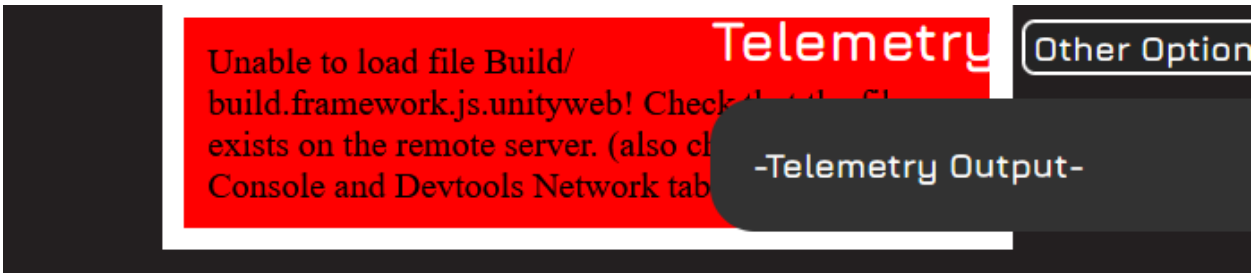
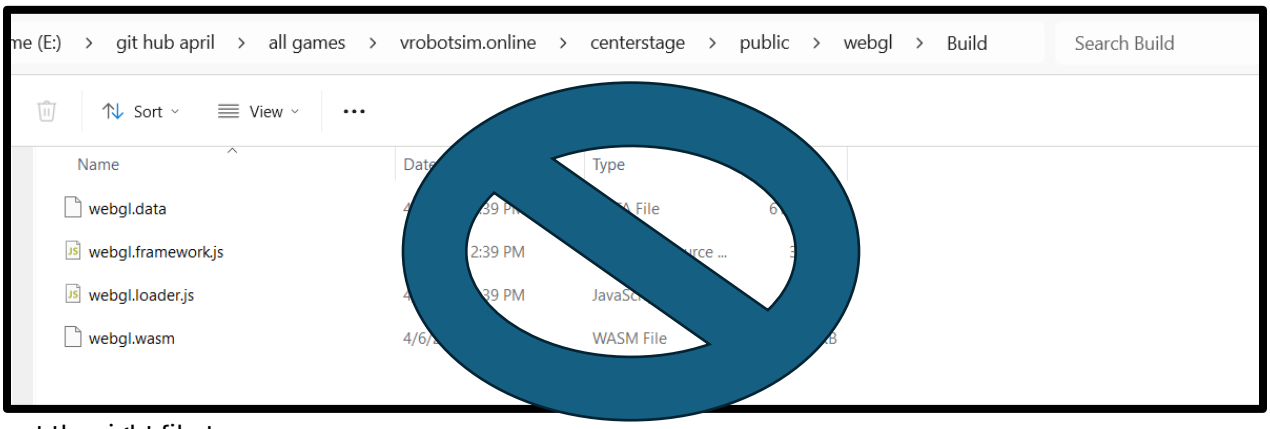
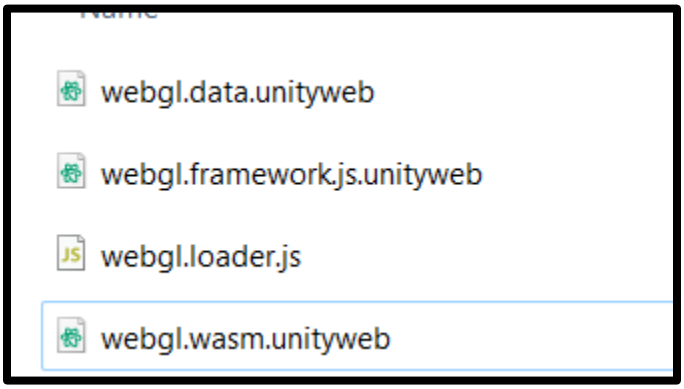
To avoid webgl -index errors





not the right file type



```
script>
 var buildUrl = "Build";
 var loaderUrl = buildUrl + "/webgl.loader.js";
 var config = {
   dataUrl: buildUrl + "/webgl.data.unityweb",
   frameworkUrl: buildUrl + "/webgl.framework.js.unityweb",
   codeUrl: buildUrl + "/webgl.wasm.unityweb",
```