

Console Errors and Solutions

Errors

```
THREE.WebGLRenderer: Texture has been resized from (1000x500
) to (512x256).
THREE.WebGLRenderer: Texture has been resized from (2000
x1000) to (1024x512).
THREE.WebGLRenderer: Texture has been resized from (1440x720
) to (1024x512).
THREE.WebGLRenderer: Texture has been resized from (1800x900
) to (1024x512).
THREE.WebGLRenderer: Texture has been resized from (948x976)
to (512x512).
THREE.WebGLRenderer: Texture has been resized from (900x900)
to (512x512).
THREE.WebGLRenderer: Texture has been resized from (2000
x1000) to (1024x512).

:5173/favicon.ico:1 Failed to load resource: the server
    responded with a status of 404 (Not Found)

hands_solution_simd_wasm_bin.js:9 I0000 ... Successfully
    created a WebGL context with major version 3
hands_solution_simd_wasm_bin.js:9 I0000 ... GL version: 3.0
    (OpenGL ES 3.0 (WebGL 2.0 Chromium))
hands_solution_simd_wasm_bin.js:9 W0000 ... OpenGL error
    checking is disabled
```

Solutions

- **Texture resized warnings:** WebGL requires power-of-two textures. Resize images manually to sizes like 512x512 or 1024x512 to avoid automatic downscaling.
- **Favicon 404:** Add a `favicon.ico` file in your project root and reference it in `index.html` with `<link rel="icon" href=".//favicon.ico">`.
- **WebGL context logs:** Informational only. They confirm WebGL 2.0 is running. No fix required.
- **OpenGL error checking disabled:** This is a performance optimization in MediaPipe. Safe to ignore.