

How to setup webgl youtube player

Hi, first of all let me explain how this Works, unity don't 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 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 let's see how to set up:

Step One: Check this youtube video <https://www.youtube.com/watch?v=FeybbLOLUa8>

Step Two:

-Go to the folder **Webgl Youtube Player Setup**(in the project), extract the file **webglplayersystem.zip** to a different folder than the Project.

-Create A folder in your server and Upload that files to that folder. (You can use heroku free dyno too for that, but need to be a different one of the system, url system and proxy cannot be on the same dyno).

-Before you host your files to a server open the script **youtubeplayer.cs** on line 225 change the variable value of **VIDEOURLFORWEBGLPLAYER** to your own url:

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="

-You can use our server urls for test purposes but sometime it will be unavailable due the high amount of users and developers that don't host your own server and are using our own in production. (i don't track usage so, for me, it is hard to block the users, apps,games or ip that is doing that, but I recommend you 100% to host your own to prevent issues).

Soon as we get a better system we will update our customers about that.

- At this point the system is working. This was the only solution that i found to play youtube videos on webgl, this was an impossible task in the past years, so don't be mean and if you have suggestions or ideas to improve that we will love to know about that.

Thank you.

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