

Youtube Web system

Hi, first i will explain how our system Works, then i'll explain how to host your own system.

Our plugin have a local system that uses the user connection to get the video from youtube, i created a webversion that we can made changes in runtime, update the asset when it needed, we use a heroku paid machine to host, because it's one application created in python, we will keep that server running for 7 years+ until that we are working on a definitive solution for youtube player in unity. We will keep this server alive until we get a better solution for youtube videos in unity. If you want to host your own server, we are providing the source files and helping to setup. I'll explain on that file how to setup.

1. Go to the folder [Youtube Server Source](#) you will find a file called [YoutubeWebAPI.zip](#) you can extract that files anywhere in your computer(i recommend to extract in the C: root)

Local Server or Self hosted server (python)

To use a local server you need to use [Pip](#).

Just go to the extracted folder and run the commands:

```
pip install -r requirements.txt
```

Then run that command:

```
python -m youtube_dl_server
```

Your local server will start, then you will need to change the server url in unity project, to see how to change take a look at the end of file.

Setup using Heroku (easiest way)

If you dont have one heroku app go to that link:

<https://id.heroku.com/login>

Create one account

When you are in the dashboard click in the [New](#) Button, then click Create a new App, put your app name, choose region and hit Create app.

Then you will go to the app dashboard go to the tab **Deploy** and go down to **Deploy using Heroku Git** .

Install the Heroku CLI then run these commands:

```
heroku login
```

Then put your login details, and hit enter, when you finish run this commands:

```
cd C:/YoutubeWebAPI/
```

If you extracted the files in other folder, use that folder in the commands above

Then run this code:

```
git init  
heroku git:remote -a yourherokuappname
```

Remember to change the yourherokuappname to your app name.

Then run:

```
git add .  
git commit -am "make it better"  
git push heroku máster
```

When you enter the last code, the files will be on the server and the server will start, (if you use a free heroku dyno, everytime that your server be inative (no calls to the server) the next call will take a little delay because the dyno needs to Wake up, when you use a paid dyno the server keeps awake everytime.)

Then you need to change the url in the unity project.

Changing the url in unity project

When you setup your server the next step is change the server uri in unity project.

How to do it?

Go to the unity project and open the script of the player that you want to use (simplePlayback, HighqualityPlayback, WebGLPlayback), search for the variable serverURI .

Then change that variable to your own host url i'll use as example that my heroku app name is flying-butterfly the url need to look like that:

<https://flying-butterfly.herokuapp.com/api/info?url=https://www.youtube.com/watch?v=>

just change the name of your app at the beginning, you can test your url running in your browser:

<https://flying-butterfly.herokuapp.com/api/version>

If show the version of the app and the youtube your app are ready to go.

Updating heroku youtube version

if some videos stop to work you need to update the youtube dl, to update in heroku you need to clear the app cache.

To do this you need to run these commands:

```
heroku login
cd C:/YoutubeWebAPI/
heroku plugins:install heroku-repo
heroku repo:purge_cache -a appname
git commit --allow-empty -m "Purge cache"
git push heroku master
```

You can check the version of your youtube-dl using <https://flying-butterfly.herokuapp.com/api/version> when flying-butterfly is your app name.