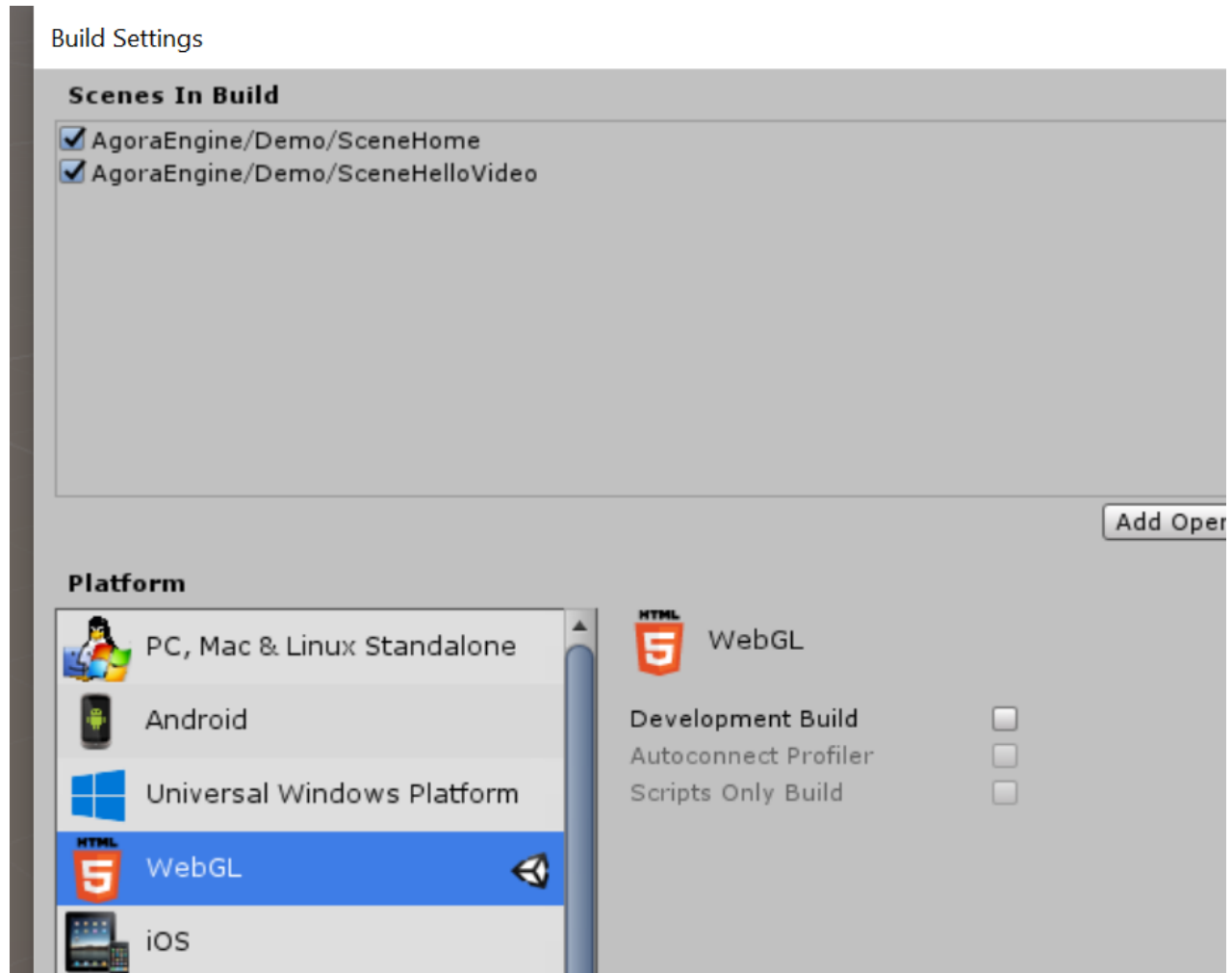
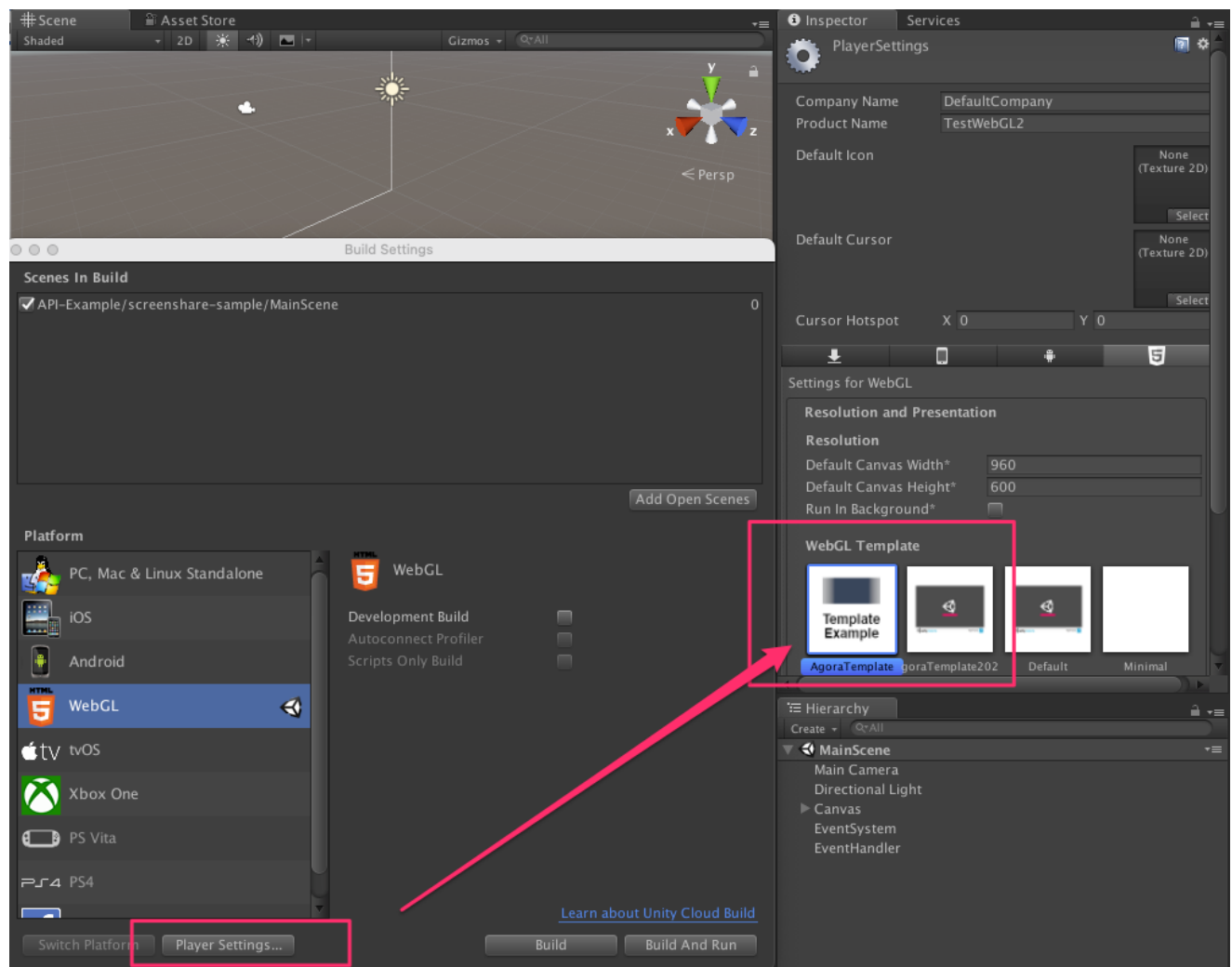


# Agora WebGL Build And Run Guide

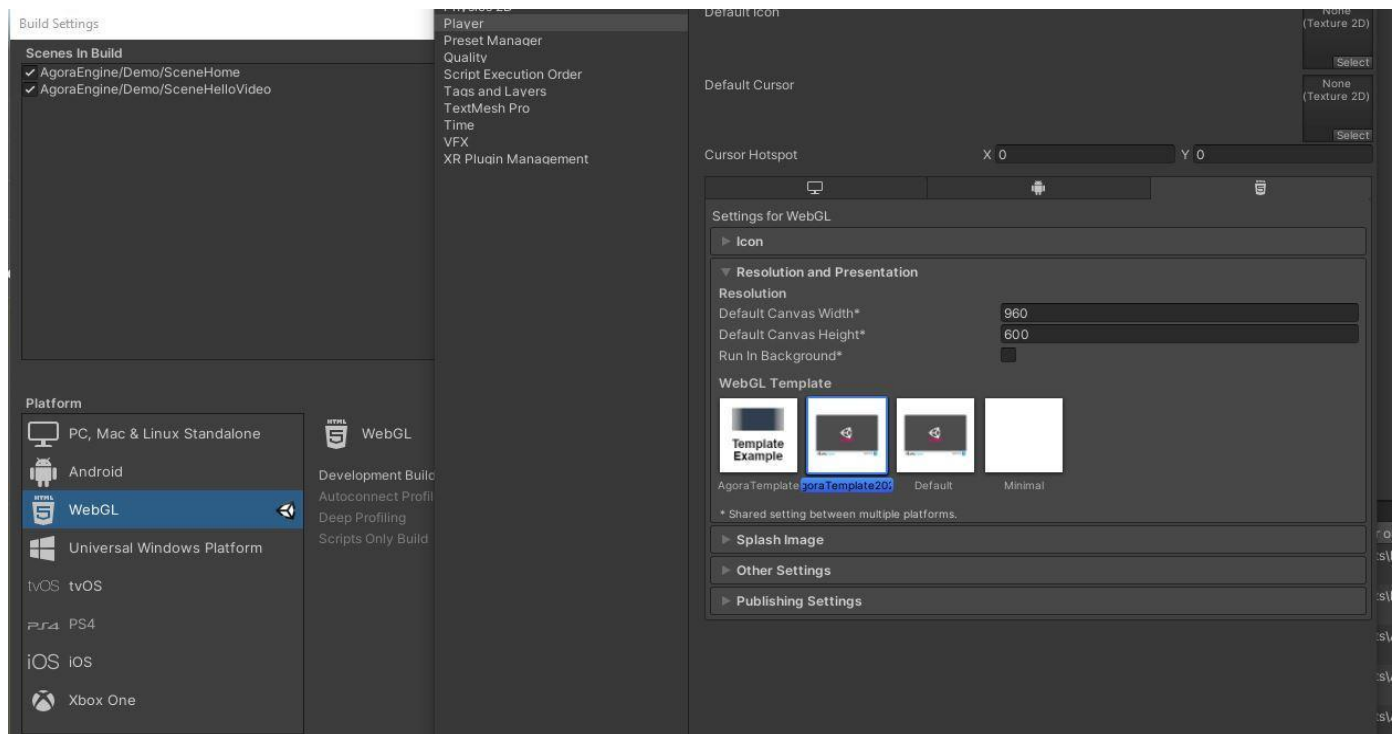
1. Open the Unity project.
2. If platform is not set to **WebGL**, switch platform to **WebGL**



3. Open *PlayerSettings > Player > Resolution and Presentation*.  
If the Unity version is one of the following 2017, 2018 and 2019, select **AgoraTemplate**



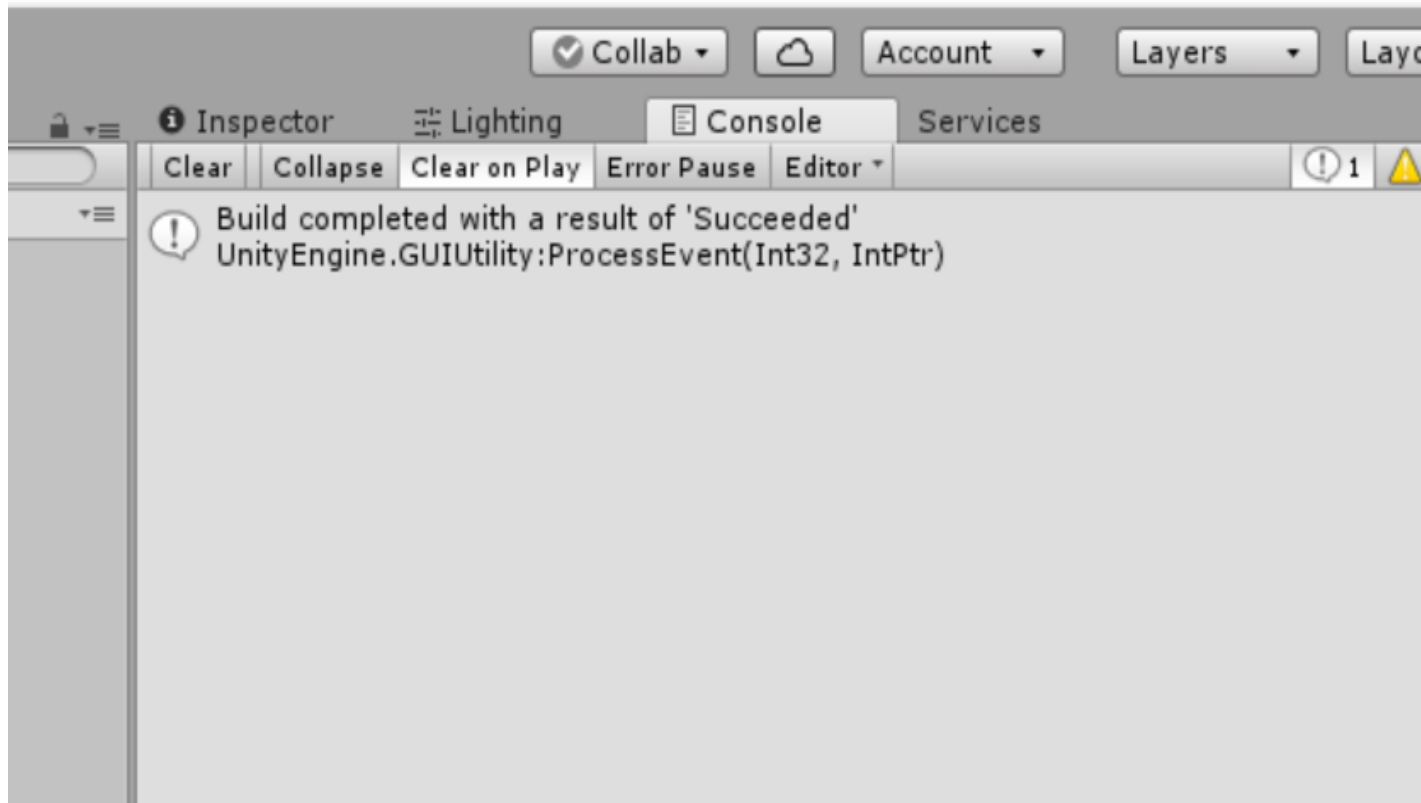
If the Unity version is 2020 then **AgoraTemplate2020** needs to be selected.



4. Start the build process using **Build and Run**. Note that Unity built-in server works on 2020, but doesn't seem to work on 2017, please see the Tips section.

Local Disk (D:) > Unity-WebGL-Development-main > HelloVideoDemo > build				
Name		Date modified	Type	Size
AgoraWebSDK		2/23/2021 8:21 PM	File folder	
Build		2/23/2021 8:21 PM	File folder	
index.html		2/23/2021 8:21 PM	Chrome HTML Docu...	

5. If the build is successful, the console should have no errors.



Your WebGL project should be running on the default Web browser. We highly encourage the use of Google Chrome as the browser.

## Tips on running WebGL project

1. In case of your Web Browser fails to connect to Unity generated server:



## This site can't be reached

**localhost** refused to connect.

Try:

- Checking the connection
- [Checking the proxy and the firewall](#)

ERR\_CONNECTION\_REFUSED

You can run and local server at the build directory manually (MacOS):

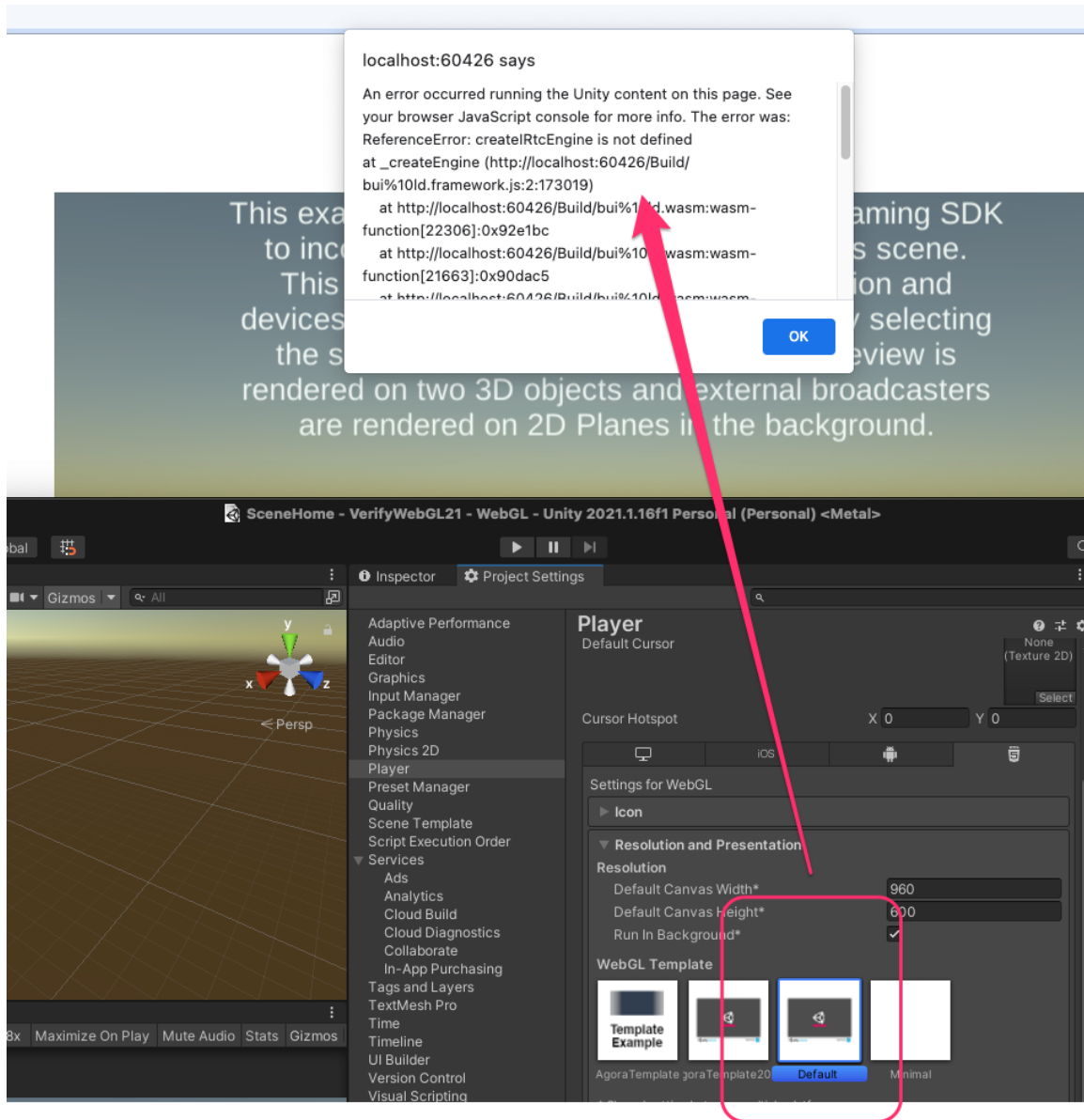
```
php -S localhost:3000
```

or

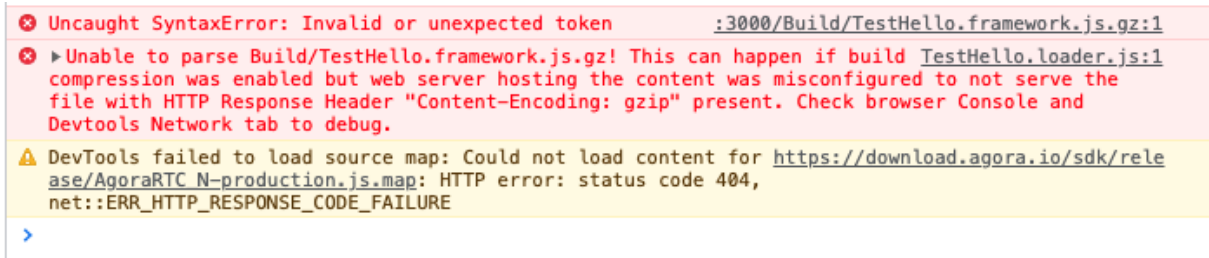
```
python -m SimpleHTTPServer 3000
```

Then run the application from <http://localhost:3000>

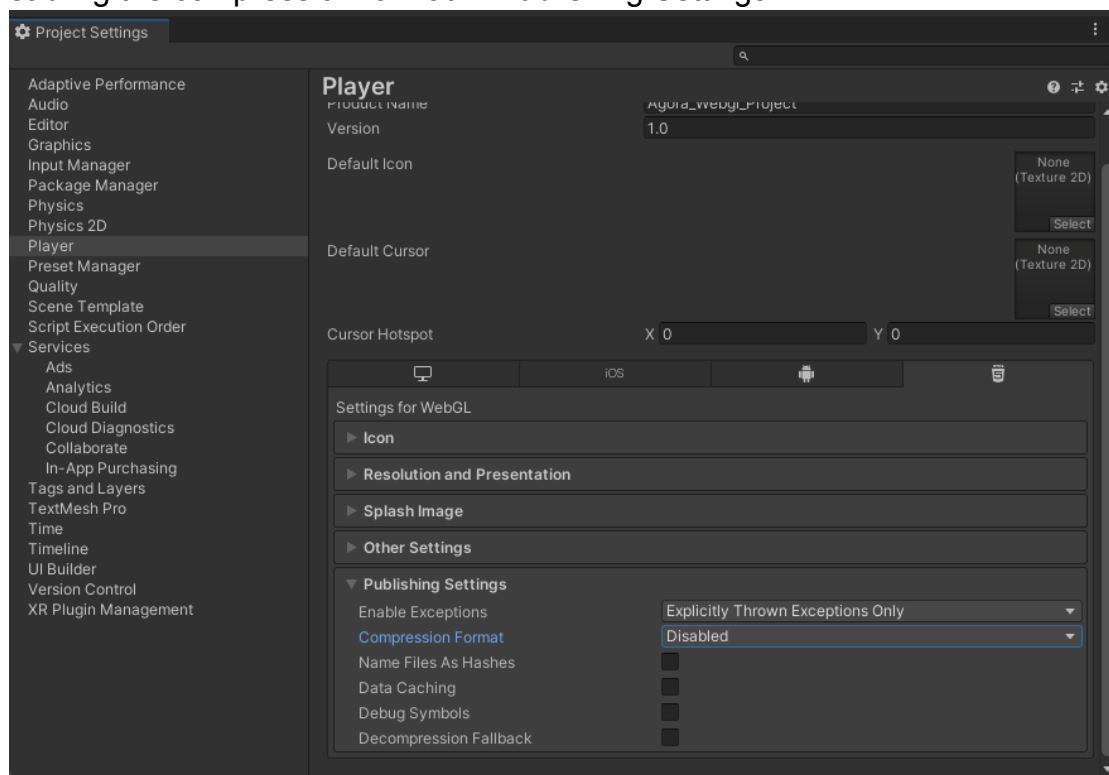
2. If you use **AgoraTemplate** while your Editor is version 2020/2021, you will see a white page displaying no WebGL canvas. Use **AgoraTemplate2020** instead.
3. If you see an error message about undefined `_createRtcEngine`, then you failed to provide a valid template for running WebGL, remember to select AgoraTemplate or AgoraTemplate2020:



4. On Unity 2020/2021, if the build doesn't start on Chrome, you may see this JS Console log message:



Fix it by disabling the compression format in Publishing Settings.



## Other References

- [Agora WebGL Programming Guide](#)
- [Agora WebGL Plugin README](#)