

Quick Start — Run Unity WebGL (macOS)

Step 1 — Unzip - Double-click **WEBGL.zip**. It makes a folder named **WEBGL**.

Step 2 — Open folder in Terminal (mac) - Press Command + Space → type “Terminal” → press Enter. - In Terminal, type **cd** (with a space), then drag the **WEBGL** folder from Finder into the Terminal window to auto-fill the path. Press Enter.

Step 3 — Run

```
bash ./start.sh
```

- This checks Node/npm and installs http-server if needed (via Homebrew when available).
- It opens <http://localhost:8080/> automatically.
- Stop with CTRL+C.