In this tutorial i will show you how you use heroku to provide a proxy server to play videos from web, inside your webgl build, CORS make it impossible, but using a proxy server with the access permissions enabled make it possible, this is the only way right now to play videos from other sites in webgl.
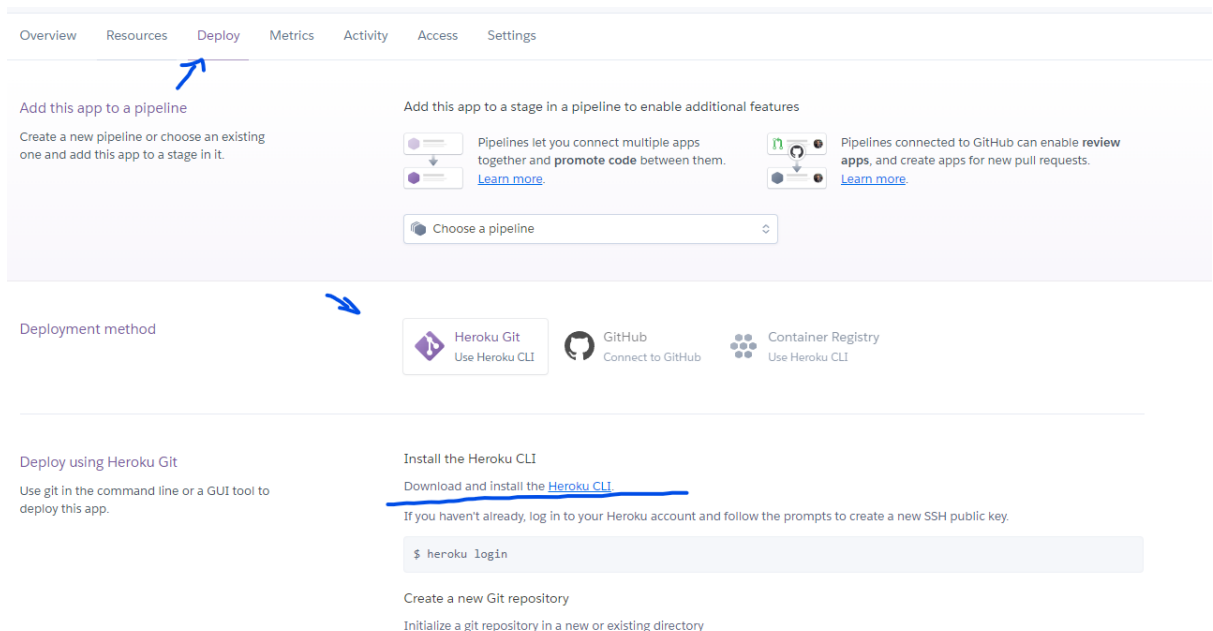
1. First you will need to create one heroku account:
   https://www.heroku.com/home

2. Then you will need to create a new project:
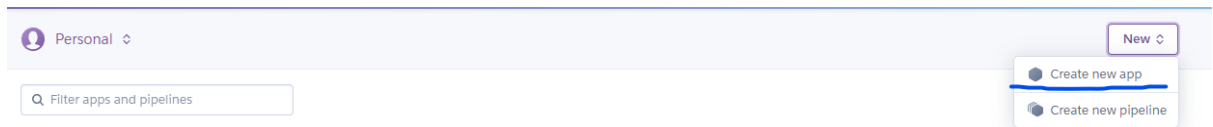
3. Go to Deploy tab and download heroku CLI if you don't have, (make sure you have git installed).

4. Then choose/create a folder in your computer, in my case i will choose C:\HerokuWebgl as a demo folder.

5. Open your system console, in my case i am using windows i will open pressing Windows+R and write cmd.

6. Navigate to your new created folder, in my case "cd C:\HerokuWebgl"

7. Extract the contents of folder "WebglSetup" that are inside utube unity plugin folder in your new created folder.

8. Now in system console write heroku login (you will asked to press a key to open browser and login to your heroku account) Login to your account.

9. Then write `heroku git:remote -a your projectname` where projectname is your heroku project uniquename.

10. Then these commands in order
    git add .
    git commit -am "Your first commit name"
    git push heroku master

11. By now your server will be published in heroku the url will be
    https://yourappuniquename.herokuapp.com/

12. Now you need to change the url in unity project:
    Open script YoutubeSettings.cs and search for "lswebgldemo.herokuapp" change the lswebgldemo word to your heroku app name, this will redirect the playback calls to your server.

That's it!