

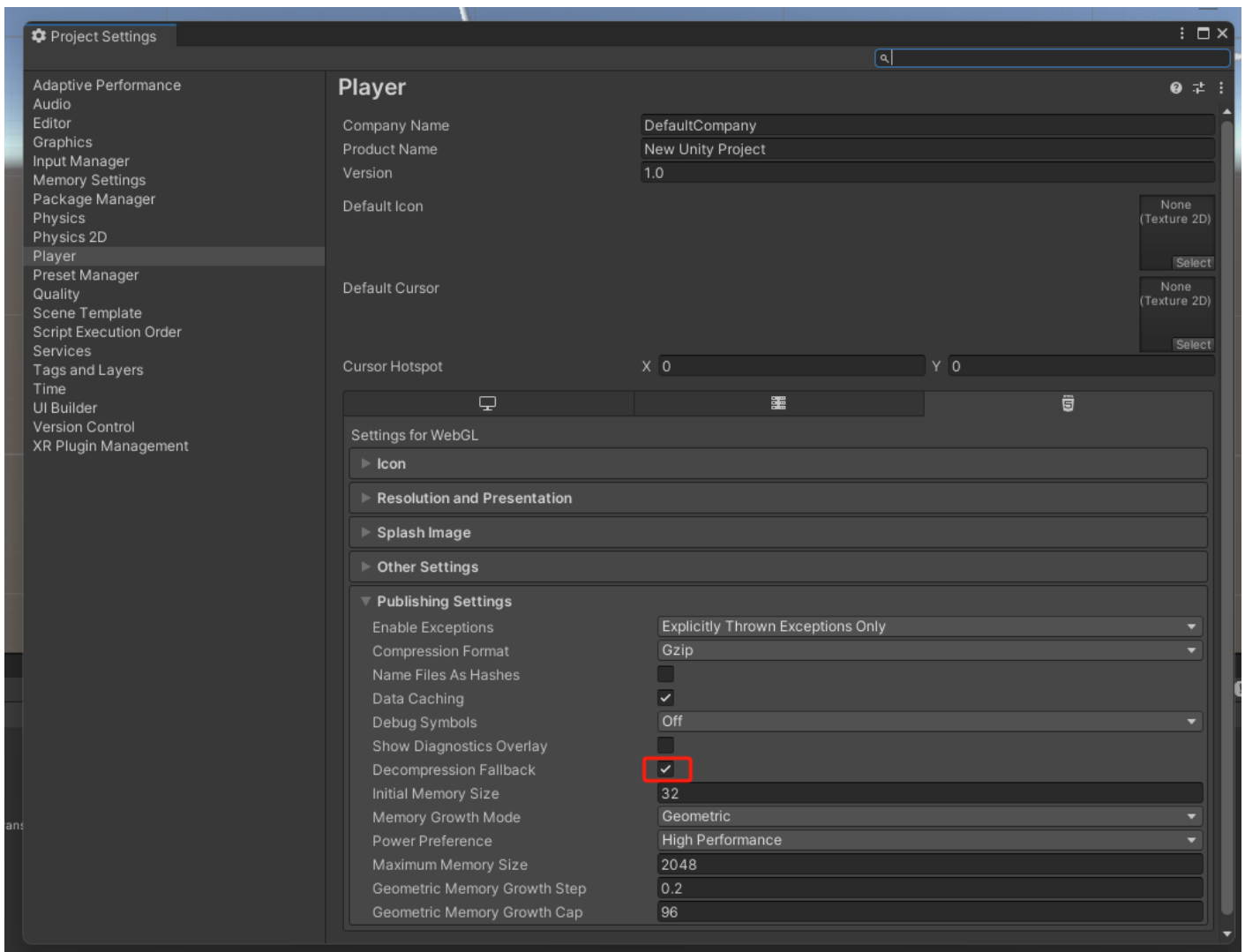
# webgl



Unable to parse Build/RobotTest.framework.js.gz! This can happen if build compression was enabled but web server hosting the content was misconfigured to not serve the file with HTTP Response Header "Content-Encoding: gzip" present. Check browser Console and Devtools Network tab to debug.



- Edit -> Project Settings -> Player -> WebGL settings -> Publishing Settings -> Decompression Fallback
- **Decompression Fallback**



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