

WebGLでビルドできない原因は？

- ・プロジェクト名に日本語が入っているとマズイ説

→日本語をなるべく避ける！

- ・OSのユーザ名が日本語だとダメ説

→簡単には直せないらしい・・・

- ・Unityエディタのバージョンを変更してみると治る説

→UnityHubを使ってUnity2019をインストールしてWebGLビルドしてみる

参考サイト1 <https://nimushiki.com/2018/11/19/1367/>

参考サイト2 <https://miyagame.net/webgl-error/>



Center Global



Collab Account Layers Layout

Scene Game An

Hierarchy Create All

Inspector Lighting

Console Clear Collapse Clear on Play Error Pause Editor



- s1
 - Main Camera
 - FullBridge
 - WaterProDaytime
 - FPSController
 - Directional Light
 - Terrain
 - WindZone
 - SOUND

- Project
- Assets > AllSkyFree
- Favorites
 - All Material
 - All Models
 - All Prefabs
 - Assets
 - AllSkyFree
 - com
 - GrassFlowe
 - Rock Packa
 - SampleSce
 - Scenes
 - SCRIPT
 - SOUND
 - Standard A
 - TheGaming
 - Packages

[08:16:13] Library\PackageCache\com.unity.analytics@3.2.2\DataPrivacy\DataPrivacyButton

[08:17:54] Failed running C:\Program Files\Unity\Editor\Data\il2cpp/build/il2cpp.exe --con

[08:17:54] Exception: C:\Program Files\Unity\Editor\Data\il2cpp/build/il2cpp.exe did not ru
UnityEditorInternal.Runner.RunProgram (UnityEditor.Utils.Program p, System.String exe, Sy

[08:17:57] Build completed with a result of 'Failed'

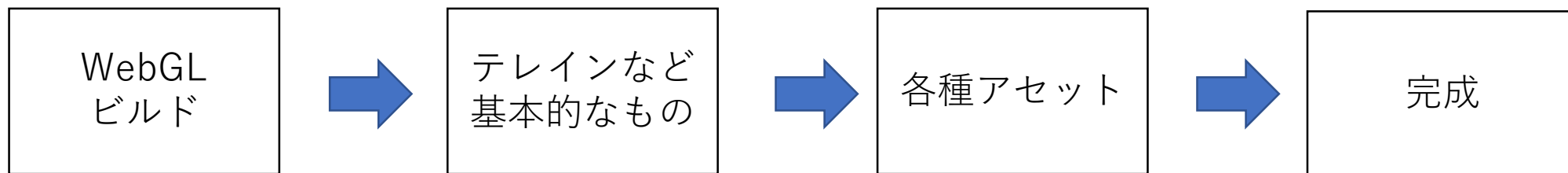
[08:17:57] UnityEditor.GUIUtility:ProcessEvent(Int32, IntPtr) (at C:/buildslave/unity/build/Modules/IM

[08:17:57] UnityEditor.BuildPlayerWindow+BuildMethodException: 3 errors
at UnityEditor.BuildPlayerWindow+DefaultBuildMethods.BuildPlayer (UnityEditor.BuildPlaye

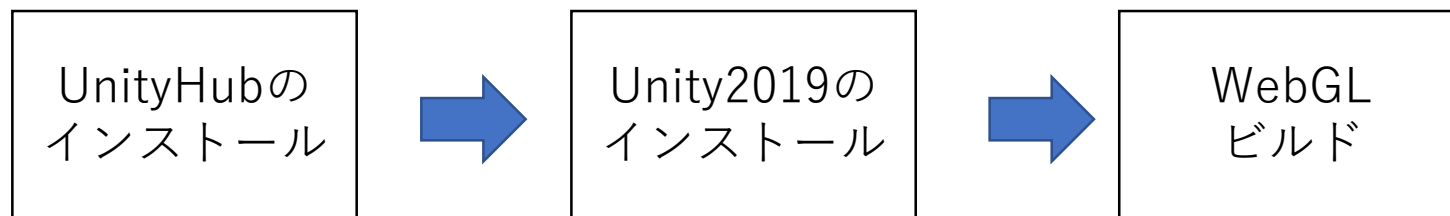
```
Failed running C:\Program Files\Unity\Editor\Data\il2cpp/build/il2cpp.exe --convert-to-cpp
--dotnetprofile="unityaot" --compile-cpp --libil2cpp-static --platform="WebGL"
--architecture="EmscriptenJavaScript" --configuration="Release"
--outputpath="D:\ODの世界\11年後期\03851B~1.月4\実験刺~1\Assets
../Temp/StagingArea/Data\Native\build.bc"
--cachedirectory="D:\ODの世界\11年後期\03851B~1.月4\実験刺~1\Assets\..\Library\il2cpp_cac
he" --compiler-flags="-Oz -DIL2CPP_EXCEPTION_DISABLED=1" --emit-method-map
--additional-libraries="C:\Program
Files\Unity\Editor\Data\PlaybackEngines\WebGLSupport\BuildTools\lib\modules\WebGLSuppo
rt_AccessibilityModule_Dynamic.bc" --additional-libraries="C:\Program
Files\Unity\Editor\Data\PlaybackEngines\WebGLSupport\BuildTools\lib\modules\WebGLSuppo
rt_AIModule_Dynamic.bc" --additional-libraries="C:\Program
Files\Unity\Editor\Data\PlaybackEngines\WebGLSupport\BuildTools\lib\modules\WebGLSuppo
```

UnityEditor.BuildPlayerWindow+BuildMethodException: 3 errors

デバッグのススメ



UnityHubのインストール



参考サイト1 <http://inter-high-blog.unity3d.jp/2020/05/14/install/>

参考サイト2 <https://unity3d.com/jp/get-unity/download>