

HOW TO ACTIVATE WEBGL

SAFARI (Version 9 or older)

- 1. Safari menu > Preferences > Advanced
- 2. Check "Show Develop menu in menu bar"

		- seeing
	Advanced	
General Tabs AutoFill Passwords Security	Privacy Notifications Extensions Advanced	
Accessibility:	Never use font sizes smaller than 9 -	
	Press Tab to highlight each item on a webpage Option-Tab highlights each item.	
Bonjour:	 Include Bonjour in the Bookmarks menu Include Bonjour in the Favorites bar 	
Internet plug-ins:	Stop plug-ins to save power	
Style sheet:	None Selected	
Default encoding:	Western (ISO Latin 1) +	
Proxies:	Change Settings	
	Show Develop menu in menu bar	?

3. Menu bar > Develop menu > Check "Enable WebGL"

Open Page With User Agent) I
Connect Web Inspector	てひ第日
Show Error Console	7.#C
Show Page Source	て第日
Show Page Resources	\T ₩A
Show Snippet Editor Show Extension Builder	
Start Profiling JavaScript	℃企業P
Start Timeline Recording	℃企業T
Empty Caches Disable Caches	₹₩E
Disable Images Disable Styles	
Disable JavaScript	
Disable Site-specific Hacks	
Disable Local File Restrictions	
✓ Enable WebGL	
Allow JavaScript from Smart Sea	rch Field

SAFARI (Version 10 or newer)

- 1. Safari menu > Preferences > Security
- 2. Check "Allow WebGL"





CHROME

1. Go to address chrome://flags/



FIREFOX

1. Go to address about:config



2. Click on "I accept the risk!"

A	This might void your warranty!
	Changing these advanced settings can be harmful to the stability, security, and performance of this application. You should only continue if you are sure of what you are doing.
	Show this warning next time
	I accept the risk!

- 3. Enter WebGL in the search box
- 4. **webgl.disabled** must be *false*, otherwise double-click it to switch it to *false*
- 5. webgl.force-enabled must be true, otherwise double-click it to switch it to true

webgl.disable-wgl	default	boolean	false
webgl.disabled	default	boolean	false
webgl.enable-debug-renderer-info	default	boolean	true
webgl.enable-draft-extensions	default	boolean	false
webgl.enable-privileged-extensions	default	boolean	false
webgl.enable-webgl2	default	boolean	true
webgl.force-enabled	modified	boolean	true
webgl.force-index-validation	default	integer	0