Chrome

If you are Linux user, then (according to http://www.borfast.com/blog/how-enable-webgl-google-chrome-linux-blacklisted-graphics-card) you can try running it from commandline with *--enable-webgl* and *--ignore-gpu-blacklist* switches:

```
$ google-chrome --enable-webgl --ignore-gpu-blacklist
```

It should be working for other operating systems too. Moreover, you can set appropriate flags with chrome://flags/ URL in your Chrome browser.

You can be also interested in visiting:

- for Mac OS:
  - Does WebGL work on Chrome on a Mac?
  - How to use software webgl engine in Chrome 18
- for Android:
  - Google finally makes it easy to enable WebGL support in latest Chrome for Android beta
- for Windows:
  - WebGL doesn't work under Chrome in Windows 8 Developer Preview
  - How do I enable WebGL in Google Chrome 11? I'm running it on Windows XP
- generic:
  - http://get.webgl.org/
  - http://en.wikipedia.org/wiki/WebGL
  - WebGL and 3D graphics
  - GPU accelerating 2D Canvas and enabling 3D content for older GPUs

Other browsers

You can help us to support your browser. If you figure out how to solve your issue, please let us know about solution so we can append it to this document. Good idea is to begin with inspecting solutions available for Chrome - they might work (or give you a clue what the nature of the issue might be).

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