

Testing

- Automated testing
 - Unit tests often doable
 - Functional testing difficult (for example, no tests for visibility)
- Manual testing
 - Some things can be tested in browser on dev machine
 - Browser extension: WebXR API Emulator
 - Standalone headsets: <chrome://inspect/#devices>

Development Support

- WebXR Discord
- Stack Overflow
- Framework forums / communities
- Voices of VR podcast has done many episodes on WebXR and the broader Immersive Web community.