File Formats & Languages

- 3D file formats: GLTF/GLB

  - many frameworks offering support for older standards like OBJ, STL and proprietary standards like FBX, USD.

- Can use multiple threads via Web Workers, but it's awkward and less efficient than native (often WebAssembly)

- Weakly typed languages can be transpiled to JavaScript; strongly typed languages can be compiled to WebAssembly

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