

Headset Browser & OS Support

- Quest 2/3/Pro
 - Oculus Browser: full support
 - Wolvic (based on Firefox): supports obsolete WebVR API
- Pico headsets
 - Wolvic (based on Firefox): supports obsolete WebVR API
- Vision OS
 - Safari: enabled by default in VisionOS 2

PC & Mobile Browser & OS Support

- Personal Computers
 - Chromium browsers: almost all features
 - Safari: behind flag
 - Firefox behind flag, no longer maintained
 - Opera: many features
- Android
 - Chromium browsers: almost all features, including AR
- iOS
 - Safari: not implemented
 - other browsers (only in Europe for now) ?
 - app clip: Variant Launch (immersive-ar sessions with the "local" reference space), Eyejack or Onirix
- Linux
 - Chromium browsers: experimental support