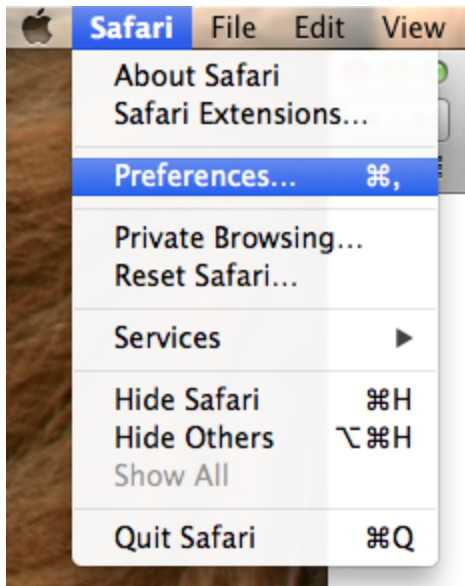


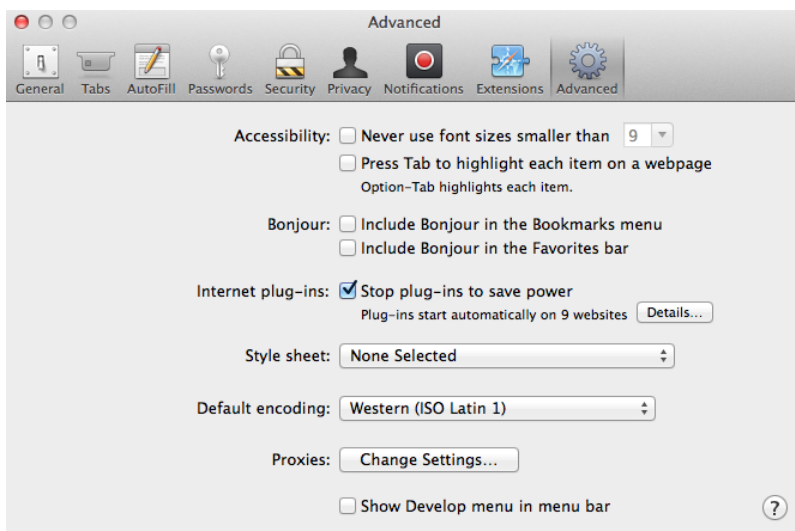
# How To Enable WebGL On Safari For Mac OS X

WebGL is partially supported on Safari ever since version 5.1. In order to enable it you must follow these steps :

1- Go to the menu bar and click on Safari, after that go to preferences and click it (or in the keyboard cmd + ,)



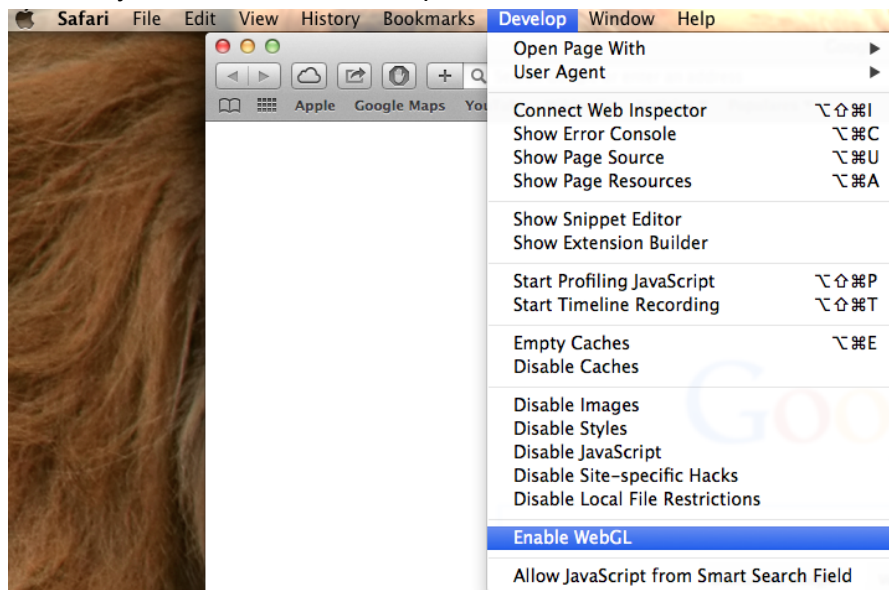
2- Once the preferences window shows up, click on the right tab which is named Advanced.



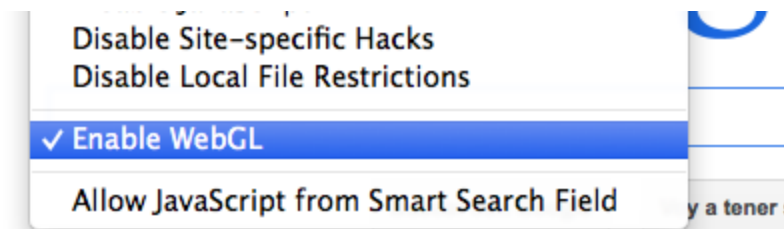
3- Now that you are in the Advanced tab, go to the bottom and check the “Show Develop menu in menu bar”.



4- Once you can see the Develop menu in the menu bar, click on it.



5- Finally click on the Enable WebGL option and you will see a check icon before the option now.



After these steps you should now be able to view the WebGL content, if not it may be because WebGL is only partially supported by Safari. In this case we suggest you try installing another browser, such as Mozilla Firefox or Google Chrome.