

# Using Cross-domain images in WebGL



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WebGL specification has an important update on how to request images, cross-domain. The feature has already been implemented in Chrome 13 and is coming soon to Firefox 5.

Just use `image.crossOrigin` method on the client side and if you can edit the server just add support to it.

Read all the details in [Using Cross-domain images in WebGL and Chrome 13](#).

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