

# WebVR Status

## WebVR Implementation Status

### WebXR Device API

- Using the WebXR device API requires a [compatible device](#) running Android O or later, [ARCore](#), and of course, Chrome.
- The WebXR device API is available on other browsers with a [polyfill](#).
- Documentation is available from the [Immersive Web Early Adopters Guide](#).

Today the API is available in:

Feature	Chrome version	Details
AR hit test support	Chrome Canary for the immediate future.	Enable the <code>#webxr</code> and <code>#webxr-hit-test</code> flags under <code>chrome://flags</code> . Note that VR magic windows do not work when the <code>#webxr-hit-test</code> flag is turned on. Please excuse our construction debri.
VR use cases	Chrome 66 and later	Enable the <code>chrome://flags/#webxr</code> flag. (The URL must be entered manually.).
VR use cases	Chrome 67 origin trial	Enable the <code>chrome://flags/#webxr</code> flag <i>and</i> sign up for the origin trial ( <a href="#">explainer</a> , <a href="#">sign-up form</a> ).

Learn more about the immersive web at the [Immersive Web Community Group](#).

### Version 1.1

**Note:** This API is deprecated and its origin trial is scheduled to end in July.

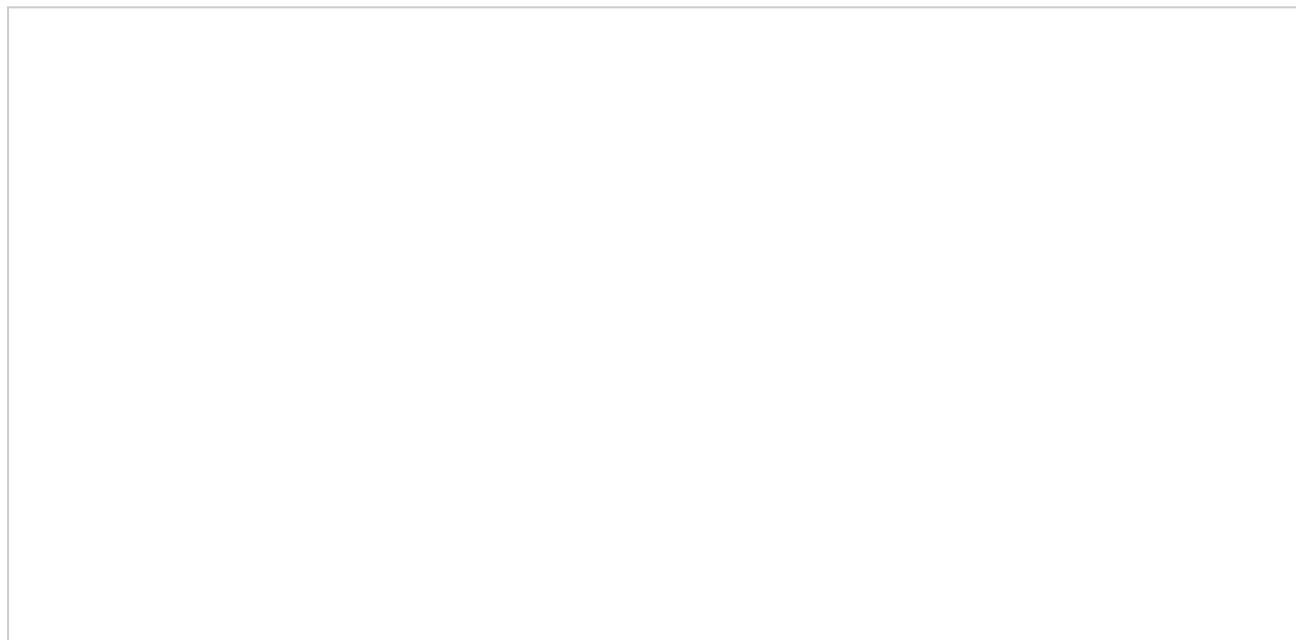
Today the WebVR 1.1 API is available in:

- Firefox Nightly.
- Samsung Internet for Android and for Gear VR.
- A Chrome [Origin Trial](#) that ran from version 56 beta to June of 2017.

It's supported on:

- Daydream View since M56
- Google Cardboard since M57

It's also available through the [WebXR Polyfill](#).



Find more information on browser implementation status on [chromestatus.com](https://chromestatus.com).

## Considerations

Here are things to remember when building WebVR experiences today.

- **You must serve your WebVR content over HTTPS.** If you don't your users will get warnings from the browser. See [Enabling HTTPS on Your Servers](#) for more guidance.
- **The [WebXR Polyfill](#) may not always be a 1:1 match with native implementations of the spec.** If you plan to use the Polyfill, be sure to check on both VR-capable and non-VR devices.
- **For some types of sessions, users must click a button before AR or VR are available to your code.** See the [Immersive Web Early Adopters Guide](#) for more information.

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