

Viewing tours in VR on desktop PC

Mobile phone based Virtual Reality is quite popular due to the low price and accesibility on cardboard-type headsets. But anyone serious about VR will tell you: the real deal are the PC headsets such as the recently released **Oculus Rift S** or the classics: **Oculus Rift** and **HTC Vive**.



Oculus Rift S - a PC based, high-end VR headset. Image credit: Oculus

WebVR is still a pretty new technology and has only limited support on desktops computers. PC-based heads require on Windows machines that meet some rather steep [hardware requirements](#) to work. However, if your machine can handle those specs - it's worth it!

In our mission to deliver 360 Virtual Tours to all devices, we support PC based VR in Kuula.

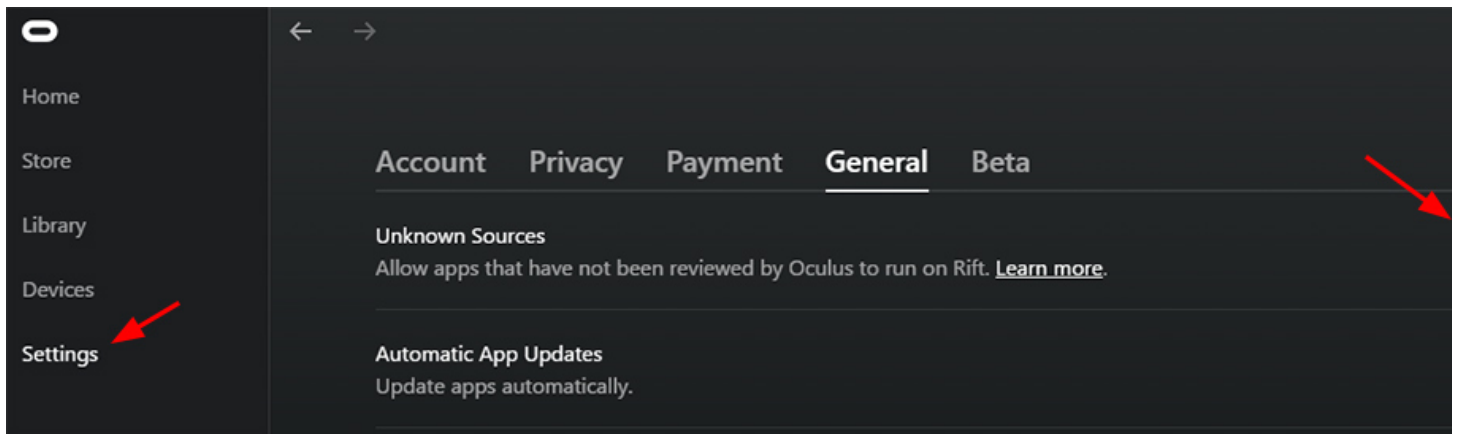
VR on PC with Firefox

At the time of writing this article (May 2019), the only browser that fully supports WebVR on PC is Mozilla Fire

The good news is that WebVR in Firefox is stable and easy to use with most popular desktop VR headsets such as Rift S, Rift classic or HTC Vive. To get started with WebVR on PC, follow these steps:

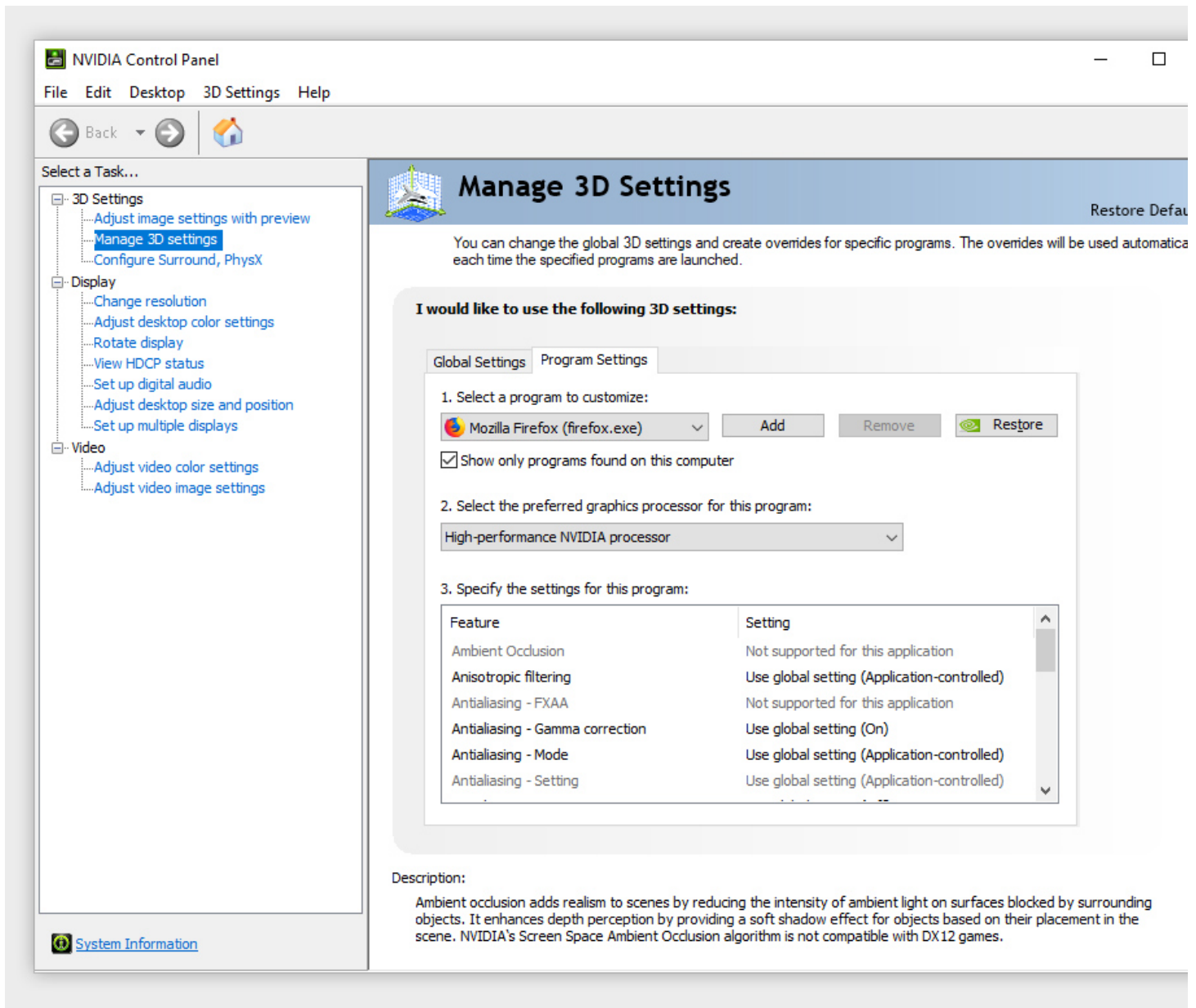
- 1 Download and install [Mozilla Firefox](#), if you haven't already.

2 If you have an Oculus headset, you need to allow content from **Unknown Sources**. Open the Oculus app on your PC computer. Select Settings in the left menu and select the General tab. Check the toggle to Unknown Sources confirm.



3 If you have a HTC Vive, there is not need to update any settings. Simply launch Steam VR and make sure your headset is tracking.

4 If your PC has an NVIDIA chipset, open the NVIDIA Control Panel (available by right clicking on your desktop) and go to **Manage 3D settings**, select **Program Settings** tab, find **Firefox.exe** in the dropdown and set the **High-performance NVIDIA processor** as the preferred graphics processor.



5 Restart Firefox, head to any post kuula.co and press the VR icon in the top right corner.

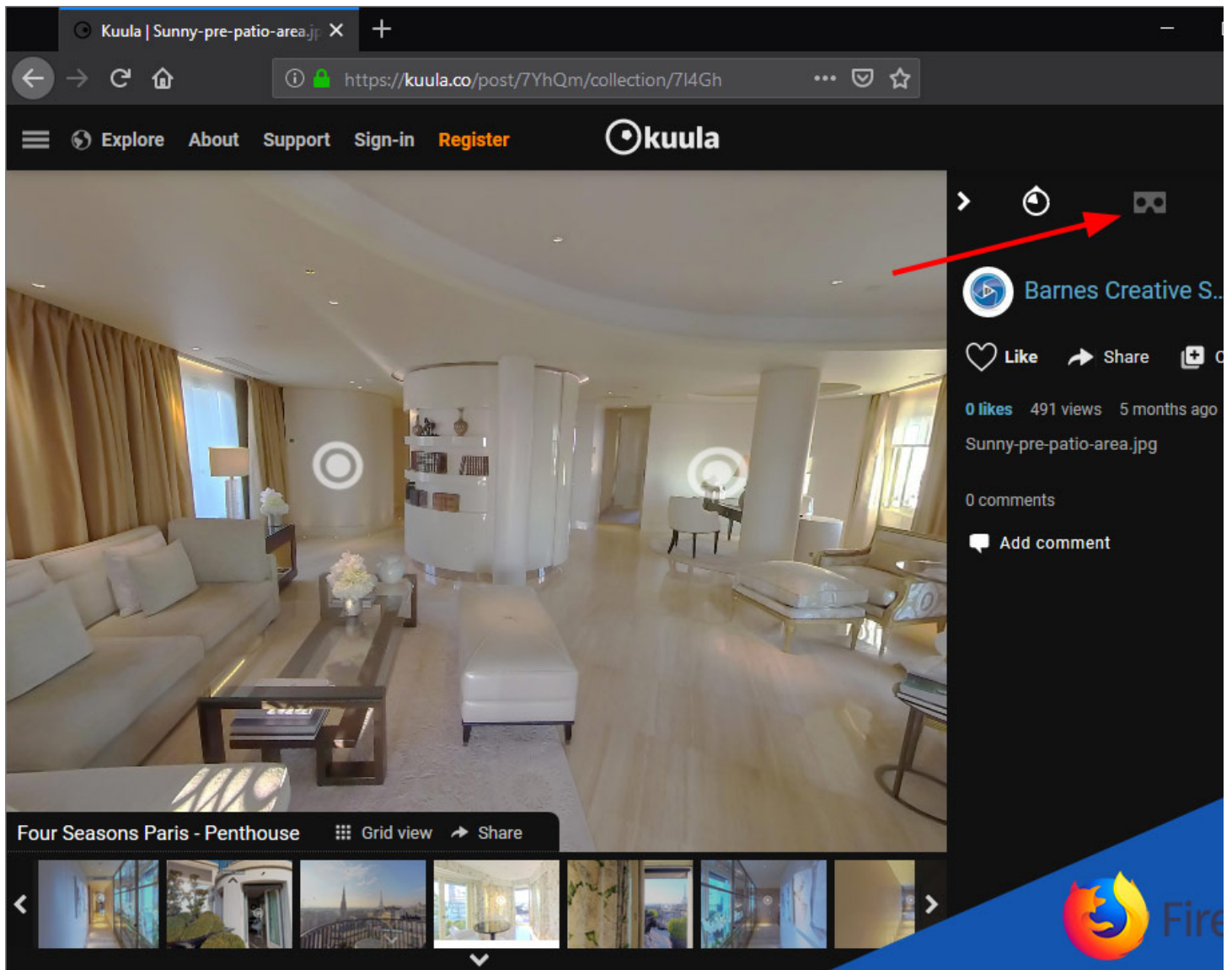


Image credit: Barnes Creative Studio

Everything should be ready at this point, so put on your headset and enjoy!

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If you do not see the VR icon on the page - refresh the page or restart the browser. Remember - this technology is still experimental, so things may not work as expected every time!

For instructions on how to browse your content in VR with standalone headsets, such as Oculus Quest, Oculus Google Daydream or a good old cardboard, head to [this article](#). Happy VR'ing!