VR on Android Chrome

The Chrome browser on Android devices has a native WebVR support that offers great rendering quality and performance for Virtual. If you have an Android device, it's worth making sure that you take advantage of this

Native WebVR view on Android Chrome. Image credit: Island Imaging

How to enable WebVR?

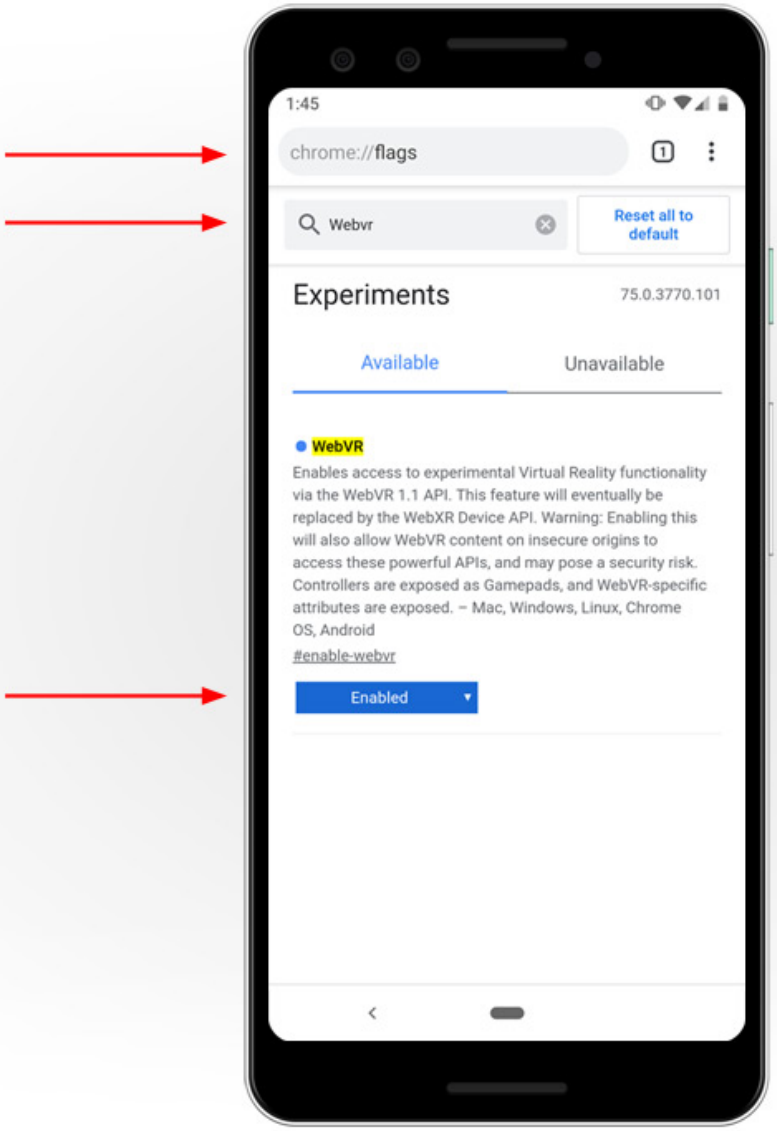
> ! As of version 80 (released in February 2020) Chrome on Android no longer supports native WebVR. You can still run VR mode in this browser using the non-native version and explained below.

First of all, make sure to install the VR services on your phone. Go to the Google Play store and find and instal app called Google VR Services. Another option is to install the entire Daydream app. After you are done, there need to open any of those apps - head back to Chrome instead.

WebVR is very new, it is still not available in the browser by default. Instead it is availabke behind a flag. In ord enable WebVR, type the following into the browser address bar:

```
chrome://flags
```

On the screen that will show up. use the top search bar to find the `webvr` flag and set it to `Enabled` like on t screen below. The browser will then ask you to relaunch the app.



Once relaunched, you can go to any post or tour on Kuula and open it in VR modeby tapping the VR goggles ic the bottom of the screen to enjoy WebVR at it's best.

Enabling native WebVR option offers great advantages in terms of performance and rendering quality. Howev some devices, WebVR might not work properly or it may not be stable. If this is the case, simply follow the instructions above to disable this flag. You can refer to the end of this article to see how VR is supported on K without native WebVR.

WebVR Settings

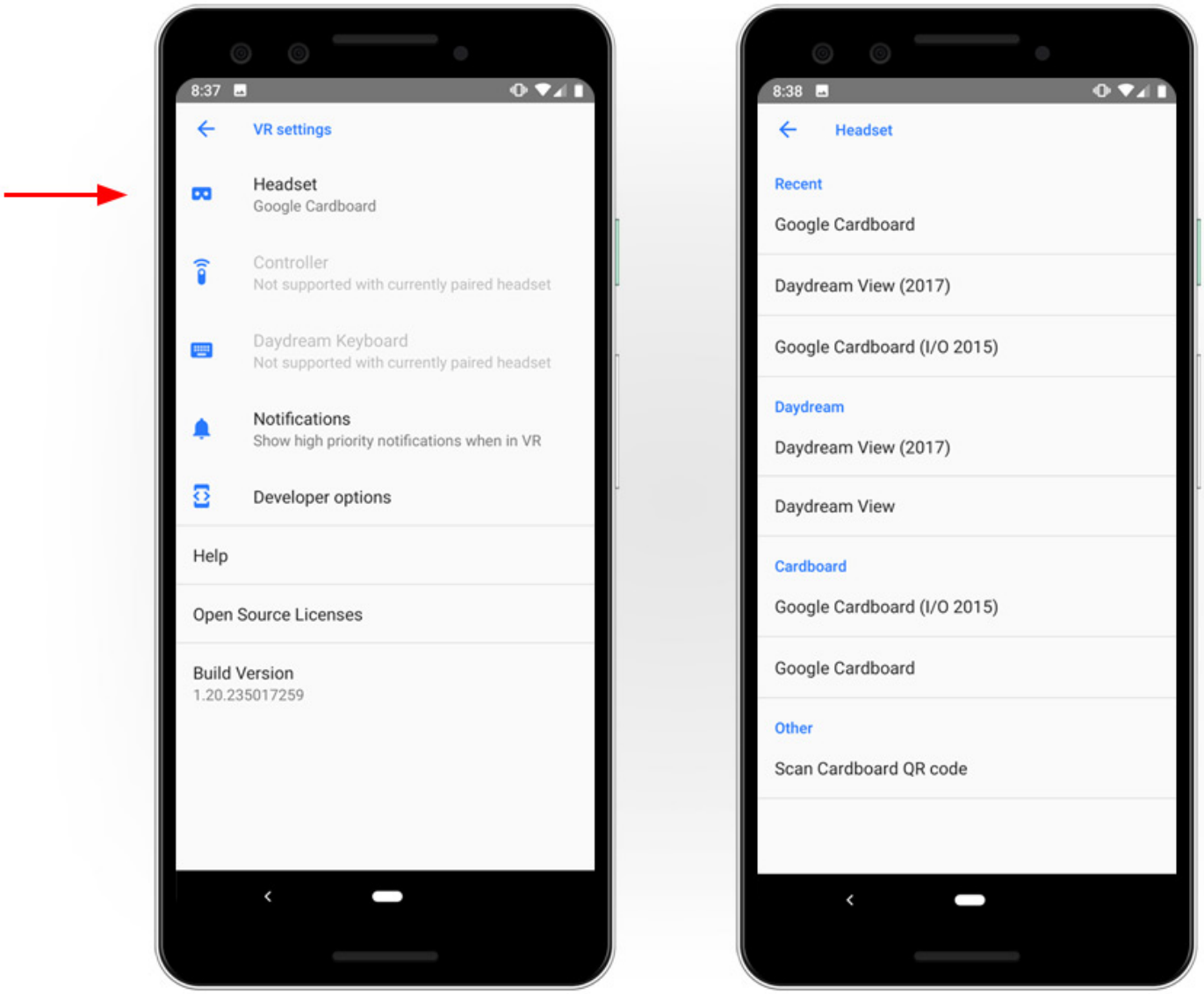
When enabled, native WebVR allows to manage some VR realted settings. They can be accessed by clicking t cogwheel icon in the top right corner of the screen:

WebVR settings button on Android Chrome. Image credit: Martin Kulhavy

! There is a bug in Chrome on some Android devices. When you click the coghweel icon, nothing will happe at first. If you experience that, you need to exit the VR mode by clicking on the ✖ button on the left and or then you can access the settings.

The most important setting allows to change the Headset type. If you experience double vision or some other significant distoriton when browsing in VR, make sure you have selected the correct headset from the list.

Some VR googles have QR Codes that you can scan for automatic setup - in this case select the last option o screen **Scan Cardboard QR code**. If your headset doesn't provide it, then the best choice is typically either the option Cardboard type called **I/O 2015** (sometimes also called the "Original Cardboard") or the other one just called **Google Cardboard**.



! You can also access the settings by installing the Daydream App. In the app, select **Settings** from the me and then **VR Settings**.

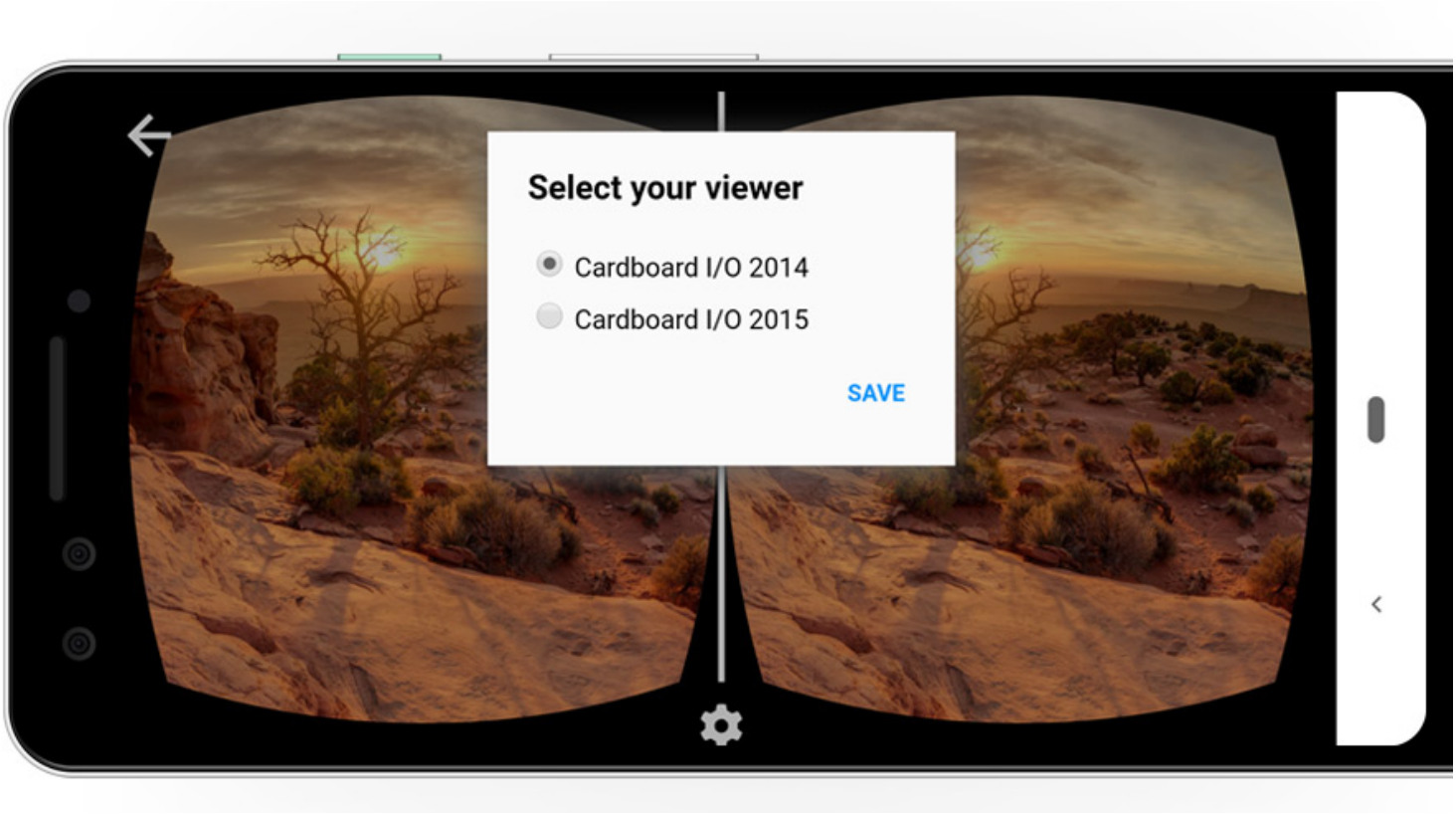
Non native WebVR

If for any reason you don't want to use the navtive WebVR support or your browser does not support it, no wo VR mode will still work on Kuula. If you go into VR mode, the screen will look very similar with a couple of differences.

First of all, to exit VR there is an arrow instead of the ✖ button. The cogwheel settings button is located in the bottom center of the screen.

Finally, some devices will show the system menu bar on the far right side of the screen. This may require a m careful alignement of the device inside the cardboard headset, to make sure that the view is perfectly centere

Clicking on the settings offers only two headset options to choose from. If you are not sure which one works better for your headset, try them both - it's easy to switch between them.



That's it! We hope you'll enjoy VR on Android devices.