

VR on iPhone Safari

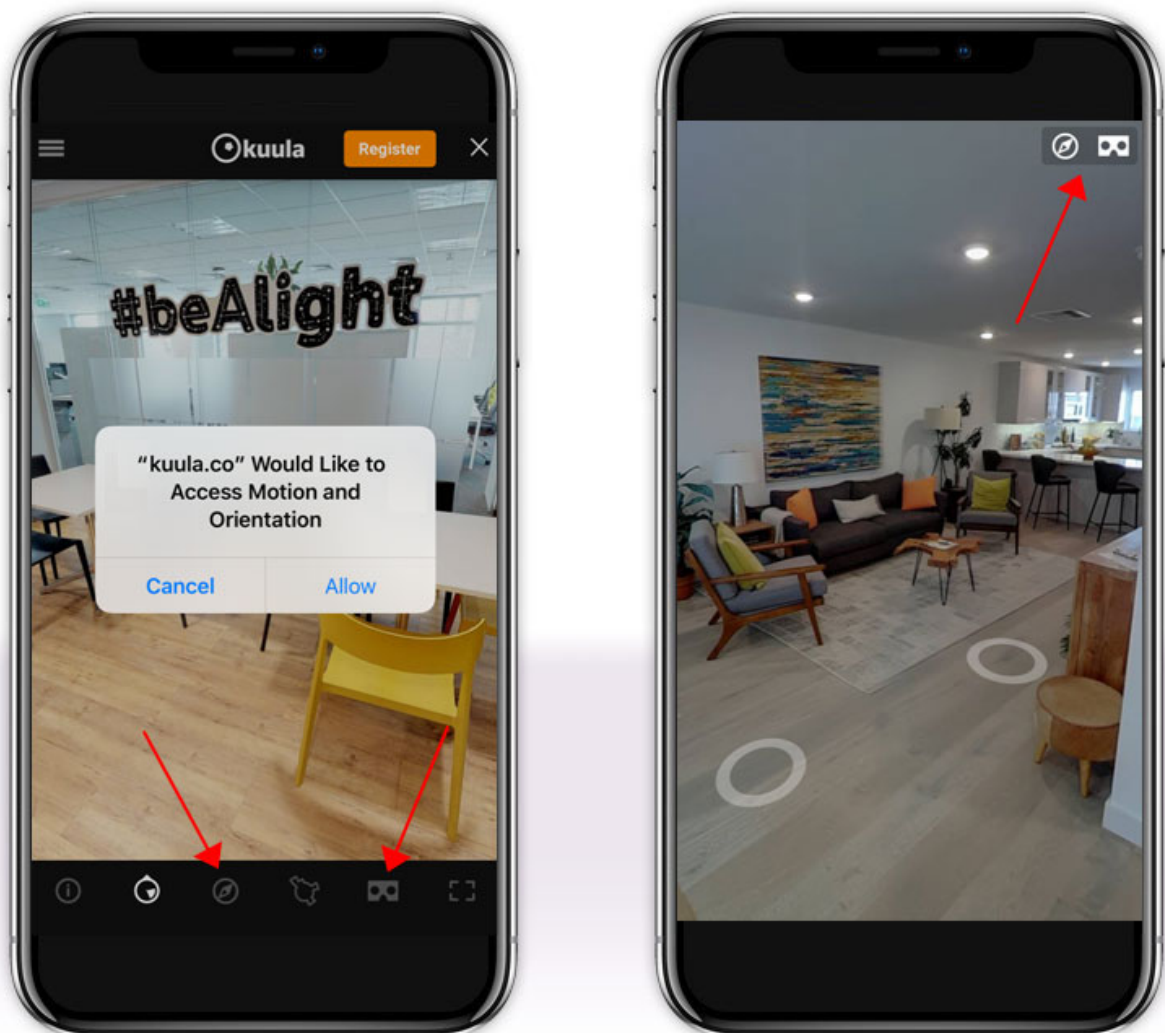
Virtual Reality (VR) works on mobile phones thanks to the data received from the gyroscope or accelerometer. This data provides information about the spatial orientation of the device and is used to track the head movement of the user. By combining a stereo fullscreen rendering of the panoramic image with the orientation data, Kuu creates the VR effect.

Apple iPhones, starting with iOS 13, require user to explicitly allow a website to access motion and orientation data. iOS also does not support fullscreen mode, but fortunately there are a few workarounds.

Enable motion sensors in the iPhone

iOS 13

On the current version on the iOS system, the website will ask you to allow motion access during the visit.



You can trigger that dialog by pressing the **compass** icon or entering **VR mode**, as show on the screenshot ab
Similar icons will be present in direct links & embedded players in the top right corner of the screen, as show
above. When the system dialog shows up, you need to select **Allow**

!

If you accidentally tap **Cancel** or get a notification saying the the access was denied, go to **Settings > Safari** and select **Clear History and Website Data** . After that, open the page and try again.

iOS 12 and below

February 2020 update: based on reports from our users and test we performant on devices with older version iOS, it seems that Apple has disabled motion access for those devices completely. In order to get VR experier you will need to upgrade to iOS 13.

If your iPhone is 6 or older, you will need to upgrade to a newer model.

Fullscreen

Safari on the iPhone lacks another key function for a great VR experience: full screen mode. When browsing a in VR you do not want to have any system user interface, such as the top browser address bar. Kuula team implemented some workarounds to make that work, but sometimes you'll need to take an extra step.

After entering fullscreen or VR mode and rotating your device to landscape mode on an iPhone, the image ma sometimes appear misplaced and unwanted UI elements may be present on screen. Here are a couple of tips how to deal with those issues.

Rotate to portrait and back

A simple tip, but a powerful one! Safari is very sensitive and if you accidentally touch the screen in the wrong it will bring the user interface back. Whenever that happens, just rotate the phone to portrait and back to landscape. Typically this brings back the fullscreen VR experience.

Close all tabs

Sometimes, open tabs will remain visible on the screen in landscape mode:



WebVR view on Safari / iOS. Image credits: [McGrew Aerial](#), [Pergabb](#)

Safari will show the address bar in landscape mode - if there are multiple tabs open. This effectively ruins the experience.

The best workaround is to simply close all the tabs and leave only the tab with the Kuula tour. After that, try to rotate your phone to portrait and back to landscape again and you should get a nice, fullscreen view without anything obstructing the VR experience!

Only use Safari

Even though you will find browsers such as Chrome or Firefox on the Apple Appstore, they are not what they seem. Apple doesn't allow browsers on iOS to use their proprietary engines, so all those browsers are simply a version of the Safari engine with a branded user interface wrapped around it. What's worse: those browsers can't use the same fast Javascript rendering engine as the latest version of Safari does. Instead, they can only [use an older](#)

This means that those browsers are slower, less up-to-date and much more buggy than Safari. Kuula does not recommend using them and we do not provide support for those browsers. Please always choose the default Safari browser.