

Firefox started supporting virtual reality

Slower than nothing, Firefox also followed Chrome and Edge to support the virtual reality experience.

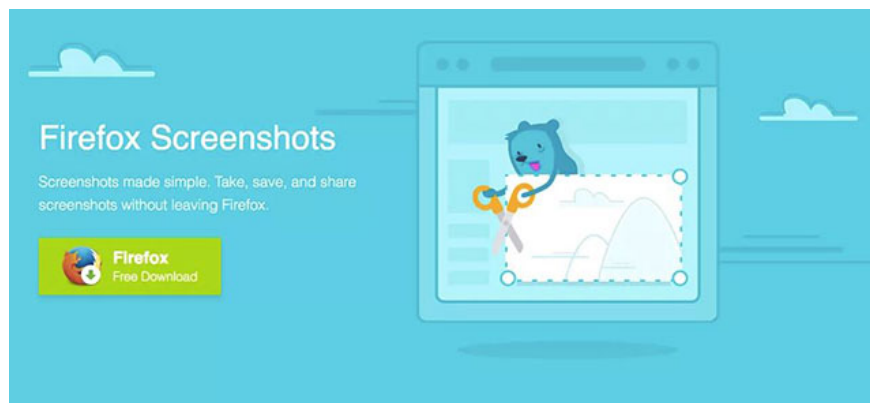
Newly refurbished in June with improved speed, the latest Firefox version, Firefox 55, has also begun to support virtual reality today 8/8. Firefox will join the ranks alongside Google Chrome and Microsoft Edge, browsers that already support web-based virtual reality.

Firefox's web-based VR support will be available on all Windows machines, and also owns the HTC Vive or Oculus Rift virtual reality glasses. This technology has been developed for a while by Mozilla, using the WebVR standard that allows the browser to run a virtual reality experience.

It is also available in Firefox Nightly, a pre-release version of Firefox and also has limited capabilities on Servo, the browser is built by individual developers and sponsored by Mozilla.

Firefox is still behind its big rivals like Chrome, which has been supporting web-based VR since February, and is currently the most visited browser on VR. On Chrome, you can view content on Google Vive, Oculus Rift and Cardboard, Google Daydream.

In addition, Firefox 55 includes a new tool that is still in beta, feature testing called Firefox Screenshots, which automatically saves screenshots to the cloud, then copies to the clipboard. Photos will be limited to 2 weeks if the user does not set the time for himself longer.



Firefox Screenshot helps save screenshots to the cloud

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