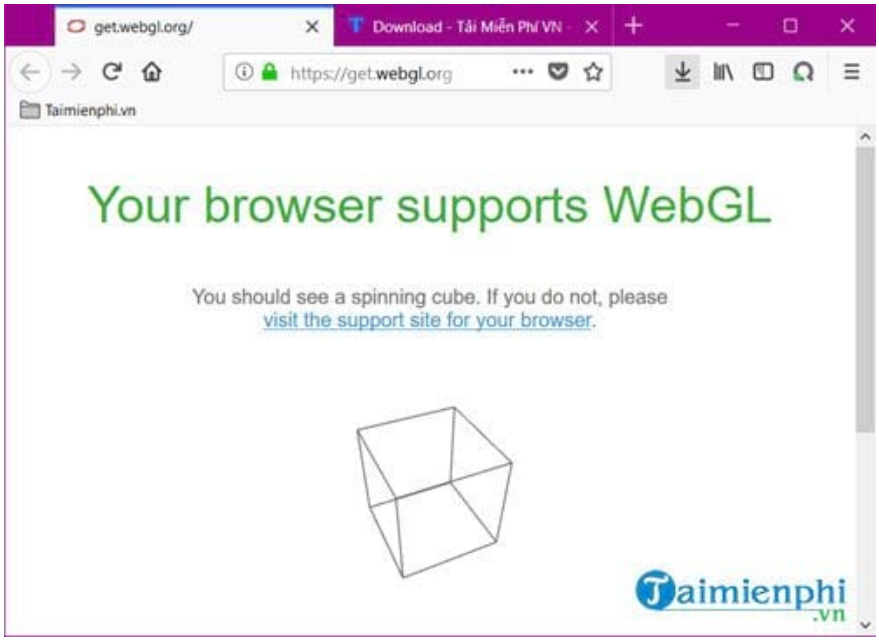
How to enable and disable WebGL on Chrome, C?c C?c, and Firefox browsers.

WebGL is a feature integrated into browsers that accelerates 3D graphics hardware. WebGL allows users to browse the web with much better and sharper image quality. In the article below, we will guide you on how to enable and disable WebGL on Chrome, C?c C?c, or Firefox during use.

Popular browsers like Chrome, C?c C?c, and Firefox have many features that are either enabled or temporarily disabled. The main purpose is to make the browser more versatile, but sometimes these features are locked when not needed. **WebGL** is similar; understanding its location and how to enable or disable it in Chrome, C?c C?c, or Firefox will give users more control over the issues they want to solve.

However, the method for enabling and disabling WebGL varies from browser to browser. Therefore, the following guide will show you how to enable and disable WebGL on Chrome, C?c C?c, or Firefox.

What is WebGL? What is it used for?



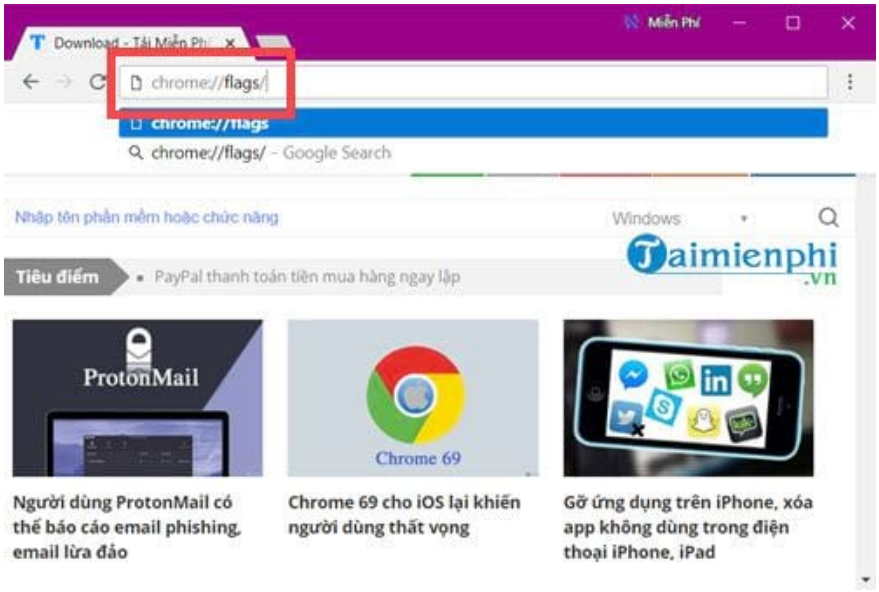
Sometimes you open your browser and encounter the error message " **Your graphics card does not seem to support WebGL** ." This is because WebGL is not enabled in your browser. So, what is WebGL and why is it necessary?

=> Instructions on how to check if your browser supports WebGL can be found HERE .

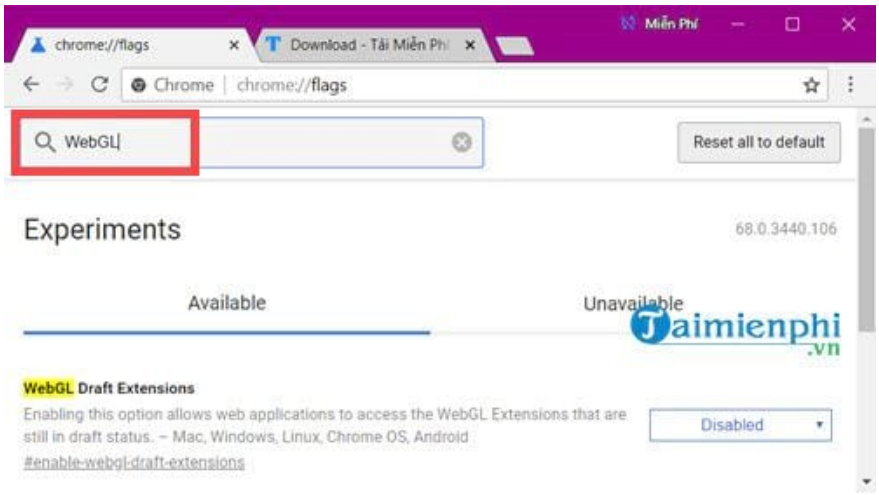
Simply put, all these websites are beautifully decorated with lots of content and images, and WebGL is essential for providing viewers with smooth, sharp images. If a user accesses a website without WebGL enabled, they may experience poor image quality or, worse, encounter the error "graphics card does not seem to support WebGL."

Instructions on how to enable and disable WebGL on Chrome

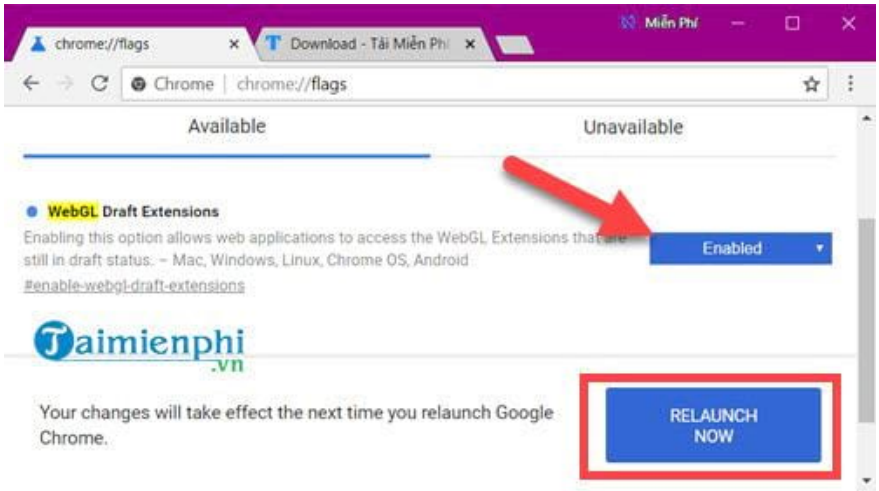
Step 1: To enable WebGL on Chrome , first enter the command **chrome://flags** into the browser's address bar.



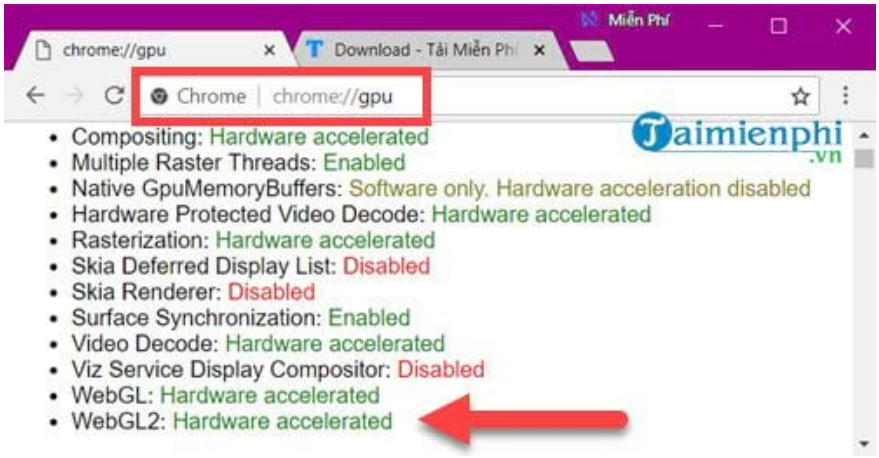
Step 2: Here, enter the keyword **"WebGL"** and the search results will be displayed.



Step 3: Then switch it to **Enabled** to turn WebGL on Chrome, otherwise turn WebGL off on Chrome. Finally, click **Relaunch now** to restart the browser.



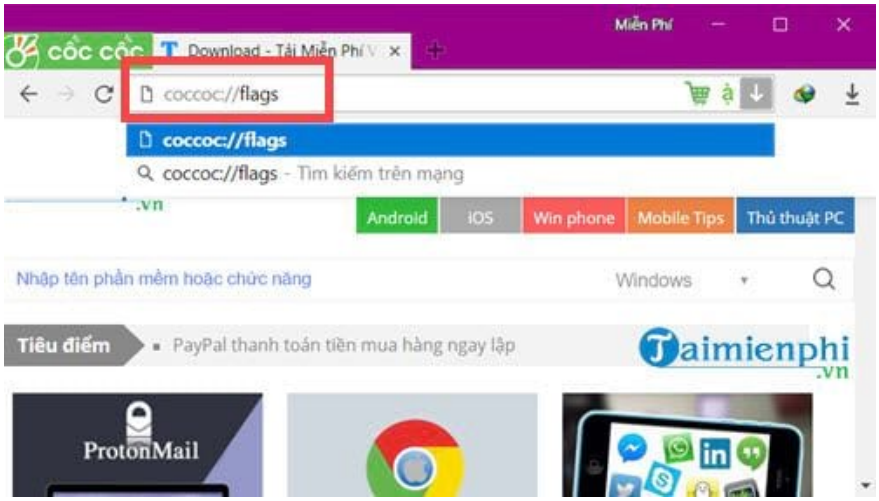
Step 4: **Type `://gpu`** into the Chrome browser's address bar **and check if the " Hardware accelerated"** message appears in the WebGL or WebGL2 section. If it does, enabling WebGL on Chrome is successful; otherwise, it's disabled.



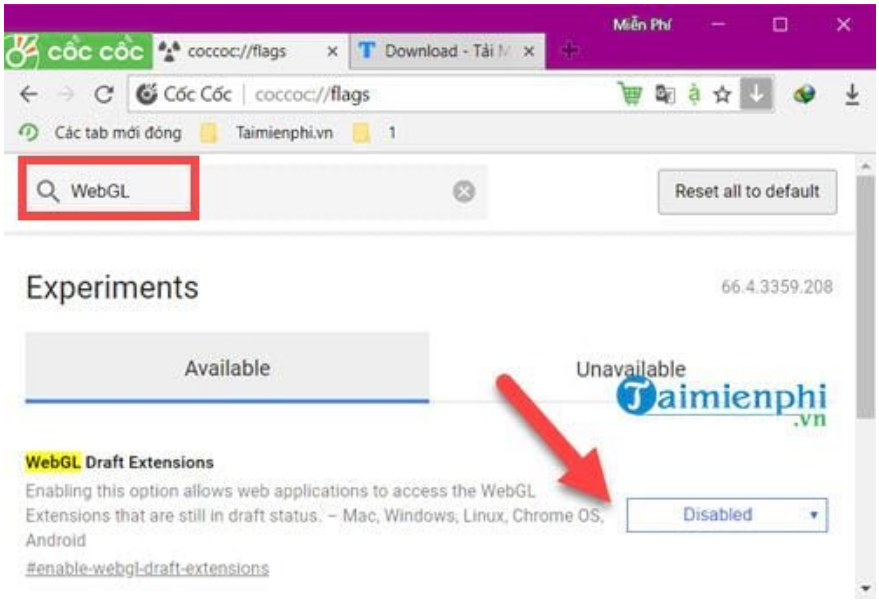
After enabling WebGL on Chrome, follow the reverse steps to disable WebGL.

Instructions on enabling and disabling WebGL in C?c C?c

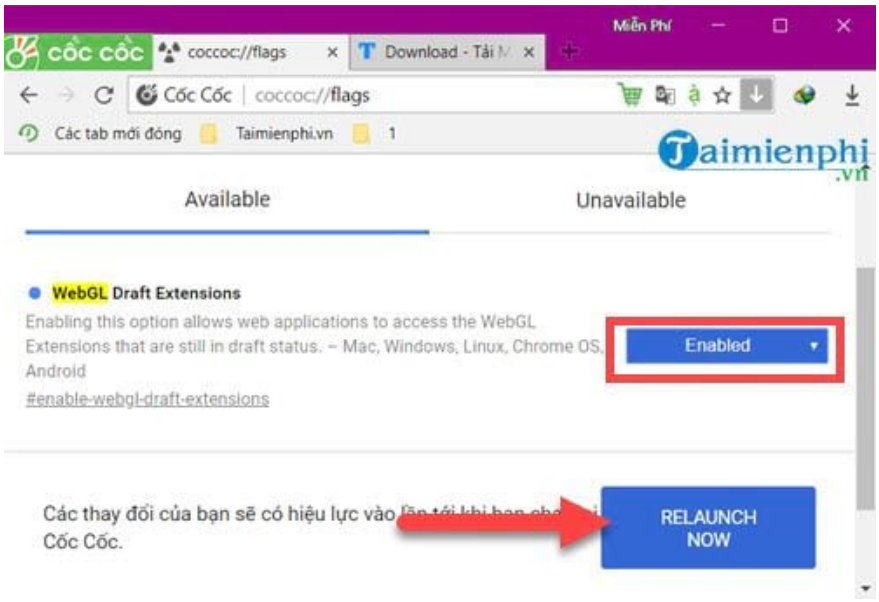
Step 1: To enable WebGL on Coc Coc, first enter the command **`coccoc://flags`** into the browser's address bar, similar to Chrome.



Step 2: Here, enter the keyword **"WebGL"** and the search results will appear in C?c C?c. If it's currently disabled, switch it to enabled to activate WebGL.



Step 3: Then, switch it to **Enabled** to turn on WebGL in C?c C?c, and click **Relaunch now** to restart the browser.

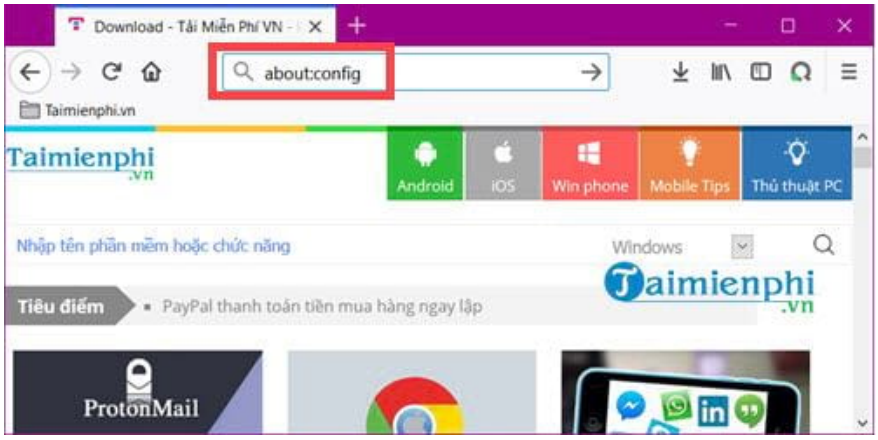


After enabling WebGL in C?c C?c, follow the reverse steps to disable WebGL.

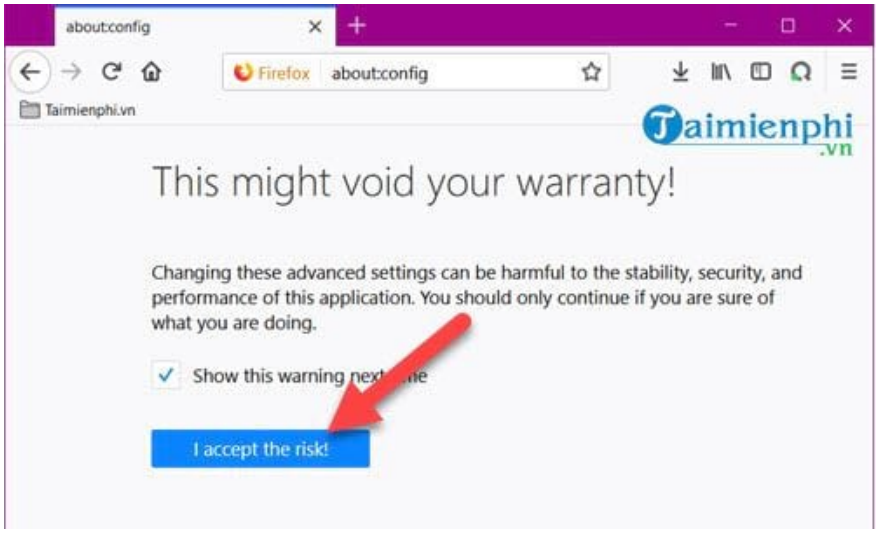
Instructions on how to enable and disable WebGL in Firefox

Method 1:

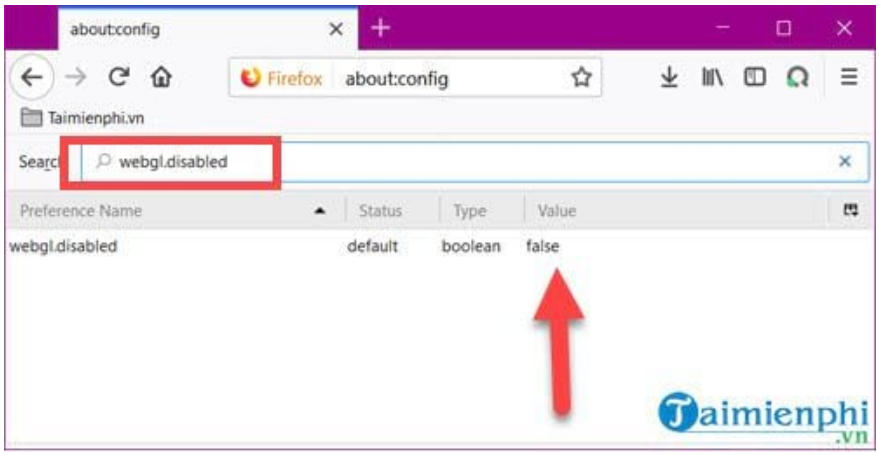
Step 1: In Firefox, to enable WebGL, we mustfirst **type the command about:config .**



Step 2: A warning will appear; agree to the access and then click " **I accept the risk** !"



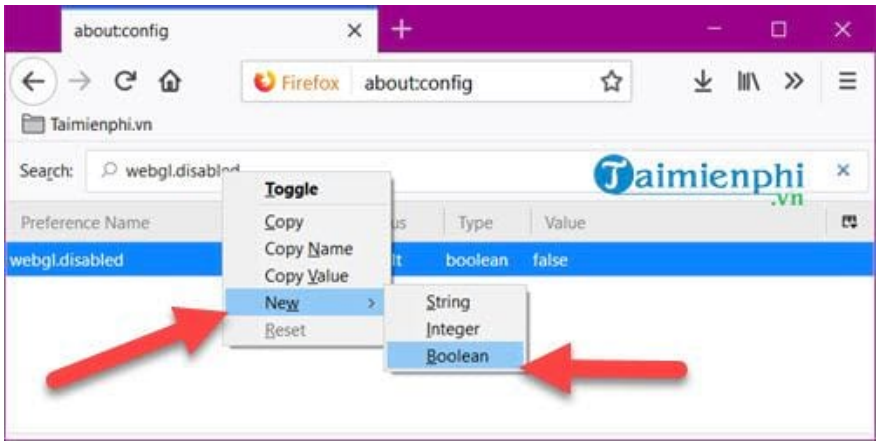
Step 3: In Firefox , search for the keyword ` **webgl.disabled**` . If the value displayed is **`False`** , it means WebGL is enabled in Firefox; if **it's `True`** , it means it's disabled.



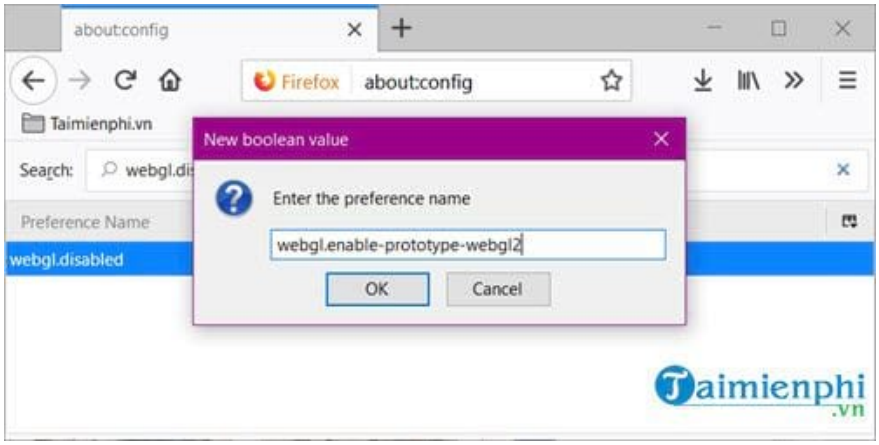
Method 2:

If you are unable to edit using the method above, try the following method:

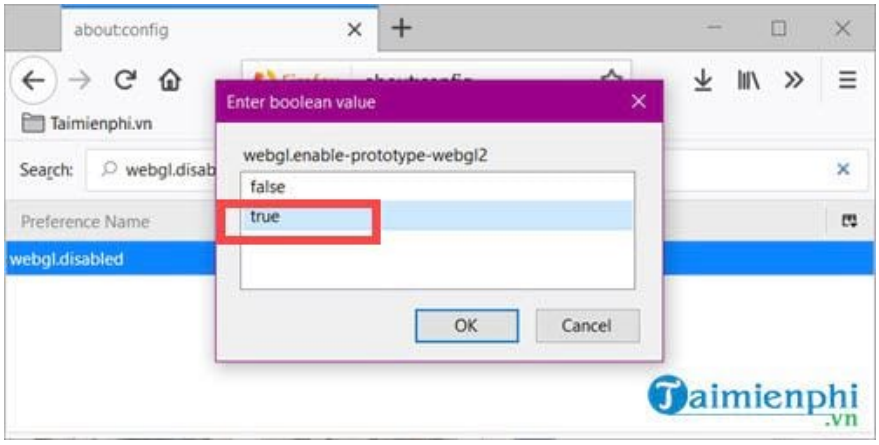
Step 1: Still in the **about:config** section , right-click and select **New** > select **Boolean** .



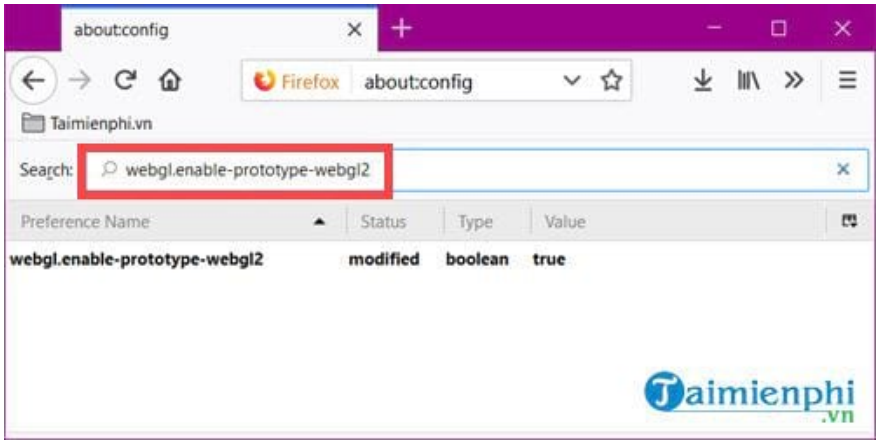
Step 2: Here, enter **webgl.enable-prototype-webgl2** and then click **OK** .



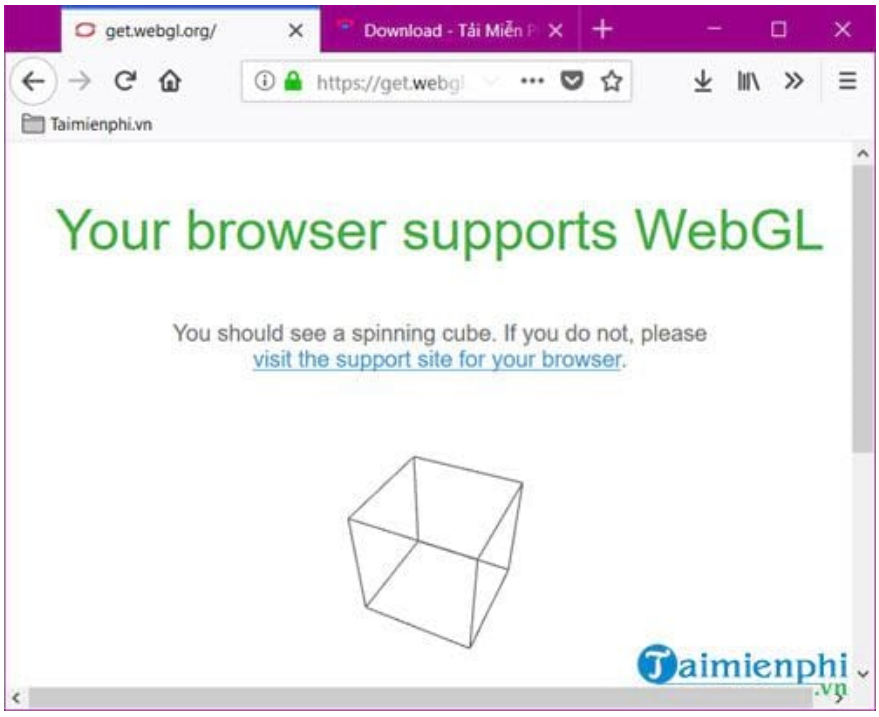
Choose the value **True** for it .



Step 3: Next, check if **webgl.enable-prototype-webgl2** is set to True. If not, double-click on it. This completes the process of enabling WebGL in Firefox. To disable it, do the opposite with a False value.



You can check if your website has WebGL enabled using the check link at the beginning of this article.



The WebGL issue in browsers is just one of many problems users can encounter, and its prevalence is similar to the problem of users having to enable Flash on Chrome or other browsers. Many types of content require Flash, and having Flash enabled by default on Chrome , Firefox, or C?c C?c is very convenient.

The "JavaScript not activated" error has often been a headache for many users; however, if you're a reader of TipsMake, fixing **this error** is actually quite simple.

You finished reading the article "**How to enable and disable WebGL on Chrome, C?c C?c, and Firefox browsers.**" edited by the **TipsMake** team. We hope this article has provided you with many useful tech tips and tricks. You can search for similar articles on tips and guides. Thank you for reading and for following us regularly.