

Microsoft changed its view in IE 11 browser

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However, at the current stage, the above support capacity is not really adequate.

With *CNET*'s revelations, Microsoft is likely to be following Google and Mozilla in support of WebGL standards for accelerating 3D graphics in the next generation of IE browsers.

It is worth mentioning that in the past, the '*software giant*' has criticized WebGL standards strongly because they think this is the cause of many security risks.

WebGL is one of the standards used by Mozilla to bring Epic Games' Unreal Engine 3 game core to their Firefox browser.

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