

360 videon toistoon vaikuttavat internet yhteytesi nopeus, käyttämäsi web selain, sen versio ja katselulaitteesi (pc, laptop, mobiililaite) ominaisuudet, laitteen asetukset ja käyttöjärjestelmä.

## Facebook Live 360 lähetys pätkii, mitä voin tehdä?

1. Voit muuttaa 360 videon resoluutiota Facebookissa viemällä kursorin videon päälle, jolloin videon oikeassa alalaidassa olevat kuvakkeet tulevat näkyviin. Klikkaa mutteri kuvaketta ja pienennä kuvan resoluutiota nopeuttaaksesi 360 videon toistoa.
2. Tarkista web selaimesi, 360 videon toistoon suosittelemme uusinta versiota seuraavista selaimista, selainten asetuksissa WebGL ja hardware acceleration tulee olla päällä.  
  
Chrome  
Firefox  
Opera  
Safari  
Microsoft Edge
3. Sulje muut tarpeettomat web selaimesi ikkunat.
4. Sulje tarpeettomat ohjelmat/sovellukset.

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Alla ohjeet selaimille WebGL ja hardware accelerationin tarkistusta varten.  
Nämä ovat englanniksi.

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### Enabling WebGL

If your browser supports WebGL, follow these instructions to enable it:

#### Chrome

First, enable hardware acceleration:

Go to `chrome://settings`

Click the + Show advanced settings button

In the System section, ensure the Use hardware acceleration when available checkbox is checked (you'll need to relaunch Chrome for any changes to take effect)

Then inspect the status of WebGL:

Go to `chrome://gpu`

Inspect the WebGL item in the Graphics Feature Status list. The status will be one of the following:

Hardware accelerated — WebGL is enabled and hardware-accelerated (running on the graphics card).

Software only, hardware acceleration unavailable — WebGL is enabled, but running in software. See here for more info: "For software rendering of WebGL, Chrome uses SwiftShader, a software GL rasterizer."

Unavailable — WebGL is not available in hardware or software.

If the status is not "Hardware accelerated", then the Problems Detected list (below the the Graphics Feature Status list) may explain why hardware acceleration is unavailable. Please consult this list before contacting our support

team. If you have a display driver older than 2010, it may be the cause of the issue. Please update your display drivers and then go back to <chrome://gpu> again to look for problems.

Please ensure you are not using an extension that may be disabling WebGL.

## **Opera**

First, enable hardware acceleration:

- Go to `about:config`

- On the left hand menu, click "Browser"

- Click the Show advanced settings checkbox

- In the System section, ensure the Use hardware acceleration when available checkbox is checked (you'll need to relaunch Opera for any changes to take effect)

## **Firefox**

First, enable WebGL:

- Go to `about:config`

- Search for `webgl.disabled`

- Ensure that its value is false (any changes take effect immediately without relaunching Firefox)

Then inspect the status of WebGL:

- Go to `about:support`

- Inspect the WebGL Renderer row in the Graphics table:

- If the status contains a graphics card manufacturer, model and driver (eg: "NVIDIA Corporation -- NVIDIA GeForce GT 650M OpenGL Engine"), then WebGL is enabled.

- If the status is something like "Blocked for your graphics card because of unresolved driver issues" or "Blocked for your graphics driver version", then your graphics card/driver is blacklisted.

(Like Chrome, Firefox has a Use hardware acceleration when available checkbox, in Preferences > Advanced > General > Browsing. However, unlike Chrome, Firefox does not require this checkbox to be checked for WebGL to work.)

## **Safari**

- Go to Safari's Preferences

- Select the Advanced tab

- Ensure that the Show Develop menu in menu bar checkbox is checked

- In Safari's Develop menu, ensure that Enable WebGL is checked