Troubleshooting Math on a Sphere

Currently, Math on a Sphere (MoS) uses WebGL to display the designs you create on the rotatable sphere. WebGL is not yet supported on all computers. To see if MoS works on your computer, go to http://ponder.org.uk/weblogo/client.html

Figure 1. If MoS is working, you should see the above content in your web browser

You should see a window that looks like the image above. If you do not see the green arrow, or you get a popup error message, then the web browser you are using may not support MoS.
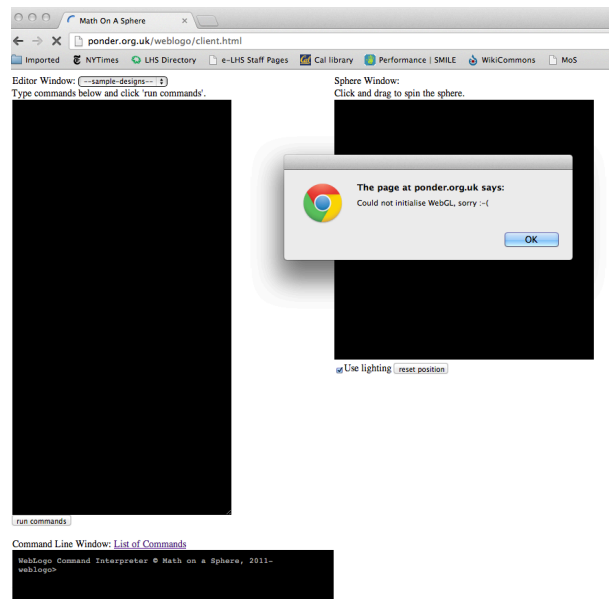

Figure 2. If your web browser does not support WebGL, you will likely get a pop-up message that says something like "Could not initialize WebGL, sorry".

There are a few reasons why your web browser may not support WebGL. Here are some examples:

- o Your web browser doesn't support WebGL
- o You are using an old version of your web browser
- o You are using an old driver for your graphics card
- o Your graphics card doesn't support WebGL

To test whether you are experiencing a browser issue, use another browser to access the MoS website (http://ponder.org.uk/weblogo/client.html). For example, if you tried Safari, now try Chrome. On Mac computers, most browsers support WebGL in a similar way. On computers running windows, Internet Explorer usually does not work.

If you have tried a different web browser and are still having problems, try updating your browser so you are using the newest version.

If you have tried these steps, then you may want to run software updates for your computer. Sometimes, the problem is that you are using an old driver for your graphics card.

Finally, if you have tried all of these tips, your graphics card likely doesn't support WebGL. If you have access to a different computer, we encourage you to try to run MoS on that computer.