



RELEASE NOTES

Version 2025.0.0.0 – July 2025

Table of Contents

Updates	03
Users	03
Applications	03
UI and UX	03
Clients	04
Known issues and limitations	04

Hololight Hub

Updates

Users

- Added a single sign-on option allowing users to sign in with Microsoft credentials on the Hololight Hub web browser application and Hololight Hub Client.
- Manage which applications a user accesses from a user management page.

Applications

- Added support for applications using Hololight Stream 2025.0.0 and built with either Unity or Unreal Engine.
- Updated the “Add app” page. It is now a step-by-step wizard to ease the application upload process.
- Added progress bar that appears when uploading files to the file system, providing continuous feedback on the upload.
- User-specific application settings persist across sessions to provide users a consistent experience when using applications.
- Fixed a bug that caused uploaded Unity applications to crash when using DirectX 12. This fix only applies to Unity applications using Hololight Stream 2025.0.0.

UI and UX

- Redesigned the Hololight Hub webpage visuals and functionality to be more cohesive and streamlined.
- Added dedicated pages with tabs for managing users and applications.
- Improved session history views by allowing per-user or per-application session history views.

Clients

- Added HoloLight Hub Client support for the following devices:
 - HTC VIVE Focus 3
 - HTC VIVE Focus Vision
 - HTC VIVE XR Elite
 - PICO 4 Ultra
- Redesigned HoloLight Hub Client UI to better compliment the design of the HoloLight Hub web browser application.
- You can now start, stop, and restart application sessions directly from HoloLight Hub Client.
- When using HoloLight Hub On-Premises, users can set the HoloLight Hub domain and ports on HoloLight Hub Client.

Known issues and limitations

- Applications built with HoloLight Stream versions before 2025.0.0 that use DirectX 12 crash on HoloLight Hub.