

 HOLOLIGHT
SPACE
RELEASE NOTES

Version 2025.0.1.0 – November 2025

Hololight Space

Improvements

- Added support for the Apple Vision Pro. You can download the Hololight Space Client for Apple Vision Pro through the [Apple App Store](#).
- Updated Hololight Stream integration to prevent crashes.
- Updated the CAD importer library with more supported file types. You can now import the following file types:
 - Creo 12
 - Inventor 2026
 - JT 10.9
 - NX 2506
- Fixed measurement tool to be more reliable. There was an issue where the cursor followed the index finger in a way that made the tool difficult to use. Now the tool works as expected.
- Fixed issue where when deleting one annotation, all annotations were deleted. Now you can delete individual annotations without affecting the others.
- Reintroduced the loop button when working with animations in glTF files.
- Fixed issue with local rotation becoming less usable after rotating the model. In the previous release, when rotating a model manually or by using alignment tools, the axis of the model could become both misaligned and invisible, making it difficult to manipulate the model.
- Fixed issue where when after having realigned the space multiple times and then trying to save the space, Hololight Space would freeze.
- Fixed issue with stacking tool when using models with different pivot points. The issue would make it so that bounding boxes would not line up with their respective models. Now the bounding boxes line up correctly.
- Fixed issue where transparent models with an alpha below 0.5 were invisible. This threshold value is now alpha 0.1. Everything above that alpha value is visible.