



RELEASE NOTES

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Updates and improvements

- Added Scene View. Scene view lets you move and interact with HoloLight Space through a view in the desktop application. This means you can use HoloLight Space without needing to connect with another device. Scene View also includes its own menu for loading models and spaces as well as opening panels. You can also easily manipulate models. Be aware that using Scene view and connecting to HoloLight Space with another device at the same time can negatively impact performance.

Meetings

- Updated cloud servers used for meetings.
- Added option for starting meetings using the desktop application.

Experimental features

Added new experimental features. These features should be considered previews of more future, more fully-developed iterations of these features and not production-ready tools.

- Added snapshots as an experimental feature. Snapshots allow users to save and load states and organize those states into a series that you can quickly move back and forth through. These states include the positions of all 3D models, menus, annotations, measurements, and more.
There are limitations to snapshots. Outlines and X-rays are not saved. Part transformations may not behave as expected. Models with a high number of individual parts will noticeably impact performance in a negative way. Models with more than 1000 parts should then not be used with this feature.
- Added an XR browser to use in a spaces.

Expanded and reorganized settings

Improved settings with more options that are better organized into categories. Here is a full list of improved settings:

- General
 - General settings
 - File import
- Meetings
 - Avatar
 - File sharing
 - Ports
- Environment
 - Skybox
- Grid - **New**
 - VR locomotion
- Interaction - **New**
- Graphics - **New**
 - Performance
 - Visuals
 - Image upscaling
 - Anti-aliasing
 - Shadows
- Experimental - **New**
 - Enable snapshots
 - Enable XR browser
- Streaming - **New**
 - Reprojection
 - Pose prediction

Known issues and workarounds

- When using the bounding box handles to scale a larger model, the handles themselves do not scale correctly with the model.

Meetings

- Representative device models on avatars might not appear as expected.
- Cloud sessions will be slower than local sessions.
- The Logitech Muse and Logitech MX Ink will not appear in sessions.
- When switching a very complex model into an explosion view during a meeting, it may take longer for what all meeting participants see to synchronize.

Graphics

- Shadows are visualized on the floor. If the space origin is not placed on the actual, real-world ground in XR, the shadows will appear at the height of the space origin and seem to float.
- Local reflections might not be displayed correctly after switching between skyboxes. They also will not affect subparts that are moved too far from the model's root.
- Depending on a monitor's specifications, you may see screen tearing when using Hologlight Space. To fix this, enable VSync in the computer's NVIDIA control panel.

Scene View

- Depending on the mouse's position in Scene View, attempting to scroll could result in instead zooming unexpectedly.
- Hologlight Space is more likely to miss inputs made with Scene View when running at a lower frame rate.

Snapshots

- You should make sure to load the first snapshot in a set before saving the space or the snapshots. Not doing this could overwrite the first snapshot in the space.
- Using snapshots with very complex models can negatively impact performance, especially when switching between snapshots.
- Snapshots are not supported in meetings.
- Creating and deleting snapshots in the middle of a set of snapshots can cause unexpected behavior. To avoid this, create and delete snapshots in order.
- If both the Scene View operator and the user connected with an XR device are creating and managing snapshots at the same time, there might be unexpected behavior. To avoid this problem, only the operator should manage snapshots in this situation.

XR browser

- Signing in to Cadmatic eShare is only possible with a Microsoft Entra ID.