HOLOLIGHT

HOLOLIGHT STREAM

RELEASE NOTES

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Contents

Updates and improvements

Unity

- Added support for Unity 6.
- Improved XR Interaction Toolkit implementation, including support for the XR Hands subsystem.

Unreal Engine

- Added demo scenes for all supported versions of Unreal Engine.

Hololight Stream Client

- Improved overall 3D object stability through better pose prediction algorithm and new reprojection algorithms.
- Added pre-connection scene alignment to all clients.

Apple Vision Pro

- Added depth reprojection.
- Added planar reprojection.
- Added 10-bit color depth.
- Added audio and microphone support.
- Added support for the following controllers:
  - Logitech Muse
  - PlayStation VR2 Sense controller

Apple iOS and iPadOS

- Improved 3D object stability.

HTC VIVE

The following improvements were made for HTC VIVE Focus 3, HTC VIVE Focus Vision, and HTC VIVE XR Elite client devices:

- Improved pose prediction.
- Added render time reprojection using Qualcomm's Adreno Motion Engine.
- Added planar reprojection.

Microsoft HoloLens 2

- Improved pose prediction.

Meta Quest

The following improvements were made for Meta Quest 2, Meta Quest 3, Meta Quest 3S, and Meta Quest Pro client devices:

- Improved pose prediction.
- Added render time reprojection using Qualcomm's Adreno Motion Engine.
- Added planar reprojection.

PICO 4 Ultra

- Improved pose prediction.
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Hololight Stream Runtime

- Improvements made across the board to the Hololight Stream Runtime, particularly to the Hololight Stream Runtime utility in terms of usability.

Bug fixes

Unity

- Resolved issues related to frame jittering.
- Unity server now renders to match the frame rate of the client device.

Unreal Engine

- Unreal Engine no longer crashes if there are mismatched plugins.
- Applications no longer crash if the there aren't any controllers connected to the client device.

Hololight Stream Runtime

- Application crashes when third-party OpenXR layers exist. When Virtual Desktop is installed, it introduces an additional API layer for OpenXR and this causes Hololight Stream Runtime to crash.

Hololight Stream Client

- When editing bookmarked connections, if the user left the value for the new port blank, the old port would not be deleted, resulting in a new IP address with the old port number. This now works as expected.
- Fixed an issue where after restarting Hololight Stream Client, it would not remember that "Color Space" had been set to "Linear" from "Gamma". It would instead just go back to "Gamma". This no longer happens.
- Fixed an issue where the main UI panel for the application would appear far away from the user when disconnecting from a server or taking off and putting back on the client device.

Desktop

- Fixed an issue where when closing and reopening Hololight Stream Client for Windows or for web browser, the visualization of the controller in an application would change.
- Fixed an issue on Hololight Stream Client for Windows where when the codec was set to "H.265" or "Auto", the value would change when the client application was restarted.
- Fixed an issue on Hololight Stream Client for Windows where the ISAR SDK library would not load if the desktop machine only used an integrated graphics unit.
- Fixed an issue on Hololight Stream Client for web browser where performance would degrade when connected to a server rendering a particularly complex scene.
- Fixed an issue on Hololight Stream Client for web browser where Hololight Stream Client would become unresponsive after 30 seconds.
- Fixed an issue on Hololight Stream Client for web browser where when connecting to an application using the Safari web browser, the scene wouldn't show up. Instead a white screen would appear.

Microsoft HoloLens 2

- Fixed an issue where when setting the codec to "H.265-10 bit" and restating Hololight Stream Client, the codec would not still be set to "H.265-10 bit" on restart.

Known issues and workarounds

- The microphone will stop working if enabled during a connection and that connection is then stopped then restarted. This is true for both applications created with Unity and Unreal Engine.

Unity

- Single Pass Instanced rendering with DirectX 12 is only supported with Unity versions 6.0.X and 6.3.X.
- When using multiple pass VR rendering with DirectX 12 in Unity version 2023.2.0f1 and then activating the camera stream, Unity shows the following warning:

```
d3d12: Creating a default shader resource view with dxgi-fmt=29
for a texture that uses dxgi-fmt=28
```

- Camera stream stops after switching the resolution multiple times when using DirectX 12. This can result in multiple kinds of visual issues. The problem only resolves itself when the client device is shut off and then restarted.
- Destroying and then restarting Unity subsystems is not possible while the application is running.
- Passthrough does not work properly when HDR is enabled in the Universal render Pipeline asset.
- Start will not be called on the IsarSpeechRecognizer.cs if you restart the XR Loader. This then causes the Speech and Keyword recognizer to not work. To get around this, add a random keyword to the StreamKeywordRecognitionSubsystem using CreateOrGetEventForKeyword, which then causes the recognizer to reinitialize internally.
- With Unity version 6.3.15f1 and up, whether using Hololight Stream for Unity or the Hololight Stream Runtime, using depth reprojection causes incorrect reprojection on the device connected with Hololight Stream Client. What's happening is that Unity is sending an upsidedown depth texture. This really only affects the Apple Vision Pro, since its version of Hololight Stream Client is the only one that supports depth reprojection.

Unreal Engine

Packaging an Unreal Engine application fails to copy the isar.dll from the Plugin folder into the Binaries folder, because it is already there under normal use. Before packaging the Unreal Engine application make sure to delete the isar.dll from the Binaries folder and then build the package.

Hololight Stream Client

- Entered IP addresses will reset to their original value when switching between tabs.

Desktop

- On Hololight Stream Client for Windows, there is visible screen tearing when using a faster refresh rate on the server than on the client. For example, screen tearing occurs when the server output is 240 Hz, but the display that Hololight Stream Client is using has a refresh rate of 60 Hz.

HTC VIVE

- When connecting to the server application, the “Establishing connection” prompt is not visible. This does not affect the connection process and is purely cosmetic.
- On HTC devices, if you close and reopen Hololight Steam Client the origin’s position will reset. You will then need to set it again.

iOS and iPadOS

Once connected to an Autodesk VRED project with Hololight Stream Runtime with passthrough disabled and hand visualization enabled, large controller models appear on the screen blocking the view of the project. This only happens with iOS and iPad devices connecting to Autodesk VRED sessions.

To disable controller visualization, go to **Edit > Preferences > Extended Reality > Interaction**, and then uncheck the box next to **Show Tracked Hands in MR**.

Meta Quest

- When restarting a Meta Quest device in Meta Quest for Business mode, user data for Hololight Stream Client like the connection history and bookmarks won't be saved.
- On Hololight Stream Client for Meta Quest devices, the Hololight Stream trial version watermark appears correctly only when setting the optics to the minimum eye distance. Other eye distances will render the trial version watermark incorrectly shifted for the left and right eye. The watermark will also render twice when using the newest version of Hololight Stream Client for Meta Quest 3. We always recommend using matching versions of Hololight Stream in the server application and Hololight Stream Client.

Microsoft HoloLens 2

- Using the camera stream significantly impacts performance. The Microsoft HoloLens 2 itself also heats up significantly.
- If when connecting to Autodesk VRED or other OpenXR applications you see a double image, set the environment variable "OXR_PARALLEL_VIEWS" to "1".

PICO 4 Ultra

- If while using Hololight Stream Client you want to see a previously saved origin, you must turn on passthrough.