

 HOLOLIGHT
STREAM
RELEASE NOTES

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Contents

Updates and improvements	03
Hololight Stream on XR devices	03
Apple Vision Pro	03
Meta Quest devices	03
Bug fixes.	03
Apple Vision Pro.	03
Autodesk VRED	04
Unreal Engine	04
Known issues and workarounds	04
Hololight Stream on XR devices	04
HTC VIVE.	05
iOS and iPadOS.	05
Meta Quest	05
Microsoft HoloLens 2	05
PICO 4 Ultra	06
Windows.	06

Updates and improvements

- Hololight Stream now runs as a Windows service. It operates as a background task on the computer that is the application server. This is done instead of being loaded into the server application itself.
- Improved connection quality between devices and applications.

Hololight Stream on XR devices

Apple Vision Pro

- Fixed an issue where Hololight Stream for Apple Vision Pro would disconnect from the application when the device was removed from the user's head. Apple Vision Pro will now automatically try to reconnect when a connection is lost.
- Added image tracking as a new alignment mode.

Meta Quest devices

- Improved 3D object stability. Hololight Stream extracts depth information from received frames to improve the experience.

Bug fixes

Apple Vision Pro

- Fixed an issue where using Logitech Muse with the device would cause a distracting flickering. The Logitech Muse now works as expected.

Autodesk VRED

- Fixed an issue where if you changed the device resolution, you needed to then restart Autodesk VRED. Now this restart is no longer required. Now you only need to stop the XR session, change the resolution, restart the XR session, and then connect with the XR device.

NOTE

This only works with Autodesk VRED version 2026.2 and later.

Unreal Engine

- Fixed issues affecting passthrough. Using passthrough now works as expected.
- Fixed an Unreal Engine crash that would happen when selecting Apple iPhone or Apple iPad in HoloLight Stream as the target device.

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.

HoloLight Stream on XR devices

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

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.

iOS and iPadOS

Once connected to an Autodesk VRED project with HoloLight Stream 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 like the connection history and bookmarks won't be saved.
- On HoloLight Stream 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 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 for Meta Quest 3. We always recommend using matching versions of HoloLight Stream in the server application and the connecting device.

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 Hologlight Stream for PICO 4 Ultra you want to see a previously saved origin, you must turn on passthrough.

Windows

- On Hologlight Stream for Windows, there is visible screen tearing when using a faster refresh rate on the server than on the Windows computer. For example, screen tearing occurs when the server output is 240 Hz, but the display that Hologlight Stream is using has a refresh rate of 60 Hz.
- If the Windows computer uses a GPU that isn't an NVIDIA GPU, an issue occurs where when attempting to connect to an application, the connection fails. This results in the following error:

```
(nv_encoder.cc:164): Failed to open encoding session with error:  
EncodeAPI Internal Error.
```