



# RELEASE NOTES

Version 2024.0.0.0 – June 2024

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# Hololight Space

## NOTE

Hololight Space has a new licensing system. Hololight Space 2023.1.1.0, will continue to use the current licensing system, no changes needed. However, once your organization downloads Hololight Space version 2024.0.0.0, the license for version 2023.1.1.0 will deactivate. Hololight will be in touch to assist you in making a seamless transition to the new system.

## Main application

### New features and improvements

#### Main Menu

- You can now disconnect the client from the Hololight Space server using the new “Disconnect Client” functionality.
- Additionally you can toggle the visibility of the “Space Origin” to remain visible even if it’s behind other objects.

#### Space Manager

- You can store bookmarks for up to 3 different folders in the “File Browser” to quickly access frequently used files.
- Space can now import Industry Foundation Classes (IFC) files. IFC is a platform-neutral CAD data exchange schema intended for use in the architectural and construction industries.
- If you select a specific part of an assembly and that selected part has associated metadata, you can view that data. After making your selection, go to the “Space Manager”, open the “Property Panel”, and finally select the “Metadata” tab on the right side of the panel. You should then be able to see that part’s metadata.

#### NVIDIA Omniverse Connector

- You can use the integrated NVIDIA “Omniverse Connector” to load USD files prepared with PBR materials.

## Enhanced hand collision detection

- Space now features new hand collision detection functionality that prevents virtual hands from intersecting with geometry. You can customize the behavior within a few simple parameters. Be aware, object complexity can affect application performance.

## Cross section and X-ray vision

- You can combine primitives with an X-ray vision effect when viewing cross sections.

## Fly mode settings (VR)

- You can now lock “Fly Mode” to only horizontal movements.

## Known issues and workarounds

- The selection shader is disabled for every object when one object is exploded and the “Exploded View” menu is open.
- The brightness of the default skybox makes it nearly impossible to see an object once in X-ray mode.
- When you lock a cross section tool, either a cube or a sphere, you can notice that the cube’s clipping side cannot be altered. Only the displayed property in the cross section panel changes, and it does so without affecting the applied effect on the cross section cube. This behavior is intentional, but is different when using the cross section sphere. Even if the sphere is locked beforehand, you can still adjust the clipping side, resulting in an effect on both the sphere and the surrounding space.
- When recording a hand pose capture and playing it back, the capture can still interact with objects, panels, etc. This is the case for both near and far interaction.
- X-ray mode turns the floor shader invisible.
- The “View Distance” toggle is available in the “Quick Tools” configuration settings when in VR mode, but enabling this feature and using it in VR does nothing.
- If you are recording a video and exit the “Hand Pose Capture” panel by clicking, for example, into the “Annotations” panel, the recording is canceled and deleted.

# Server control panel

## New features and improvements

### Updated UI

- We updated the features on the HoloLight Space server application menu in the following ways:
  - Added a server status indicator.
  - Added a license status indicator.

### Updated “Server Connection” tab

- Added new unified QR Code and IP address connection information.
- Improved the bandwidth selection system.
- Added new viewable connection information details.

### New licensing system and dedicated tab

- With this version of HoloLight Space we are introducing a new licensing system. HoloLight will be in touch to assist you with making a seamless transition to this new system.
- Added tab to the HoloLight Space application called “Licensing”, allowing you to manage how the application consumes and releases license files either generated by HoloLight or that you yourself generate with your own licensing server.

### New “Space Spectator” tab

- Added a dedicated tab for the HoloLight Space Spectator app. There you can:
  - Start and stop a HoloLight Spectator server.
  - See the IP address you can use to connect to the server.
  - View your connection status.

## Annotations

- You can create simple annotations using tools in the “Live Stream” and “Live XRStream” tabs.

## Known issues and workarounds

- When using HoloLens 2, “Live XRStream” does not display the outlines for collision detection.

# Hololight Space LT

This is the last release of Hololight Space LT. Even though development on this version has ended, Hololight Space LT will continue to be available on the Microsoft Store in “Maintenance Mode”, free of charge, no license required.

## Removed or deprecated

- We removed the JT importer, but all other 3D mesh-based supported file formats are available.

## Known issues and workarounds

- An object starts flickering if the X-ray/Outline mode is activated.