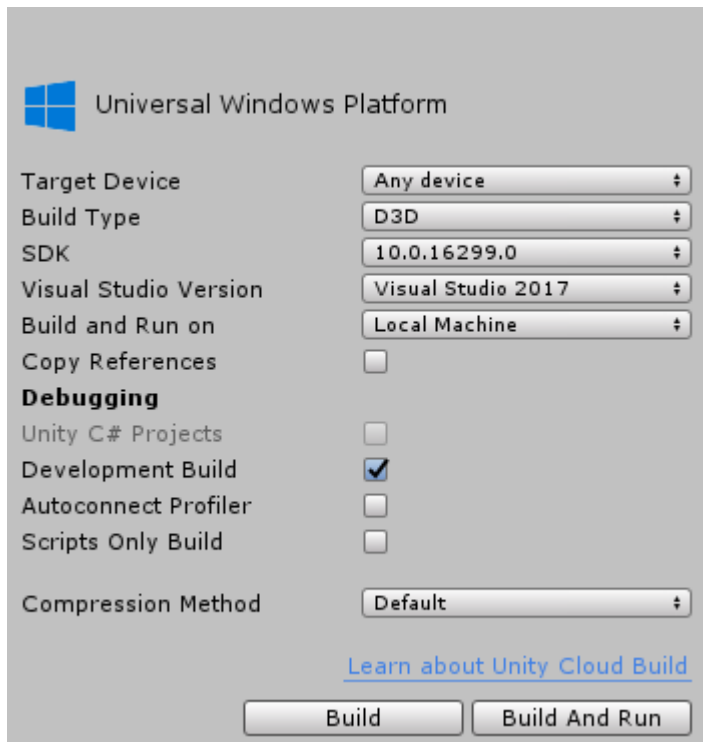


- Tested in this environment



- After build please check capability of appxmanifest (internet client) of the project

#### Capabilities:

<input type="checkbox"/> AllJoyn
<input type="checkbox"/> Appointments
<input type="checkbox"/> Background Media Playback
<input type="checkbox"/> Blocked Chat Messages
<input type="checkbox"/> Bluetooth
<input type="checkbox"/> Chat Message Access
<input type="checkbox"/> Code Generation
<input type="checkbox"/> Contacts
<input type="checkbox"/> Enterprise Authentication
<input type="checkbox"/> Internet (Client & Server)
<input checked="" type="checkbox"/> Internet (Client)
<input type="checkbox"/> Location
<input type="checkbox"/> Low Level Devices
<input type="checkbox"/> Microphone
<input type="checkbox"/> Music Library
<input type="checkbox"/> Objects 3D

- Please check "Run In Background" option on the build option

- <https://forums.hololens.com/discussion/6520/run-unity-3d-app-in-background>

**Resolution and Presentation**

Default Is Full Screen\* ☐

Run In Background\* ☒

Transparent Swapchain ☐

**Orientation**

Default Orientation\* Auto Rotation

**Allowed Orientations for Auto Rotation**

Portrait ☒

Portrait Upside Down ☒

Landscape Right ☒

Landscape Left ☒

\* Shared setting between multiple platforms.

- Check the dll option

**Bhaptics.Tact Import Settings**

**Select platforms for plugin**

Any Platform ☐

**Include Platforms**

Editor ☒

Standalone ☒

Android ☒

WSAPlayer ☐

**Platform settings**

CPU Any CPU

OS Any OS

**Information**

Path Assets/bHapticsManager/Plugins/Bhaptics.Tact.dll

Type Managed

Assembly Info Targets .NET 3.5

**Bhaptics.Tact Import Settings**

**Select platforms for plugin**

Any Platform ☐

**Include Platforms**

Editor ☐

Standalone ☐

Android ☐

WSAPlayer ☒

**Platform settings**

SDK Any SDK

CPU Any CPU

ScriptingBackend Any Scripting Backend

Don't process ☒

Placeholder Assets/bHapticsManager/Plugins/Bhaptics.Tact.

**Information**

Path Assets/bHapticsManager/Plugins/WSA/Bhaptics.Tact.dll

Type Managed

Assembly Info Targets .NET 4.x