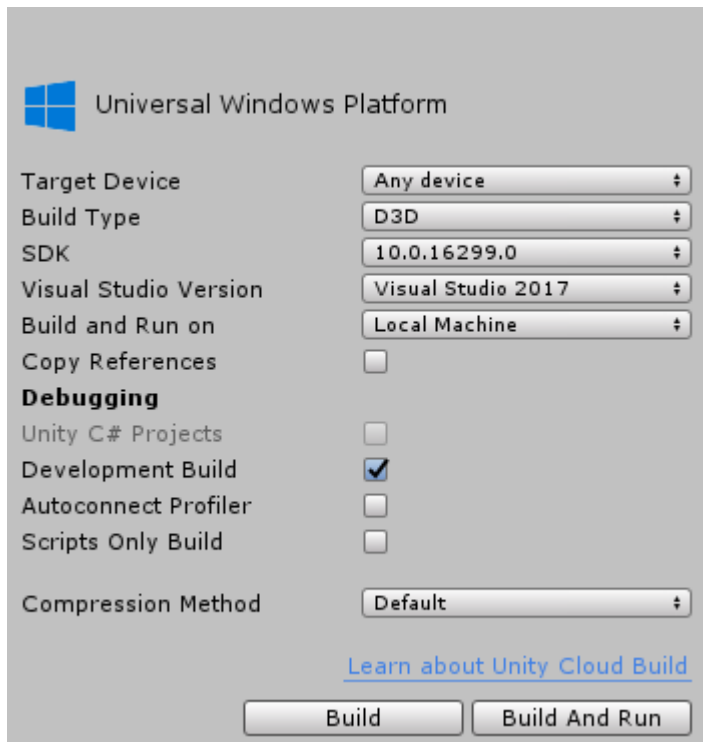- Tested in this environment

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

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

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

- Check the dll option