Instructions for installing the ApolloLens apps on the HoloLens 2

First, clone the github repository from: https://github.com/mattshan/ApolloLens2. Look for the file called "ApolloLens Documentation v1.2.docx", which contains the necessary instructions to run the ApolloLens apps. For apps that run on the PC, the instructions should be followed as is. However, for apps that run on the HoloLens 2, some additional setup steps must first be taken before following those instructions.

In order to deploy an app to the HoloLens 2, the fo-dicom dll file needs to be replaced with the ARM version rather than the default x86 version. To do this, search for the .nugent file on the PC (likely located under c\user\[name of user]). Then go to .nuget\packages\fo-dicom.universal\4.0.x\runtimes\win10-arm\lib\uap and copy the file "Dicom.Core.dll". Paste this file into .nuget\packages\fo-dicom.universal\4.0.x\lib\uap and select yes when Windows asks whether you want to replace the file with the same name that already exists in that folder. Then, go back to Visual Studio and switch the deployment settings at the top to target ARM rather than x86. Once this is complete, the regular deployment instructions can be followed.

Once all apps are deployed to the HoloLens 2, revert the changes from the previous paragraph. To have the Dicom.Core.dll file target x86 again, replace the Dicom.Core.dll file in .nuget\packages\fo-dicom.universal\4.0.x\lib\uap with the Dicom.Core.dll file in .nuget\packages\fo-dicom.universal\4.0.x\runtimes\win10-x86\lib\uap. Then, go back to Visual Studio and switch the deployment settings at the top to target x86 rather than ARM. With the changes restored, Visual Studio is all set to run and build the PC apps again.

These steps are only relevant to the deployment of the app onto the HoloLens 2 from a PC running Visual Studio. After deployment is complete, the app will run simply by selecting it from the HoloLens's start menu.