

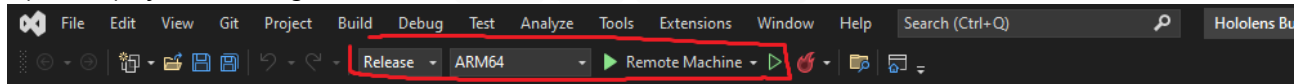
Hololens

1. In `Build Settings` make sure `Universal Windows Platform` is selected, if not click on it and click `Switch Platform`.
2. Click `Build` and when it finishes, Unity should create a new Visual Studio solution which you can open.

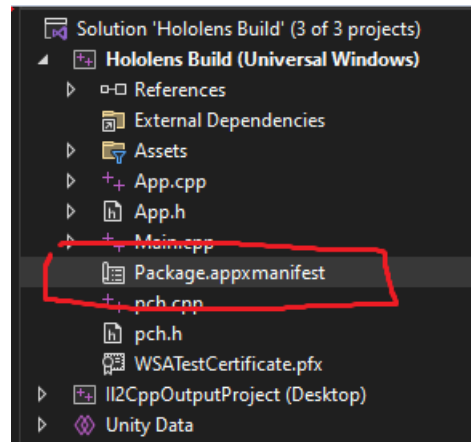
It will look something like this:

Name	Date Modified	Type	Size
.vs	19/09/2022 03:20	File folder	
build	19/09/2022 03:21	File folder	
Hololens Build	29/09/2022 05:16	File folder	
Il2CppOutputProject	29/09/2022 05:16	File folder	
Hololens Build.sln	19/09/2022 03:19	Visual Studio Solu...	8 KB
UnityCommon.props	29/09/2022 04:53	Project Property File	1 KB

3. Open the project and change the build to `Release`, `ARM64`, `Remote Machine`:



4. Open `Package.appxmanifest`:



5. Click on `Capabilities` and make sure the following are selected:

Application Visual Assets **Capabilities** Declarations

Use this page to specify system features or devices that your app can use.

Capabilities:

- ☐ AllJoyn
- ☐ Appointments
- ☐ Background Media Playback
- ☐ Blocked Chat Messages
- ☐ Bluetooth
- ☐ Chat Message Access
- ☐ Code Generation
- ☐ Contacts
- ☐ Enterprise Authentication
- ☐ Gaze Input
- ☐ Graphics Capture
- ☒ Internet (Client & Server)
- ☒ Internet (Client)
- ☐ Location
- ☐ Low Level
- ☐ Low Level Devices
- ☒ Microphone
- ☐ Music Library
- ☐ Objects 3D
- ☐ Offline Maps Management
- ☐ Phone Call
- ☐ Phone Call History Public
- ☐ Pictures Library
- ☐ Point of Service
- ☒ Private Networks (Client & Server)
- ☐ Proximity
- ☐ Remote System
- ☐ Removable Storage
- ☐ Shared User Certificates
- ☒ Spatial Perception
- ☐ System Management
- ☐ User Account Information
- ☐ User Data Tasks
- ☐ User Notification Listener
- ☐ Videos Library
- ☐ VOIP Calling
- ☒ Webcam

Description:

Allows AllJoyn-enabled apps and devices that access APIs in the Windows

[More information](#)

6. Click on **Packaging** and change the name so that the build doesn't override other builds:

Application Visual Assets Capabilities Declarations Content URIs **Packaging**

Use this page to set the properties that identify and describe your package when it is deployed.

Package name:

Package display name:

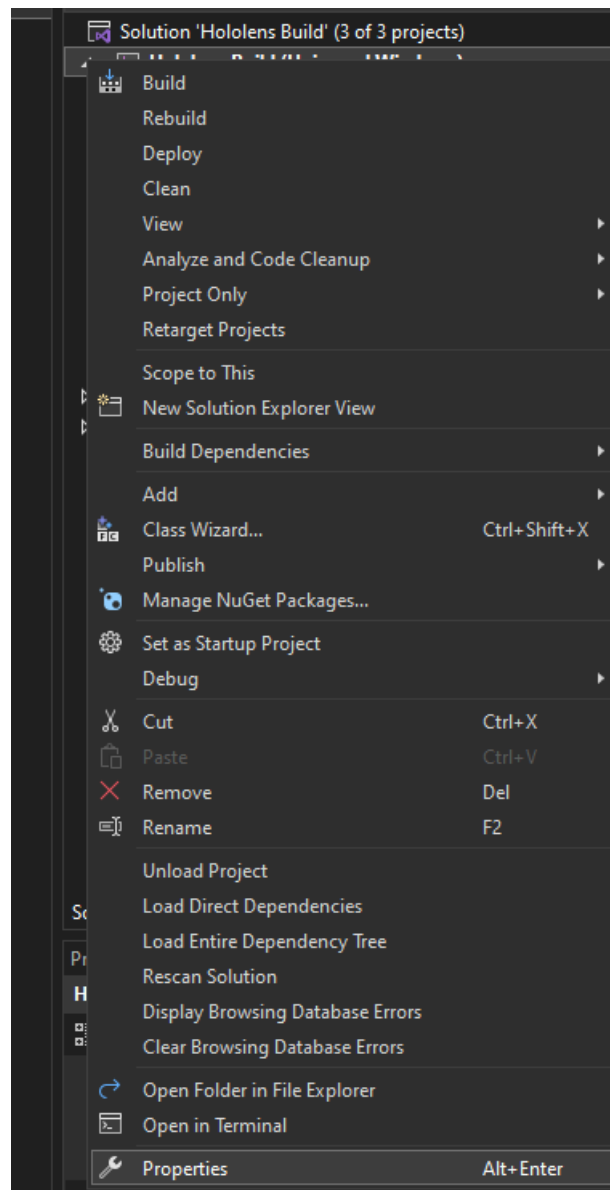
Version: Major: Minor: Build: [More information](#)

Publisher: [Choose Certificate...](#)

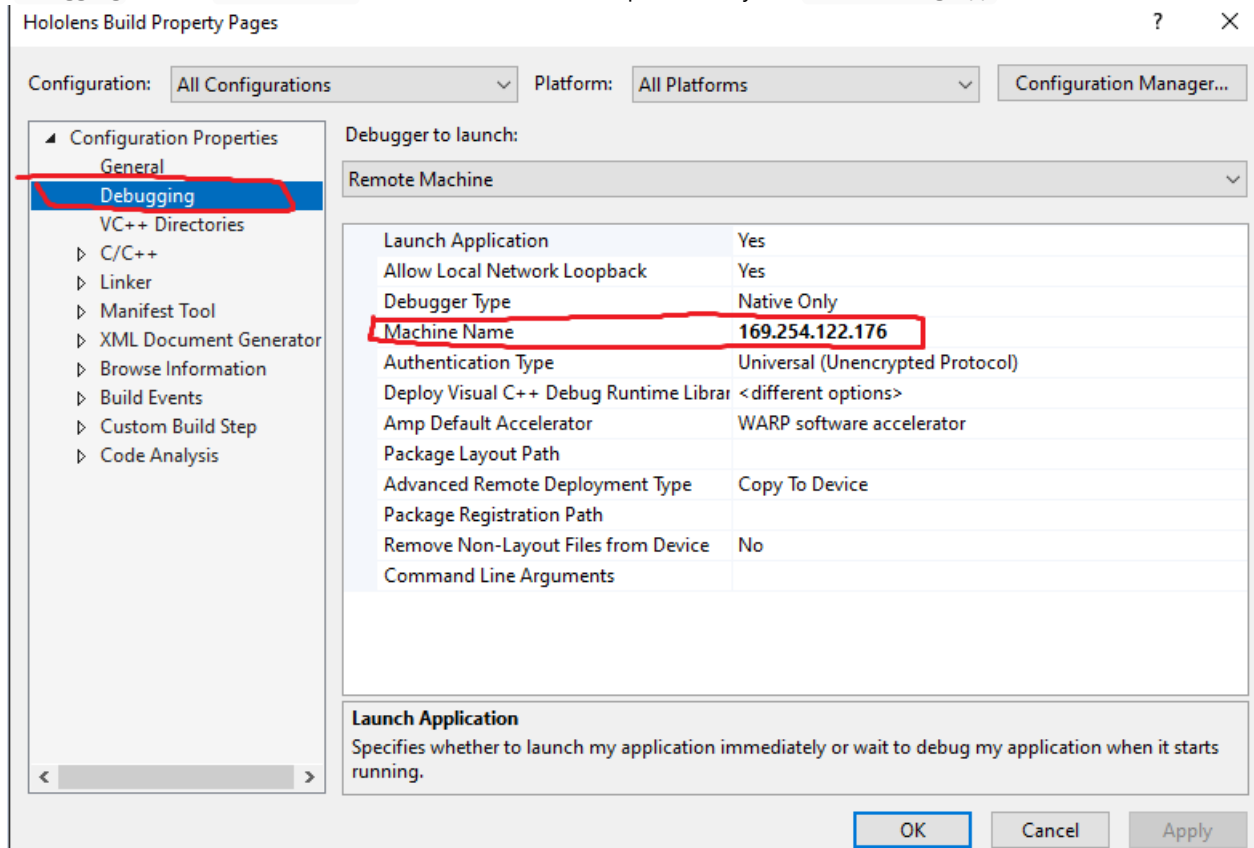
Publisher display name:

Package family name:

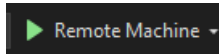
7. Right click the solution on the right and click **properties**:



8. In Debugging set the machine name to the IP of the hololens provided by the holoremoting app on the headset:



9. Click OK then click Remote Machine to build to the hololens:

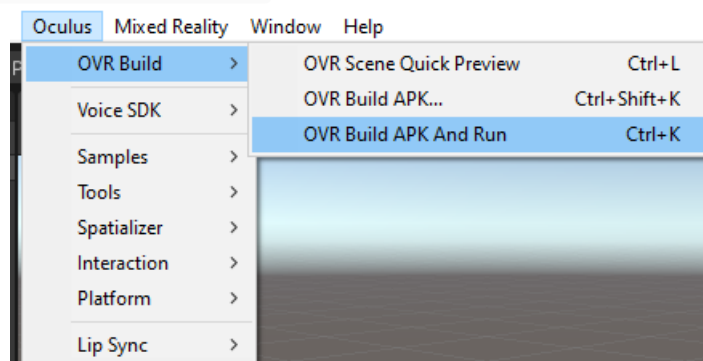


NOTE:: You can stream with the hololens by connecting to its IP via browser and logging in before going to recording and clicking view live

A composite image showing the Mixed Reality Capture interface and a Windows Settings window. The interface on the left has a sidebar with "Views" (Home, 3D View, Apps, Mixed Reality Capture) and "Performance" (Performance Tracing, Processes, System Performance) sections. A red arrow points to "Mixed Reality Capture". The main area shows "Mixed Reality Capture" settings: "Holograms" and "PV camera" are checked, "Mic Audio" and "App Audio" are unchecked. A dropdown menu is set to "High (720p, 30fps, 5 Mbps)". Below are buttons for "Live preview", "Record", and "Take photo". A purple arrow points from the "Mixed Reality Capture" sidebar item to the "Record" button. Another purple arrow points from the "Record" button to the "IPv4 address" field in the Windows Settings window, which is highlighted with a purple box and contains the value "10.132.84.100". A green text overlay says "use the HoloLens IP". A third purple arrow points from the "Record" button to the "Settings" app icon on a Windows 10 Start menu. A green text overlay says "go to Settings > Network & Internet > Hardware properties". The background of the Settings window shows the "WI-FI Properties" page with various network details.

Oculus

1. In Build Settings make sure Android is selected, if not click on it and click Switch Platform.
2. Click Oculus > OVR Build > OVR Build APK and Run



NOTE:: The APK is deployed to the Oculus and can be found under `Unknown Sources` when looking in library. If the APK fails to deploy you may need to uninstall it from here first and then try again.