

3dverse-hololens-viewer

The Hololens 2 client application for your <https://labs.3dverse.com> account.

Installation

For end user

To install the application package, the end user can choose one of the following deployment methods:

1. Go to <https://vizua3d.com/HL2/install/> and use the "Install ..." link of the latest version.
2. Use the "Download ..." and then manually open the downloaded .msix file from the file explorer of Hololens.

Launch

The application has its own user interface, but you should use the Microsoft Edge web browser in the Hololens. Please follow the instructions on <https://vizua3d.com/HL2/install/> for your first launch.

N.B: the voice commands of the viewer may not work at the first launch of the application so please close the app and launch again.

Floating command menu

You can single air tap to open a small command menu, then use the gaze pointer : move your head to make the small white dot to highlight the desired command button. Single tap again to click on the highlighted command button.

Speech commands

General

"air tap off"

Disable air tap gestures

"air tap on"

Enable air tap gestures

"speech off"

Disable voice commands

"speech on"

Enable voice commands

"sharing" or "share"

Setup or fetch the existing cloud anchor in the session. First user sets the anchor, others users attach themselves to the anchor.

"switch"

Exit the application and back to lobby

"exit"

Exit the application

Reset

"reset all"

Reset position, rotation, scale, and clipping planes

"reset position"

Reset object position

"reset rotation"

Reset object rotation

"reset scale" or "reset scaling"

Reset object scale to 1

"reset sensitivity" or "reset speed"

Reset sensitivity to default

"reset clip" or "reset clipping"

Reset clipping planes distances

"reset viewport"

Reset the viewport

Move object

"move"

Enable move mode: Move object on X Y Z axis of the the world with air tap and hold gesture

"rotate"

Enable rotation mode: Rotate object on X Y axis of the camera view with air tap and hold gesture

"lock floor"

move mode: move object only on X and Z axis rotation mode: rotate object only Y axis of the hololens world

"lock X axis" or "lock lateral"

move mode: move object only on X axis of the world rotation mode: rotate object only X axis of the hololens world

"lock Y axis" or "lock altitude"

move mode: move object only on Y axis of the world rotation mode: rotate object only Y axis of the hololens world

"lock Z axis" or "lock depth"

move mode: move object only on Z axis of the world rotation mode: rotate object only Z axis of the hololens world

Resize object

"zoom"

Enable scaling mode: Scale object with air tap and hold gesture

"scale up" or "bigger"

Multiply object scale by 2

"way bigger"

Multiply object scale by 4

"scale down" or "smaller"

Divide object scale by 2

"way smaller"

Divide object scale by 4

Resize and Move object sensitivity

"sensitivity up" or "faster"

Multiply sensitivity by 2

"way faster"

Multiply sensitivity by 4

"sensitivity down" or "slower"

Divide sensitivity by 2

"way faster"

Divide sensitivity by 4

Clipping planes

"near clip" or "clip one"

Enable near clipping mode: modify near plane distance with air tap and hold gesture

"far clip" or "clip two"

Enable far clipping mode: modify far plane distance with air tap and hold gesture