DiotaPlayer for HoloLens

INSTALLATION GUIDE

V2.6

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Foreword

Revisions

Here are the main evolutions of the documentation:

Software version	Document version	Release date	Update
V2.6.x	V1	May 2020	Installation guide creation
V2.6.x	V2	April 2022	Installation guide update
V2.6.x	V3	May 2023	Update for download and licenses installation procedures

CAUTION: This documentation must be considered as the reference document and must entirely be read before using the product.

System Requirements

DiotaPlayer for HoloLens can be run on Hololens 2.

Before using DiotaPlayer for HoloLens, you must have learned the HoloLens gestures. To do so, put the HoloLens on and go to **Learn Gestures**. With the tutorial you will learn how to:

- Place your screen in the space
- Discover your surroundings
- Use the voice control
- Gaze or gaze and dwell
- Select an element
- Air tap
- Scroll
- Close an application (bloom)

Make sure you have updated your HoloLens OS with the latest version.

In order to connect your HoloLens to a computer, the Windows 10 SDK must be installed on this computer. You can download the SDK on Microsoft website, and follow the displayed instructions. You must install at least the SDK 10.0.14.

Documentation Symbols

Throughout this manual, the symbols below are used with the following meaning:

Symbols	Meaning
	Alerts the user of potential safety hazards to data, equipment or people.
	Warns of a potential dysfunction or unexpected result.

Symbols	Meaning
	Provides extra information about a feature, function or the software in general.
	Provides useful information or a tip about a tool or a feature.
	Informs the user about a potential problem and how to solve it.

Hololens Pairing and Device Portal

You can access the full HoloLens documentation for pairing mode and device portal here.

The documentation is available in english or in french using the toggle button at the webpage top right-hand corner.

You will also find all the necessary information to pair your HoloLens to your computer.

To Enable the Device Portal

1. Start your HoloLens and put them on your head.
2. Go to ***Settings > Update & Security > For developers***.
3. Make sure that the **Device Portal** is enabled.

To Connect the HoloLens via WiFi

1. Connect your HoloLens to your local WiFi network, the same used by your computer.
2. Find your HoloLens IP address. To do so you can:
   - Go to ***Settings > Network & Internet > Wi-Fi > Hardware properties***;
   - Ask *"Hey Cortana, what is my IP address?"*
3. From a web browser on your computer, enter the following address: https://YOUR_HOLOLENS_IP_ADDRESS.

> Note: The browser displays the following message: *"There's a problem with this website's security certificate"*. This happens because the device portal certificate is a test certificate. You can ignore this error and proceed.

4. Enter the username and password provided by your organisation to access the device portal.

To Connect the HoloLens via an USB Cable

1. Install the tools to make sure you have Visual Studio Update 1 with the Windows 10 developer tools installed on your PC. This enables USB connectivity.
2. Connect your HoloLens to your computer with USB-C for Hololens 2.
3. From a web browser on your PC, go to: http://127.0.0.1:10080.
4. Enter the user name and password provided by your organization to access the device portal.

DiotaPlayer for Hololens License and Application Installations

To Generate the DeviceID.txt File

1. Download the **DLM.DeviceID.Tool.zip** from the software license keys website.
2. From the device portal, select ***Views > Apps***.
3. In the ***Deploy apps*** section, load the **DLM.DeviceID.Tool_1.0.0.0_ARM64_Master.appx** installation package.
4. Click **Install**.
5. From the HoloLens main menu, start the ***DLM.Device.ID.Tool*** application to generate the **deviceID.txt** file.

   A window with your device ID appears.

6. Click **Exit Tool**.
7. From the device portal, select ***File Explorer***.
8. Go to ***UserFolders > LocalAppData > DLM.DeviceID.Tool_1.0.2.0_amd64_xxx > LocalState***.
9. Save the **deviceID.txt** file.
10. Send this file to your sales representative so that he generates and sends to you your license file.

To Download DiotaPlayer Hololens

*You must have generated and sent the **DeviceID.txt** file to access to the application installation file.*

1. Connect to your software download website using your login and password.
2. Go to ***DELMIA > DELMIA Augmented Experience***.
3. Using the drop-down lists, select the **Diota 2.6** release and the **Diota 2.6 Golden** level.
4. Display the details of the ***DELMIA Diota Player Hololens*** folder.
5. Download the zip folder.
6. Save it in a folder of your choice.
7. Unzip the folder.

To Install DiotaPlayer Hololens

Note: **2.6.X.X** is a new package and requires a clean installation. Please make sure to carefully follow the installation instructions.

1. From the device portal, go to the **Apps** section. If this section is empty, proceed as follows:
   a) Click on the device portal top left-hand menu.
   b) Select **Add tools to workspace**.
   c) Select the **Installed apps** and **Deploy apps** checkboxes.
   d) Click **Add**.

   The selected tools appear in the **Apps** section.

2. In the ***Installed apps*** area, check if a DiotaPlayer application is already installed.
   - If a V2.6 is already installed, you can overwrite it.

   - If a previous version, older than V2.6 is already installed, select it and click **Remove**.

CAUTION: Already installed projects of the previous version will be removed. You will need to re-install them.

3. In the ***Deploy apps*** area, browse the unzipped package and select the .appx file.
4. Select **Allow me to select optional packages** and then click **Next**.

5. Go to ***Dependencies*** into the unzipped folder and select the right dependencies for your HoloLens version.

6. Click **Install** and wait for installation to complete.

7. Start the DiotaPlayer for HoloLens application to finalize the installation.

To Load the Licence File in the Application

1. Rename your license file **LicenseFile.lic**.
2. From the device portal, go to ***UserFolders > LocalAppData > Diot.Player.Hololens_2.6.0.19_arm64_xxx > LocalState***.
3. Upload the **LicenseFile.lic** file.

Projects Installation

To Upload a DiotaProject

CAUTION: For a new installation, you must restart the application after installation before uploading new projects.

1. From the HoloLens device portal, go to **File Explorer**.
2. Go to ***DiotaPlayerHololens_2.6.X.X > LocalAppData > DiotaPlayerHololens > LocalState > DiotaProjects***.
3. Upload your project in .zip format in the ***Upload a file to this directory*** area.

   Note: Your project must have been created with a DiotaConnect from V2.6 version or before. For more information about DiotaConnect requirements, refer to the corresponding documentation.

4. Click **Upload**.

5. The project list is updated in your DiotaPlayer for HoloLens application.

To Leave the HoloLens Portal

1. Once your project is uploaded, close your web browser.
2. Remove the USB cable between HoloLens and your device.

You can now freely use the DiotaPlayer for HoloLens.