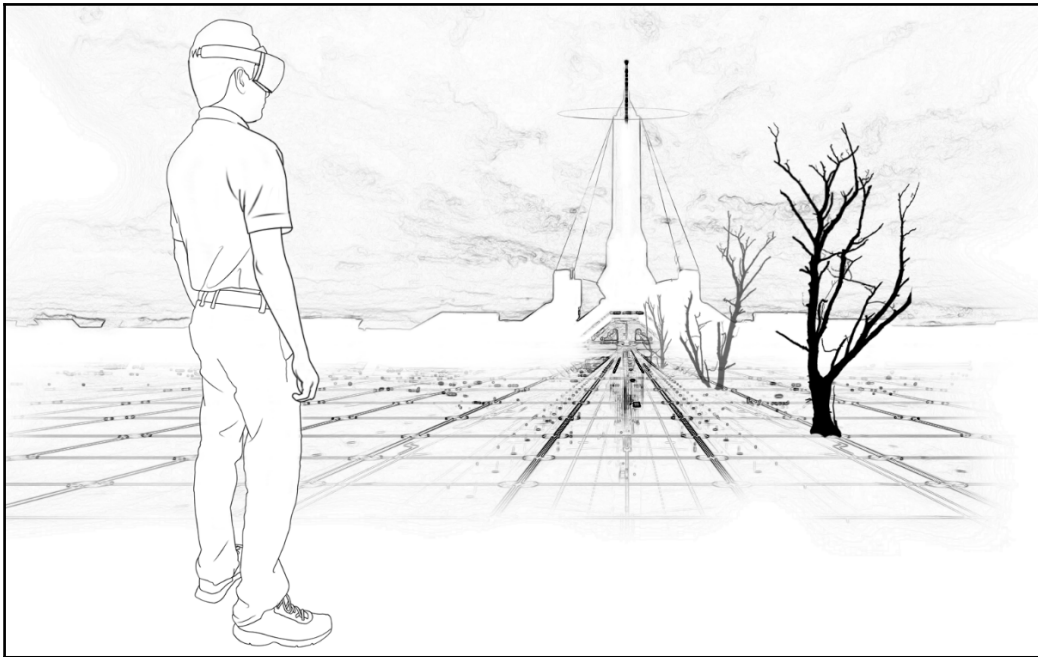
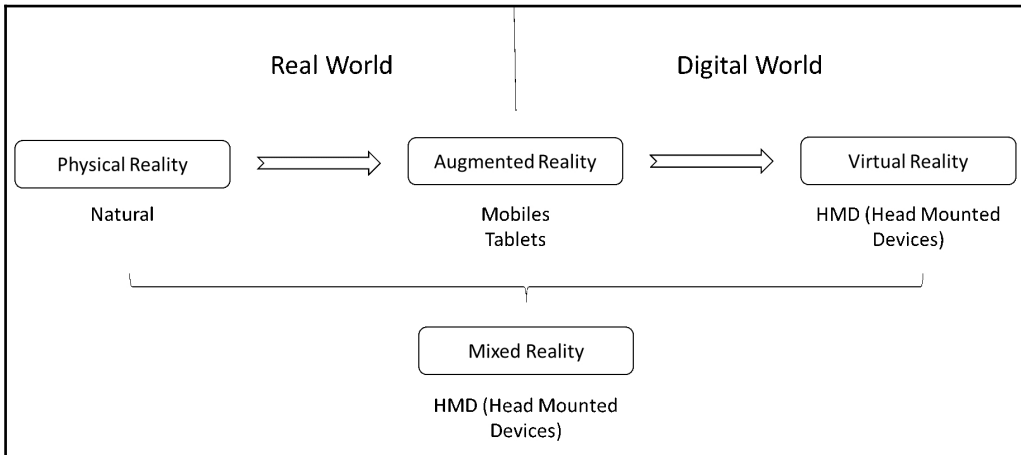
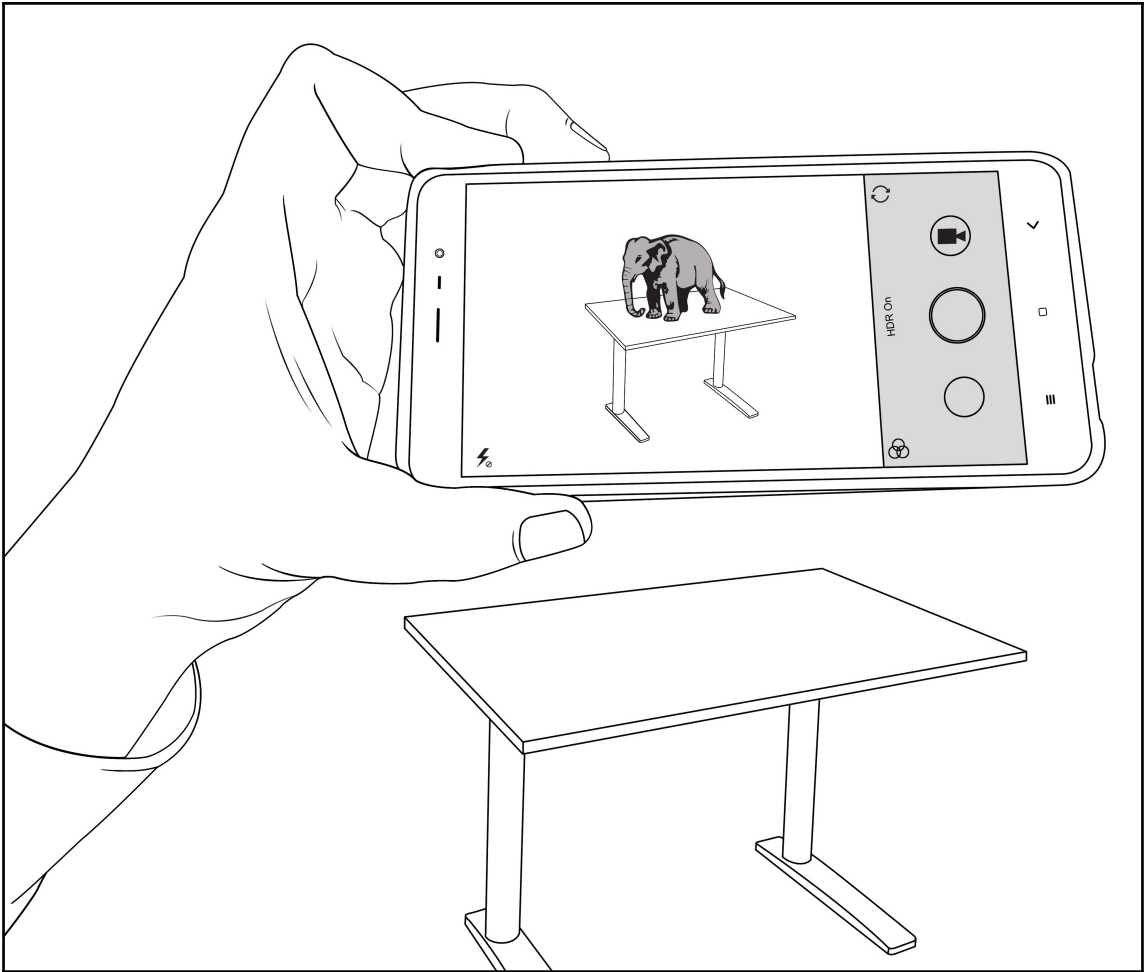
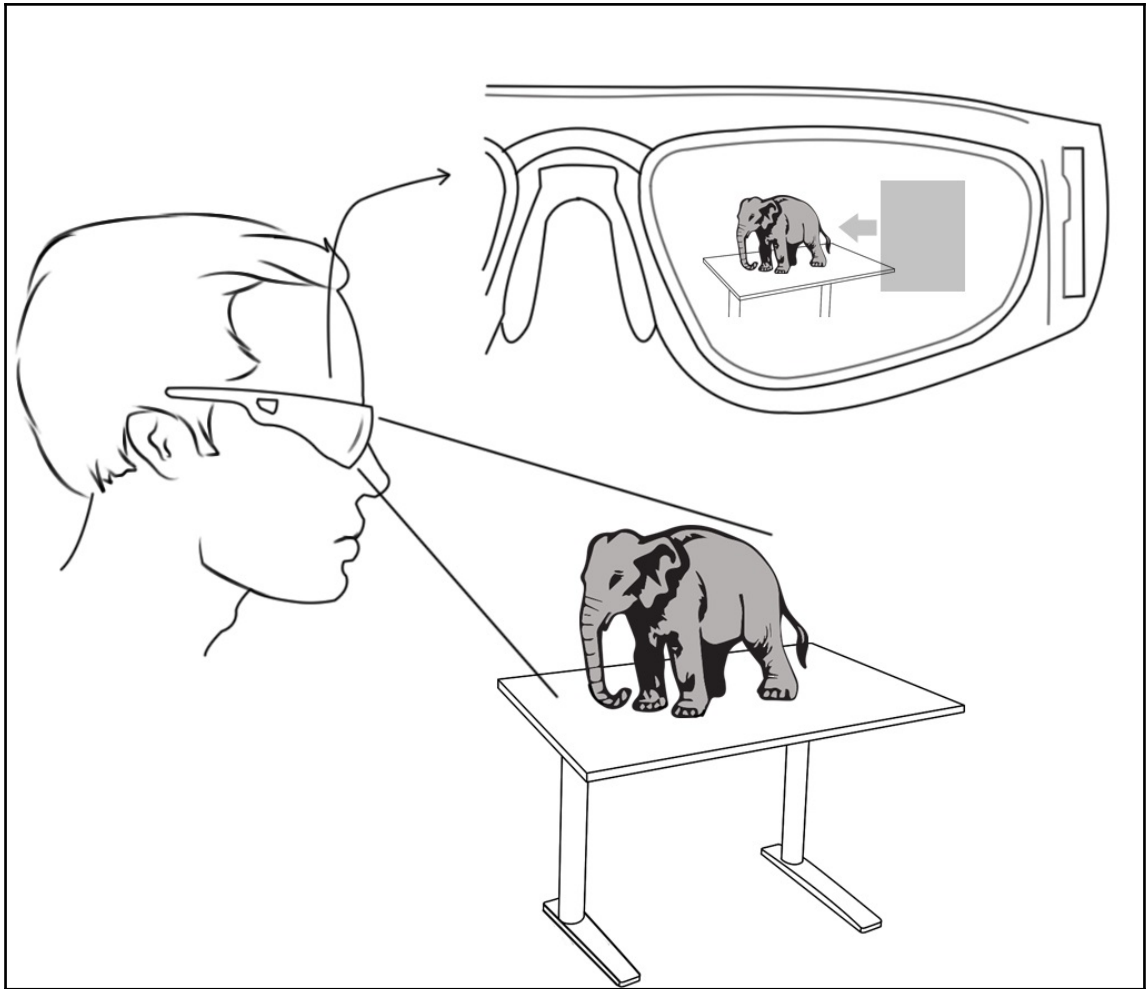
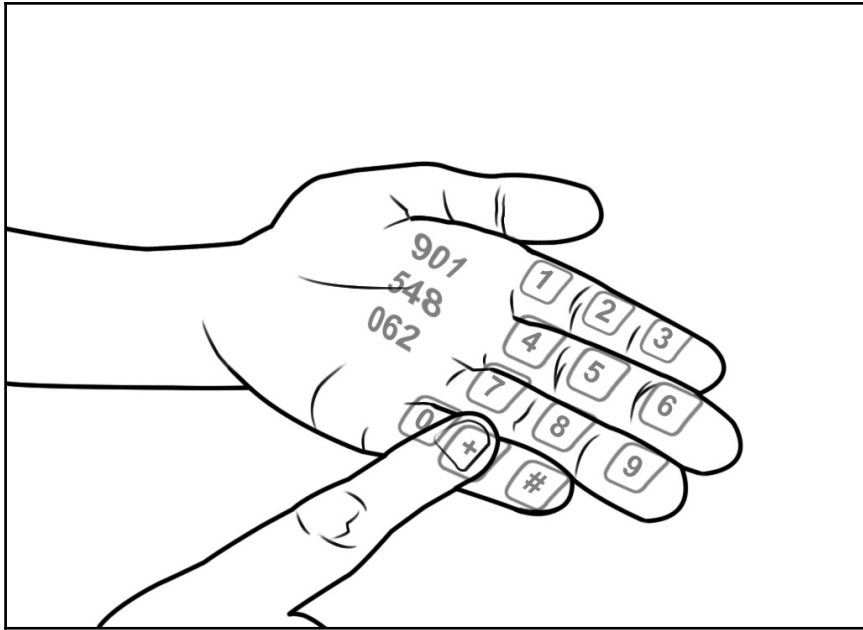


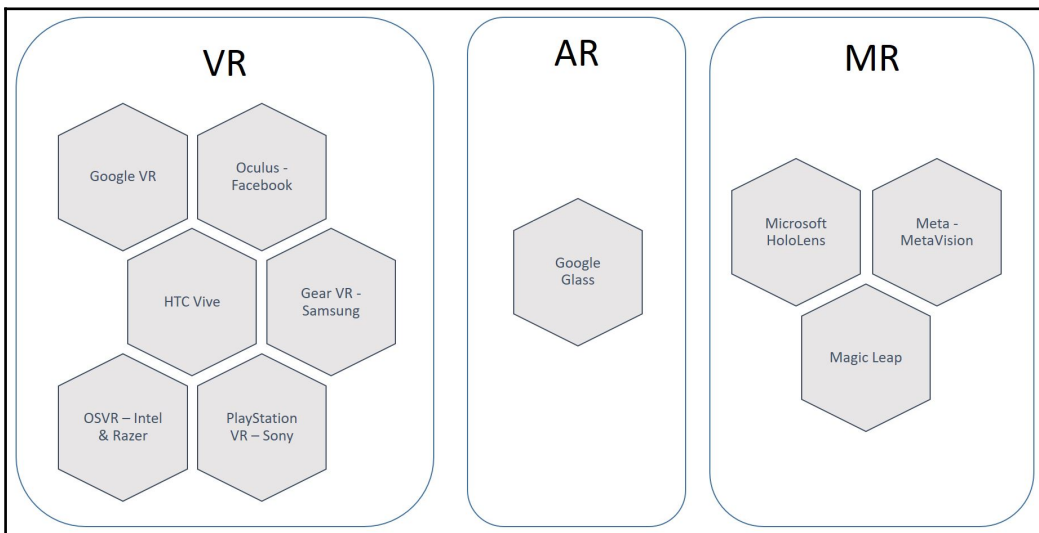
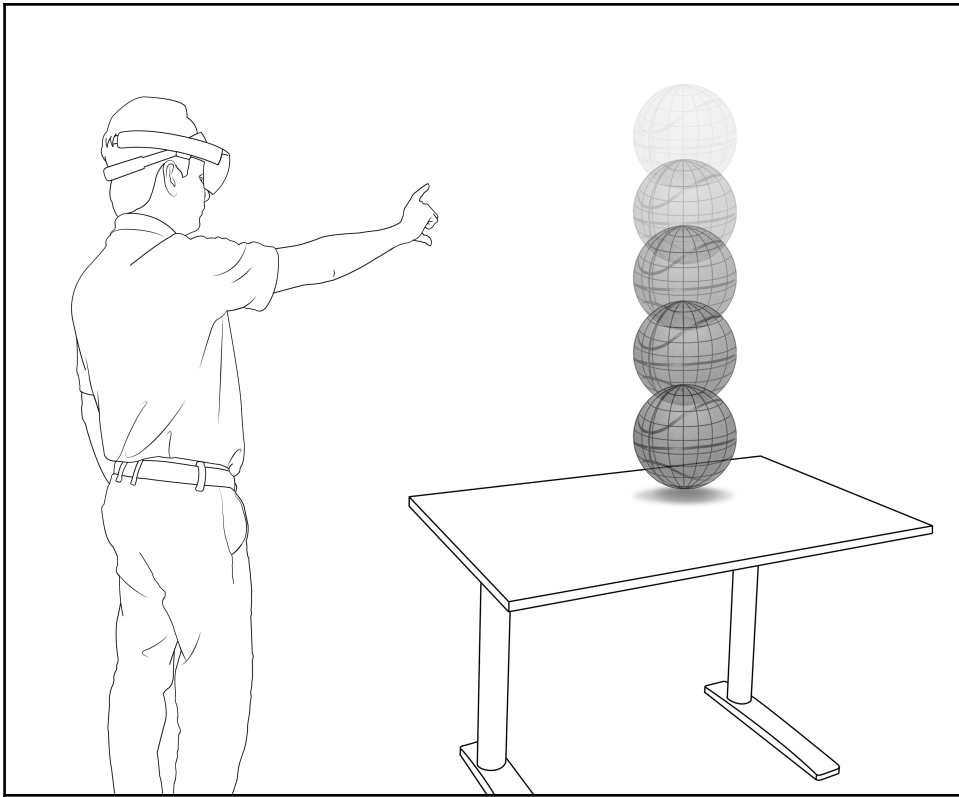
Chapter 1: Digital Reality - Under the Hood



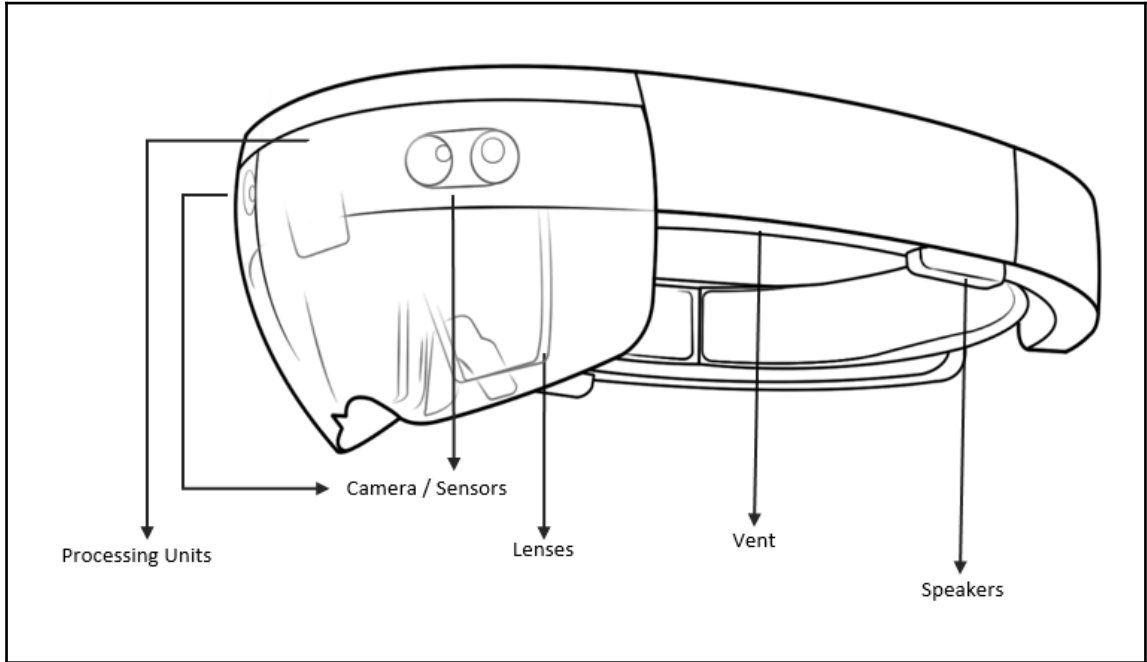


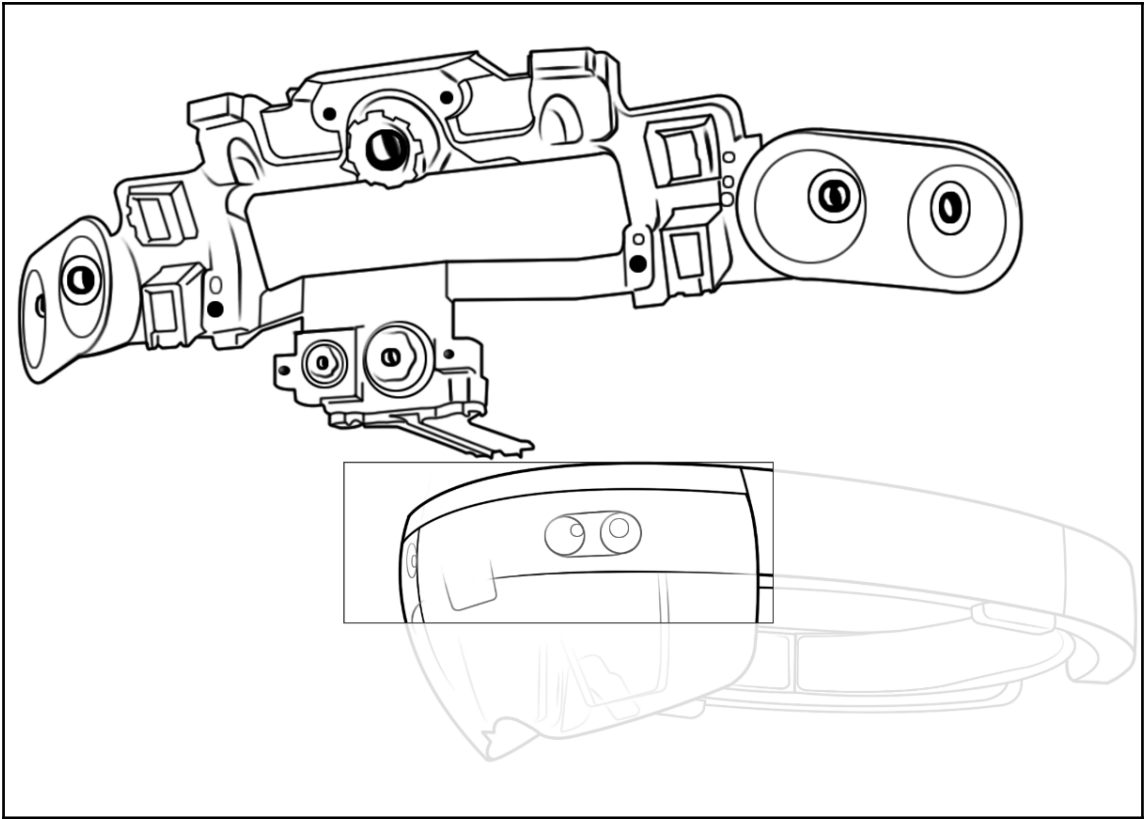


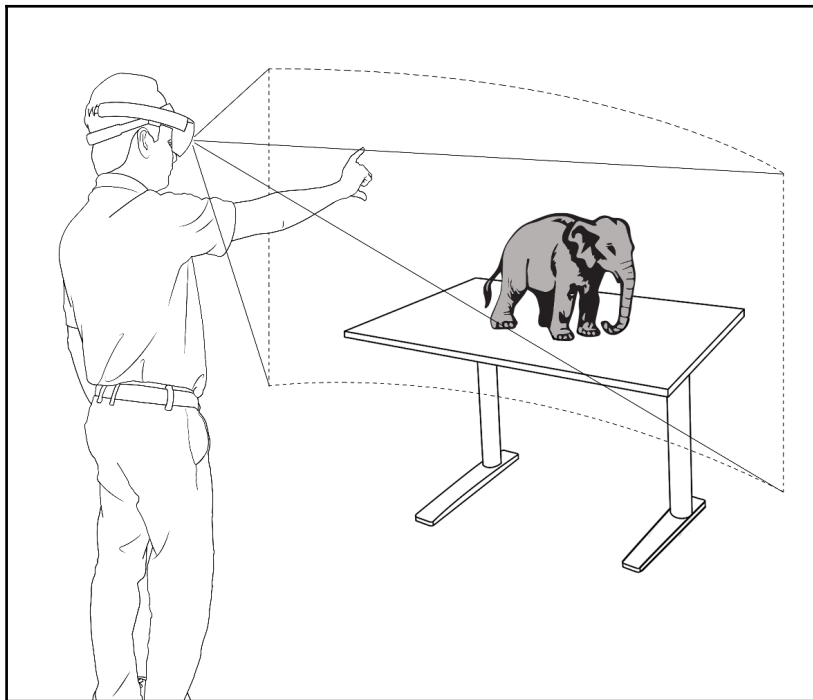
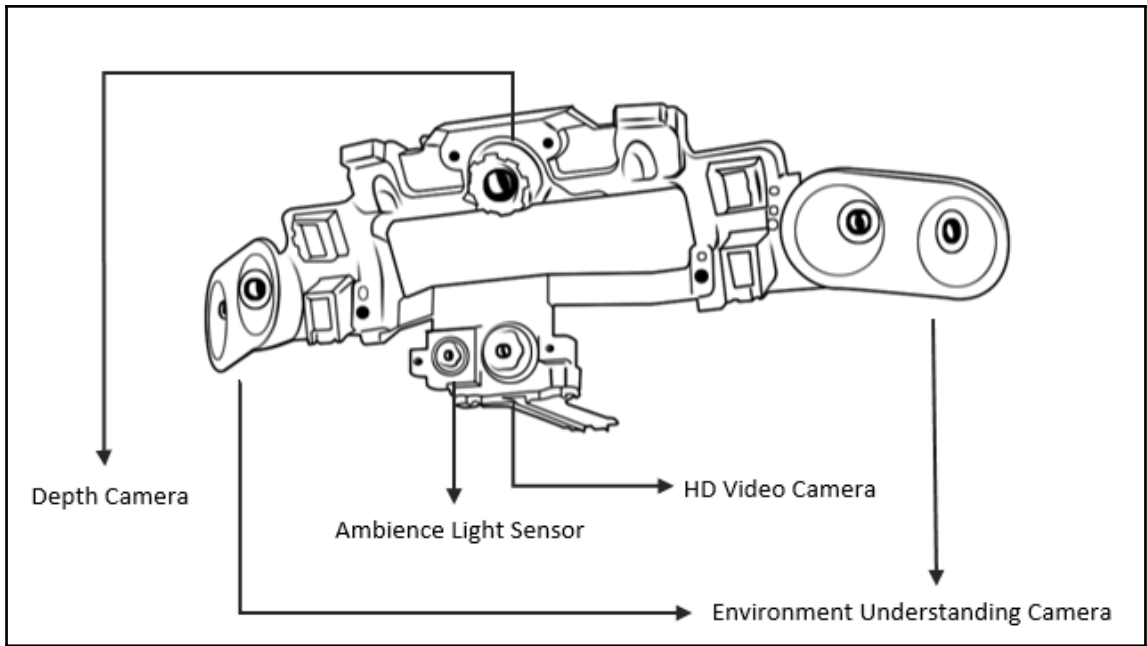


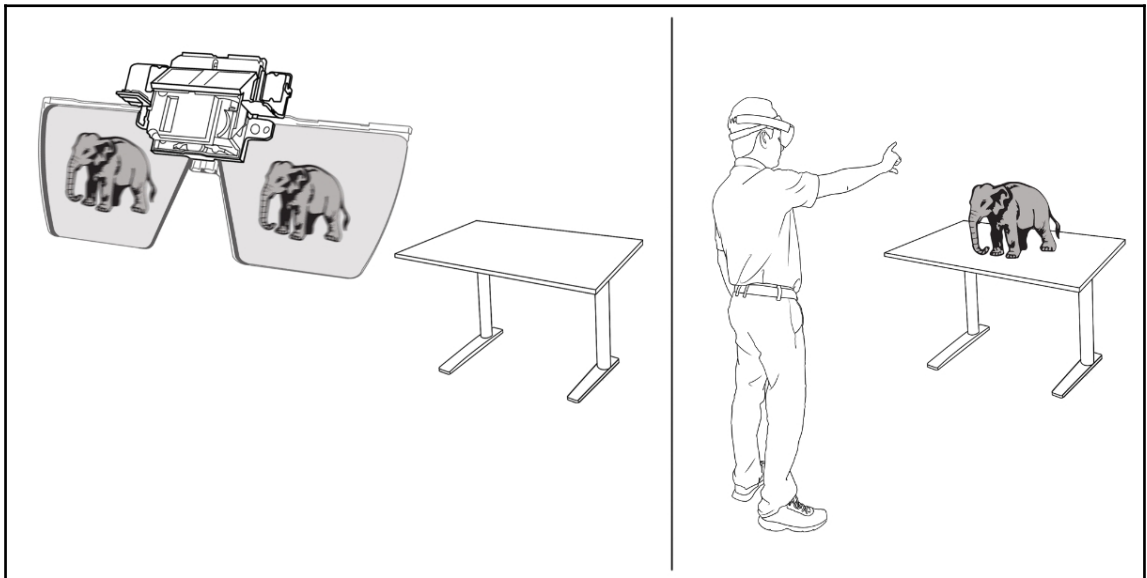
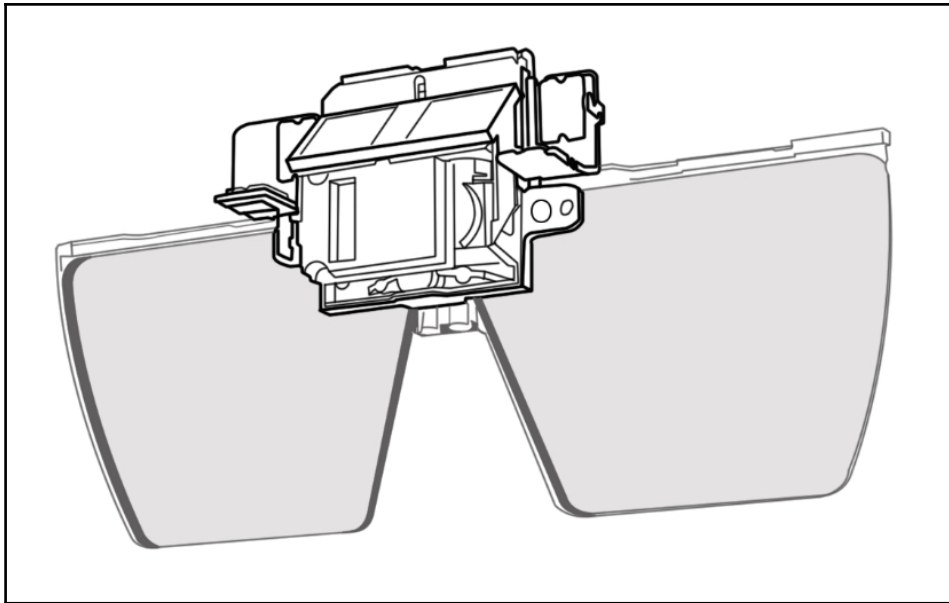


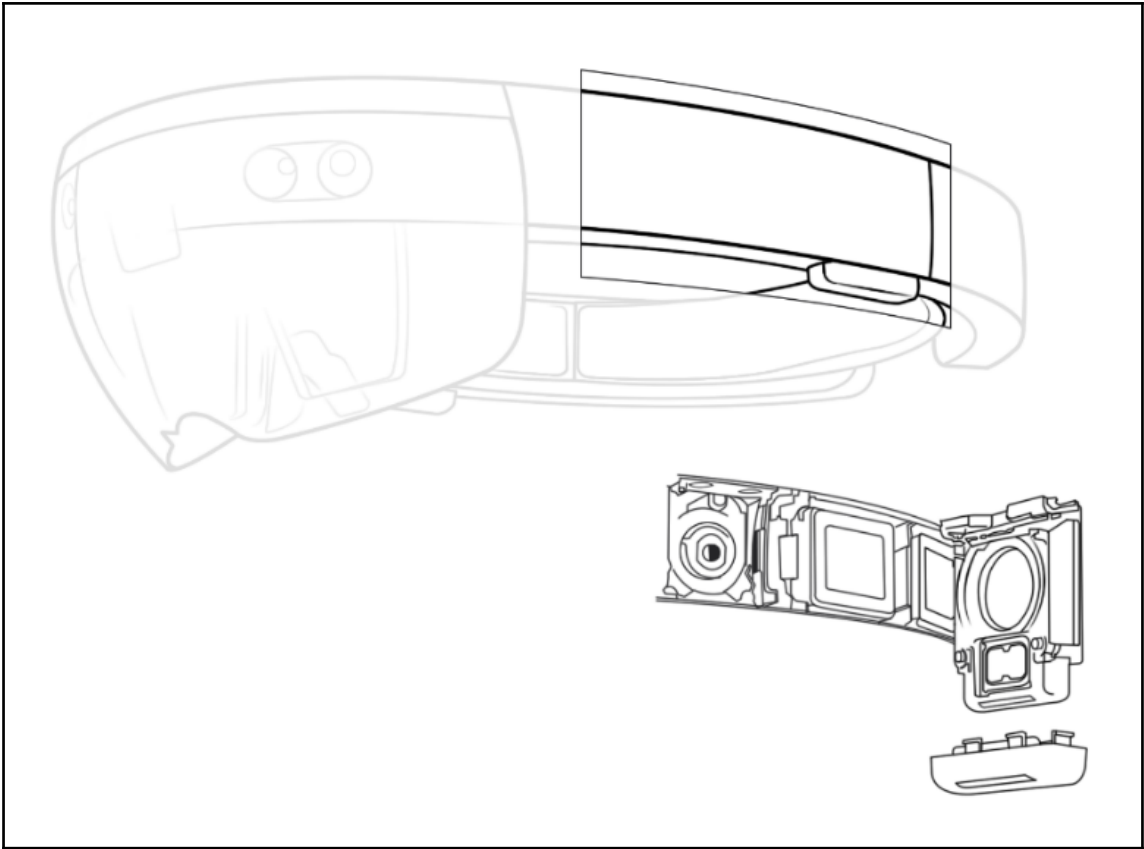
Chapter 2: HoloLens – The Most Natural Way to Interact

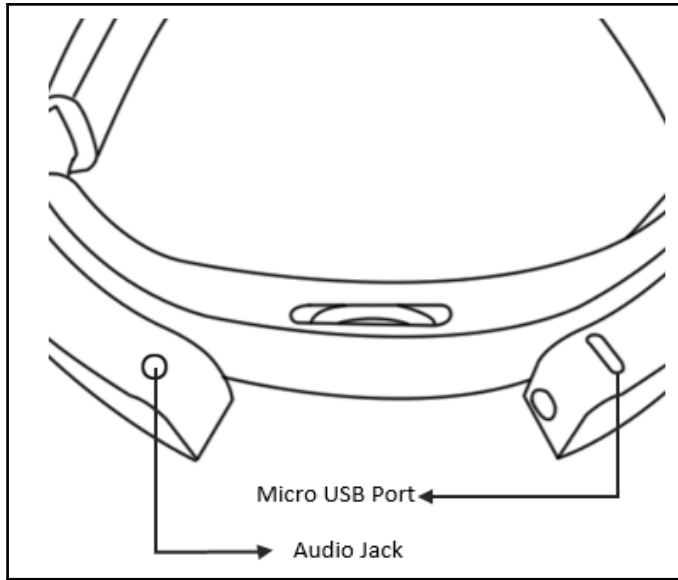


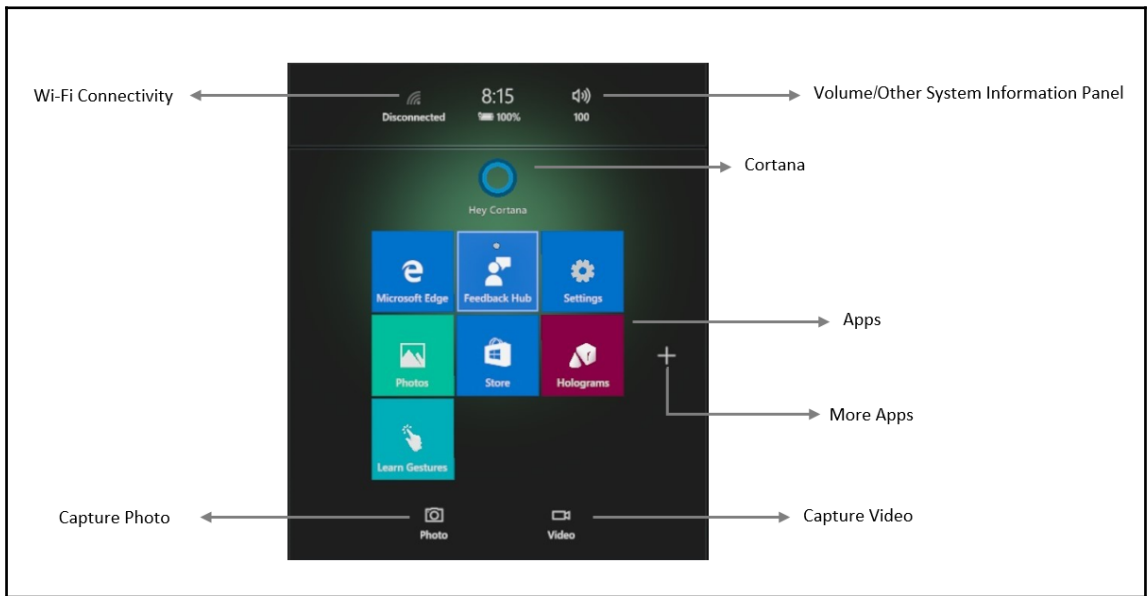
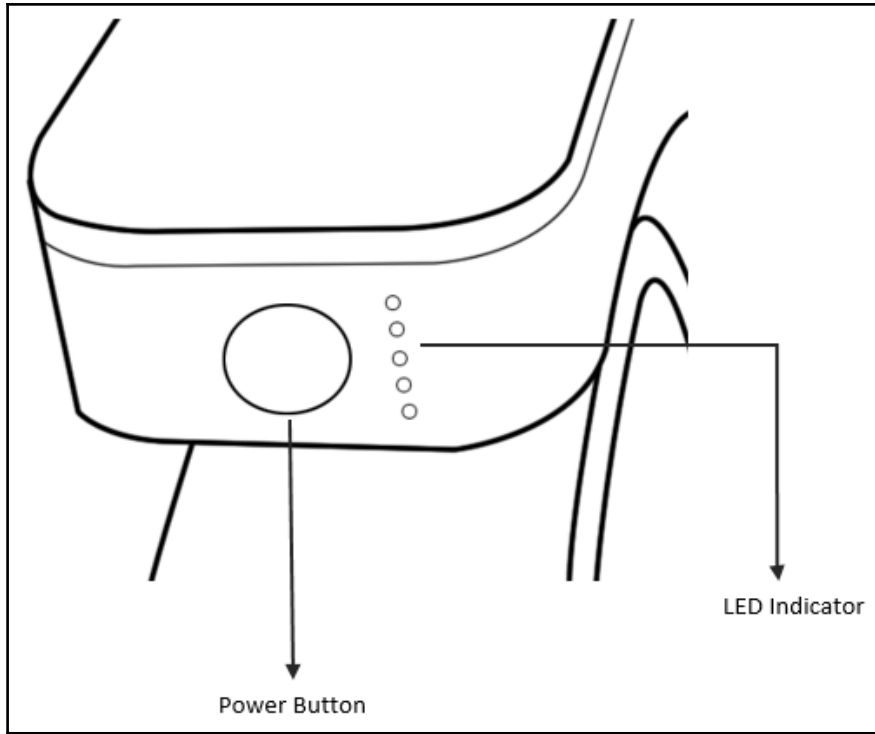


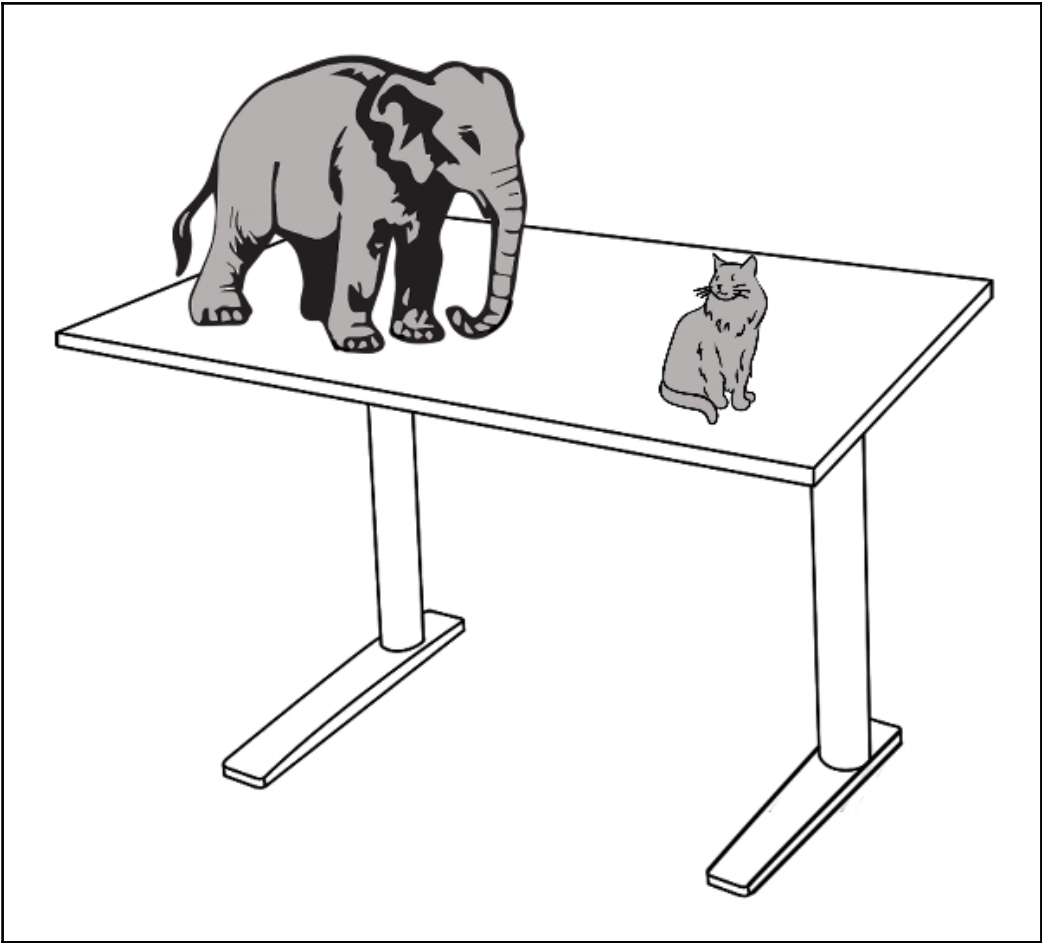


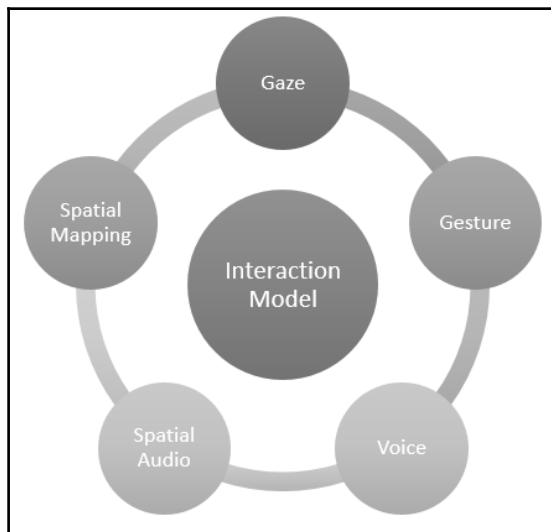
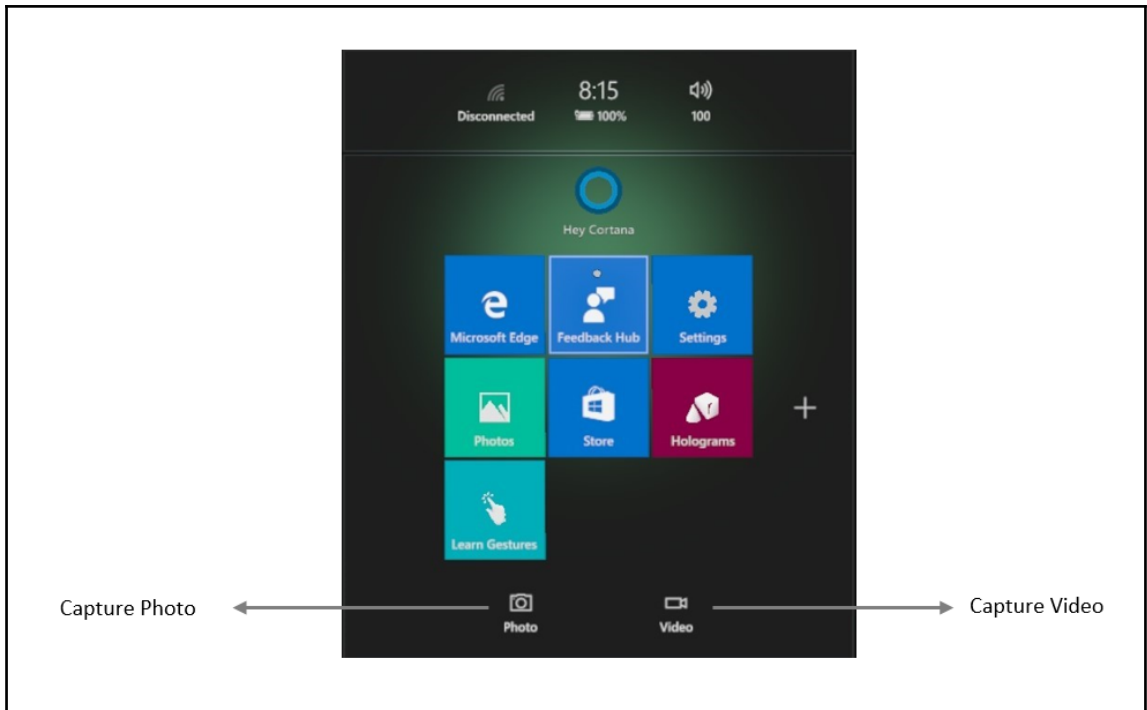


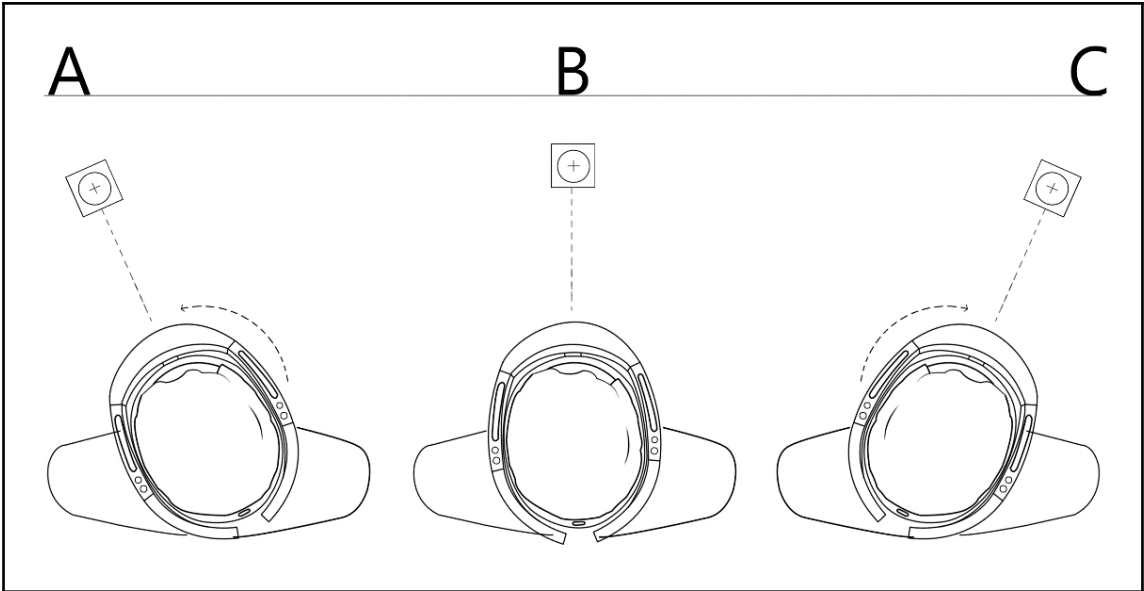


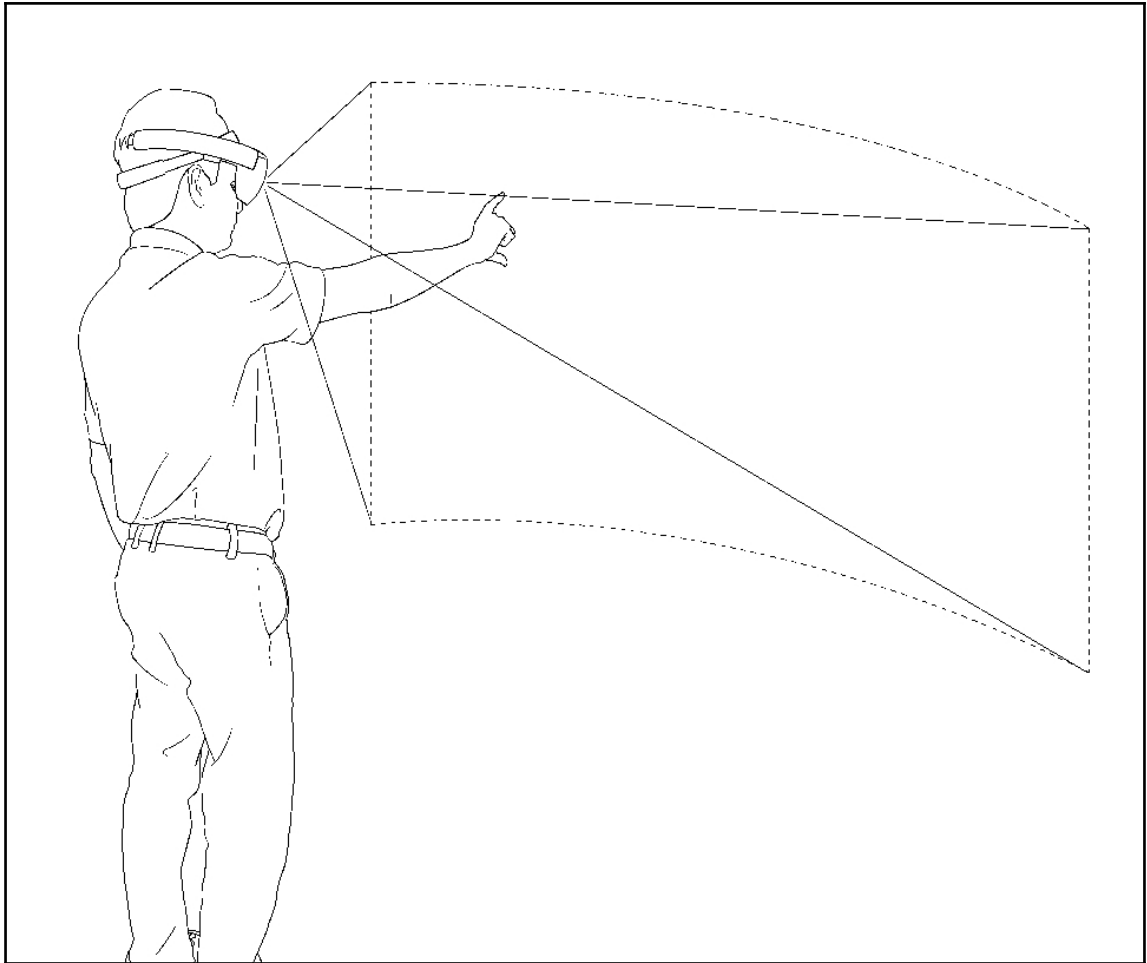


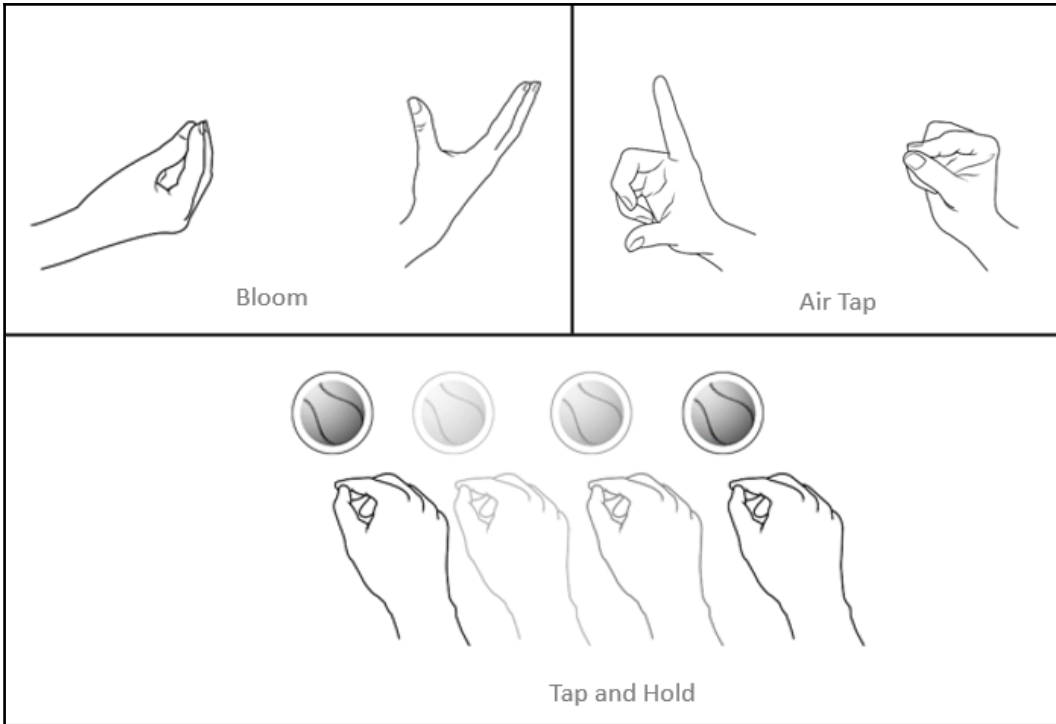


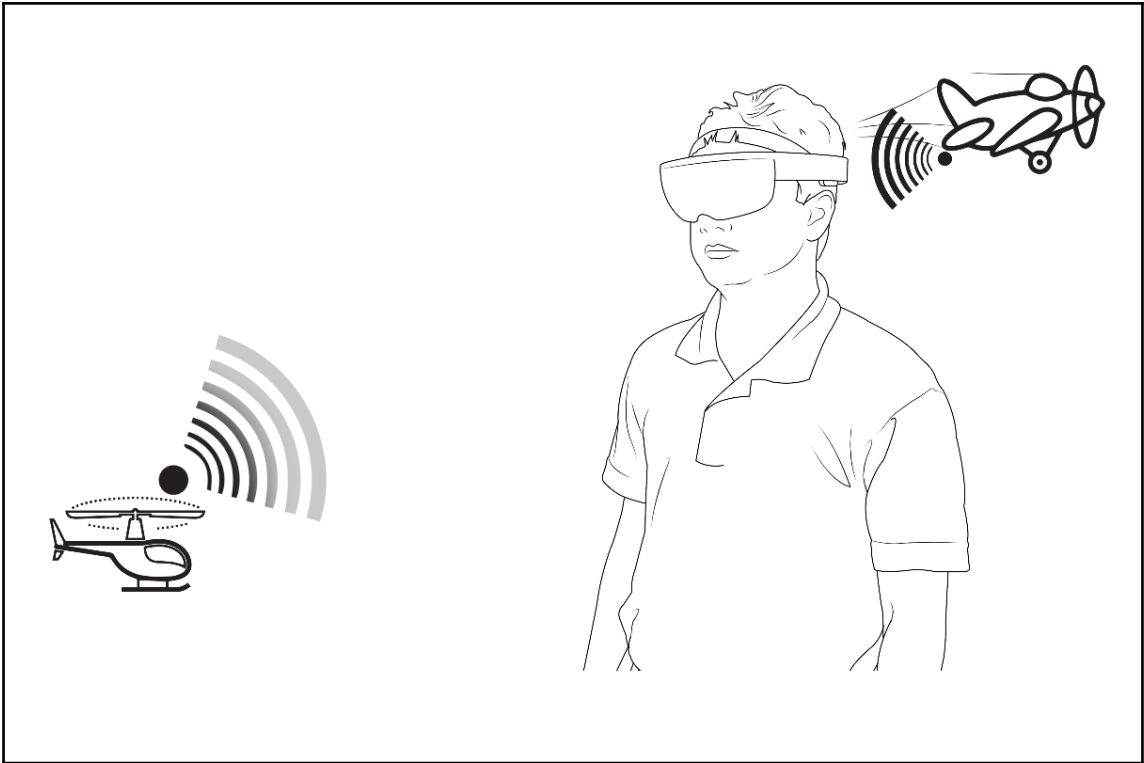


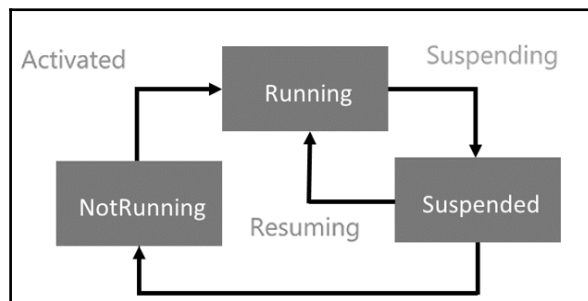
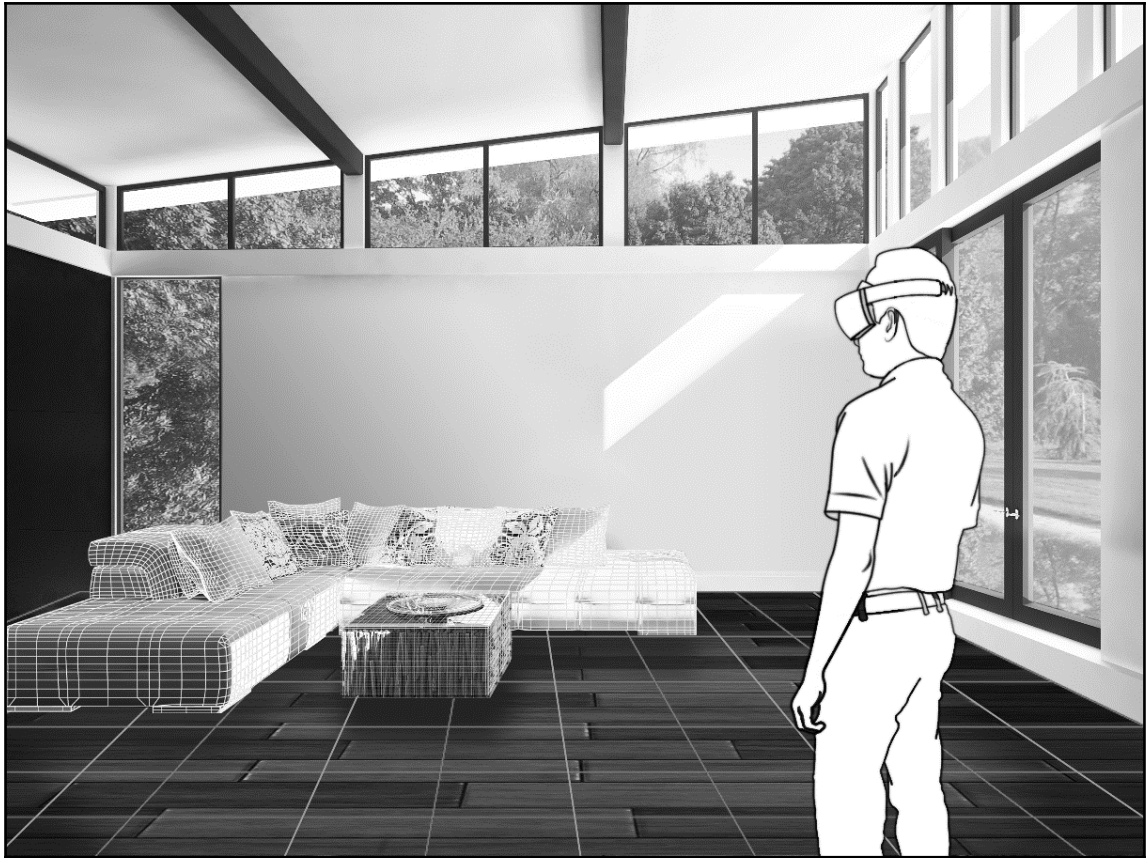


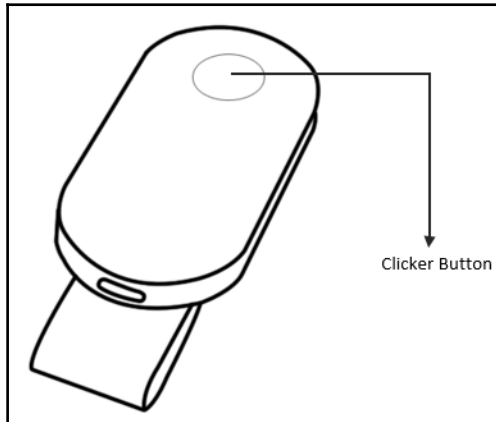
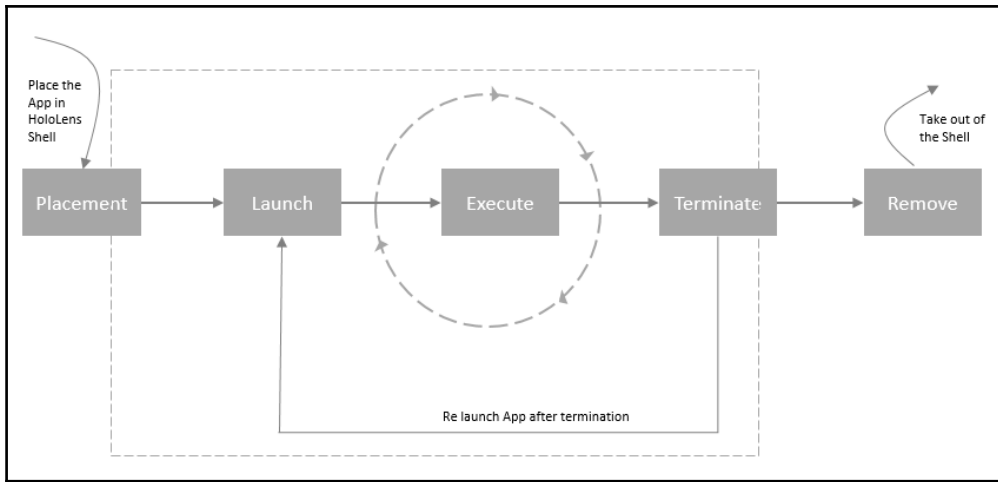


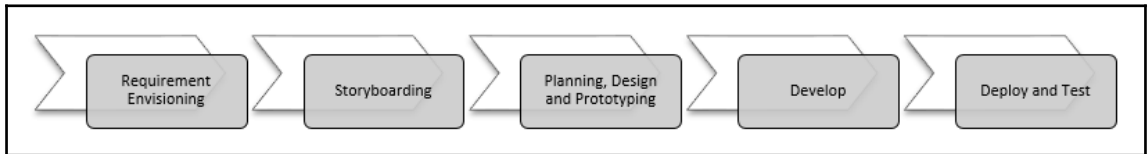
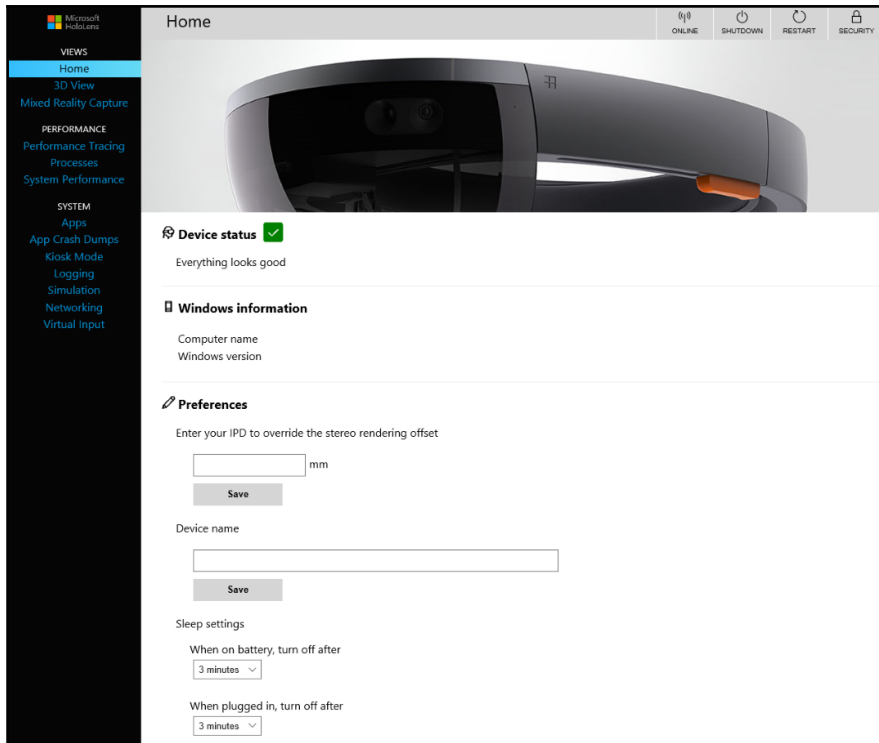


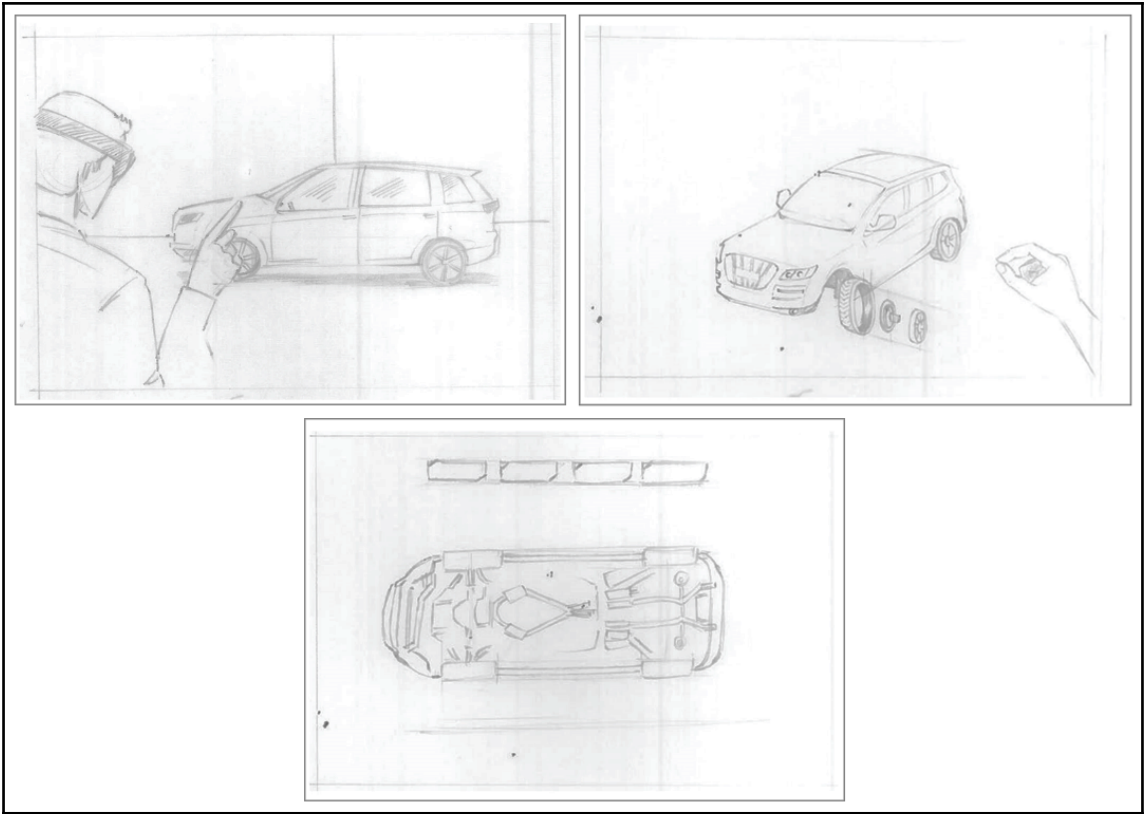




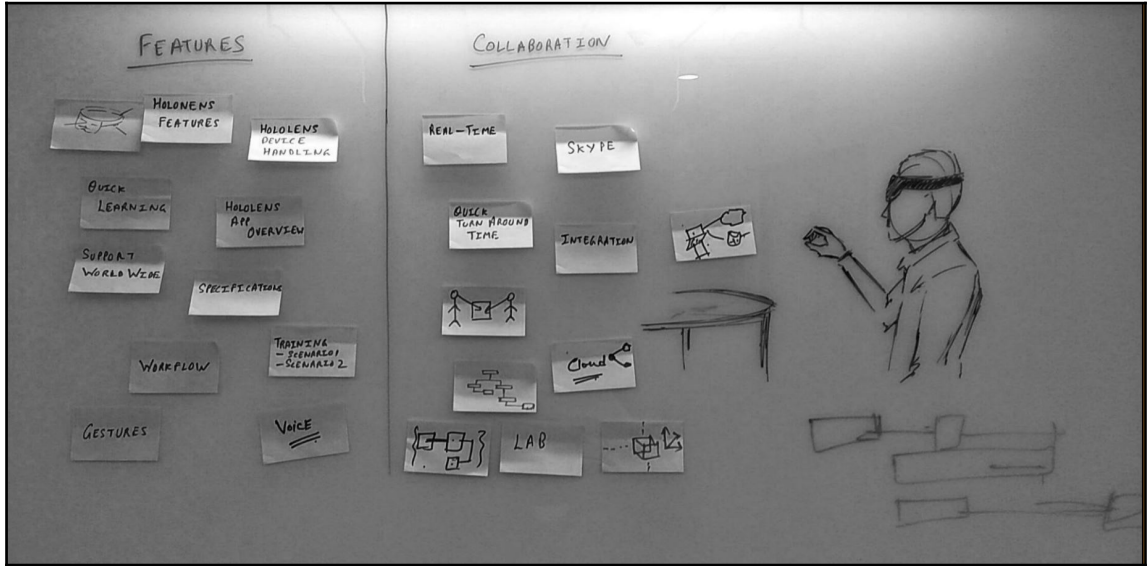


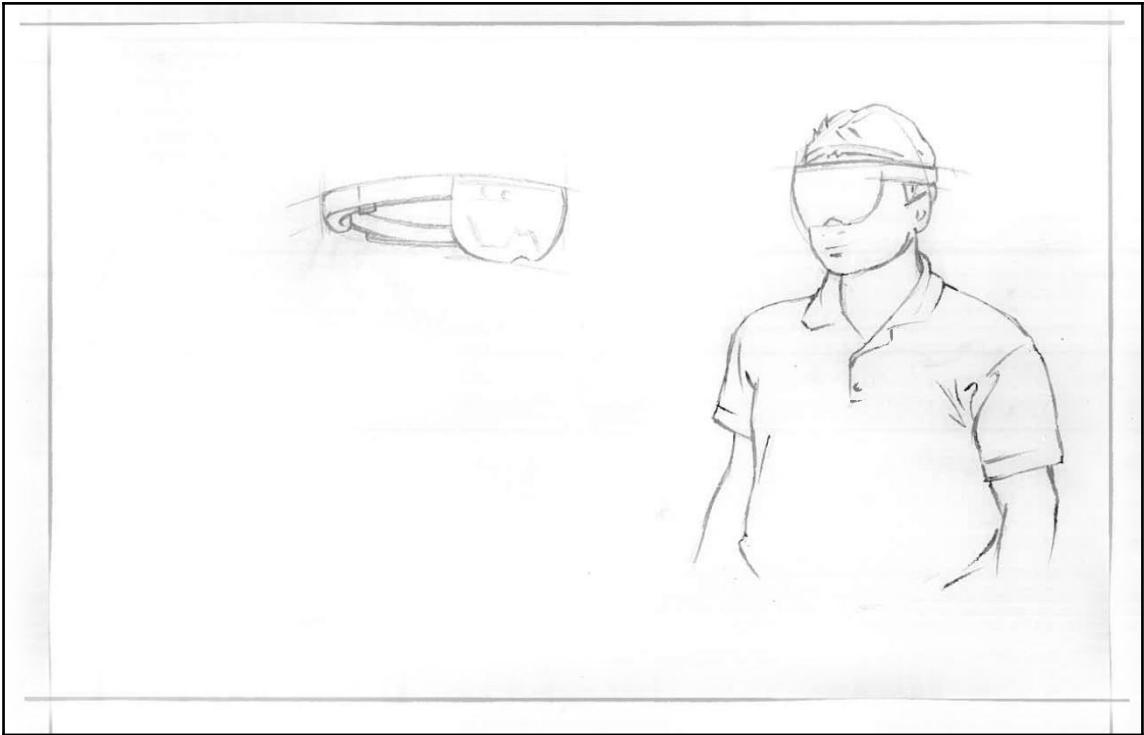


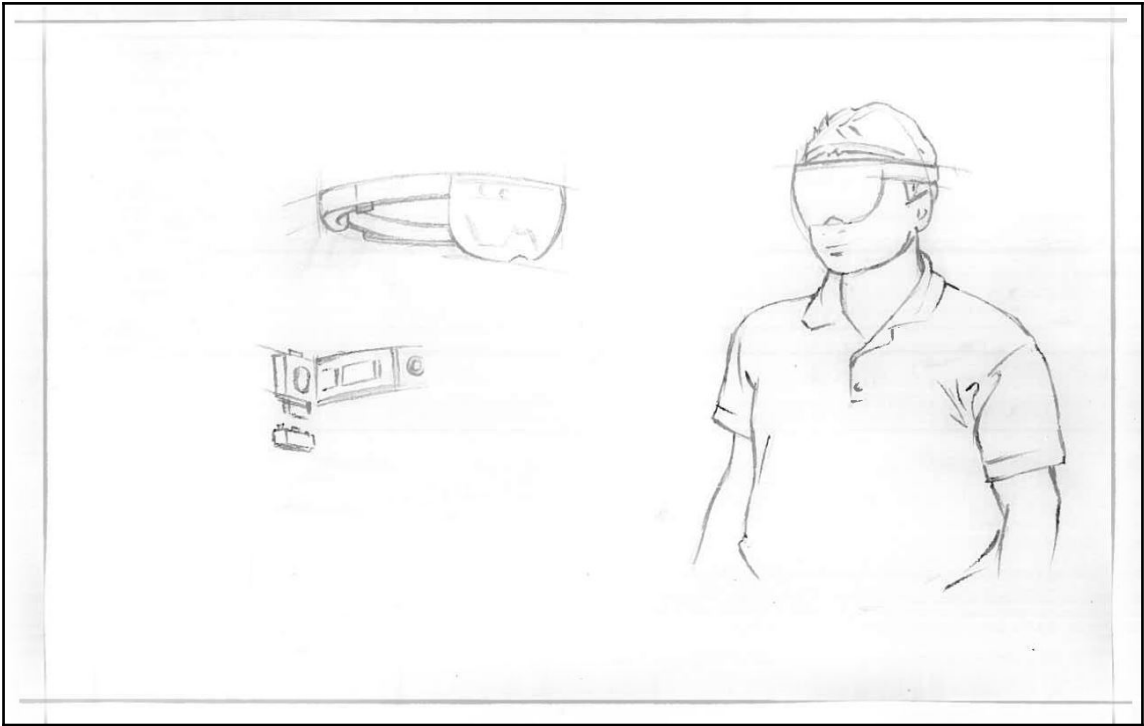


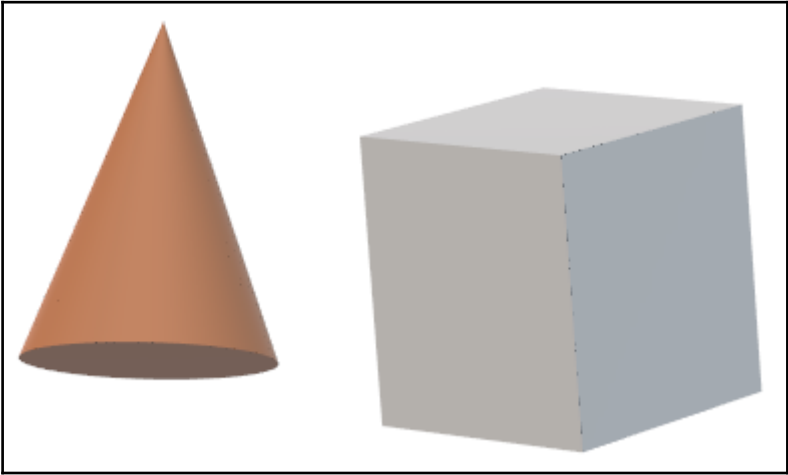
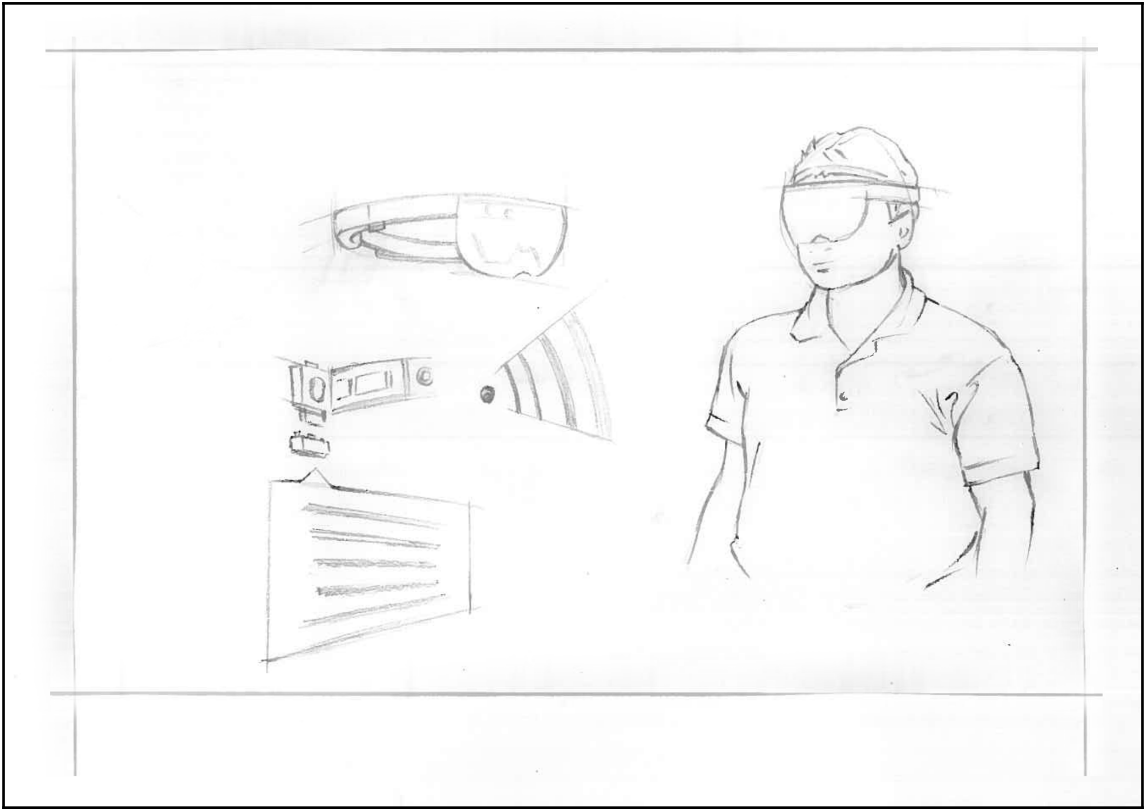


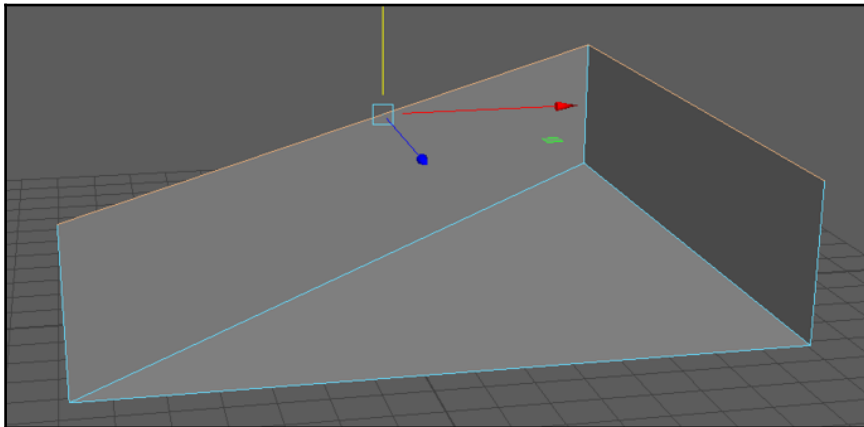
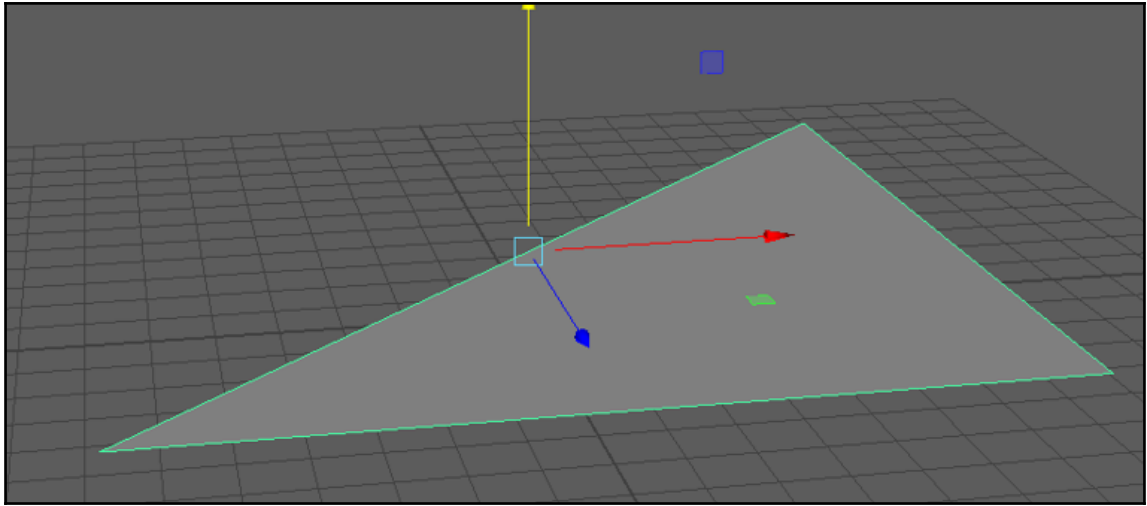
Chapter 3: Explore HoloLens as Hologram - Scenario Identification and Sketching

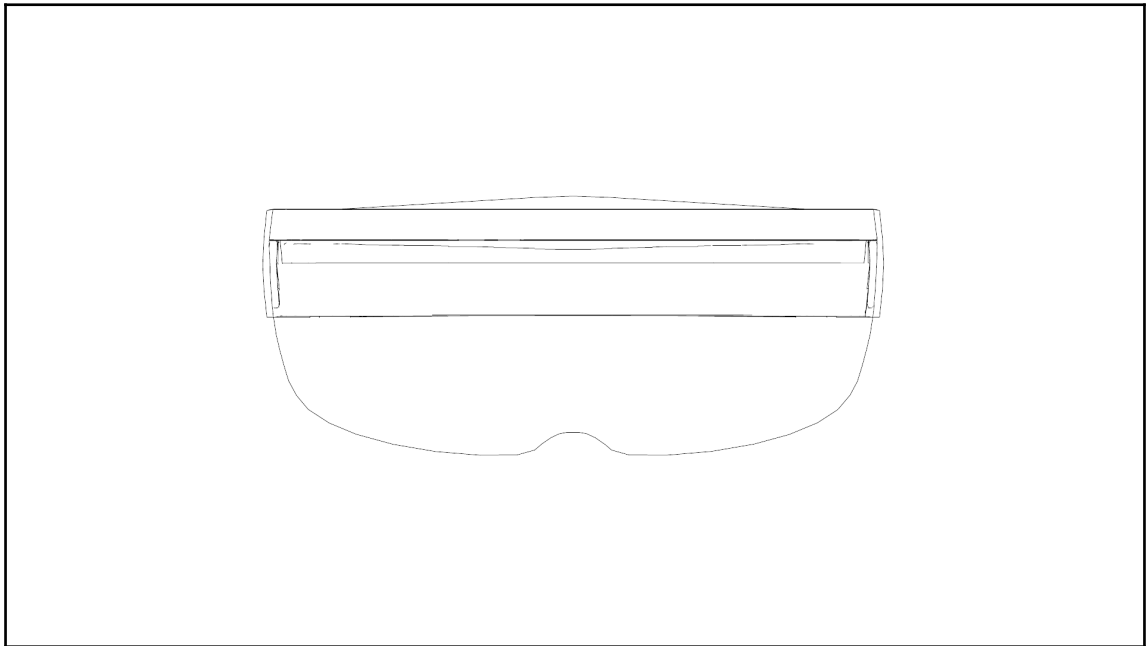
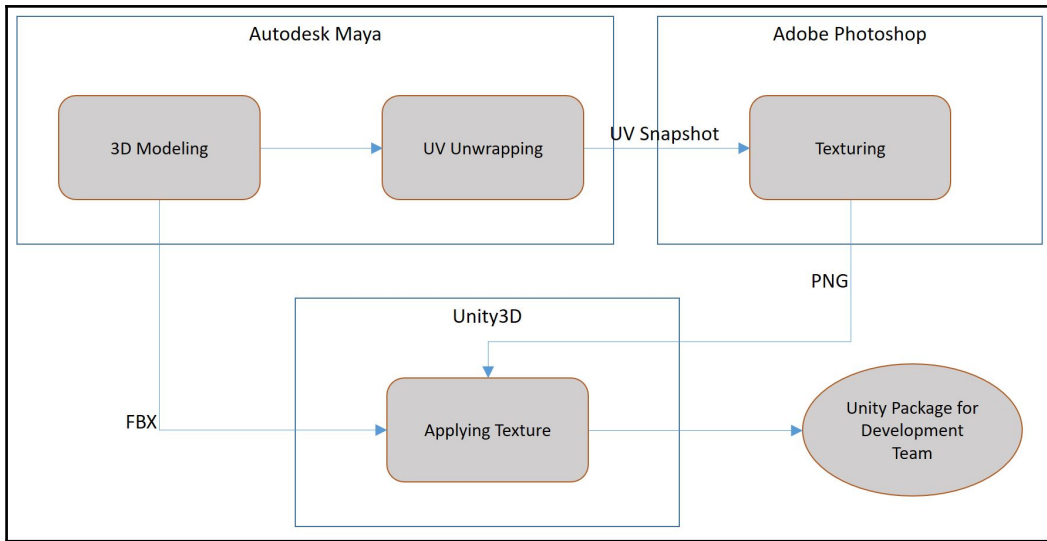


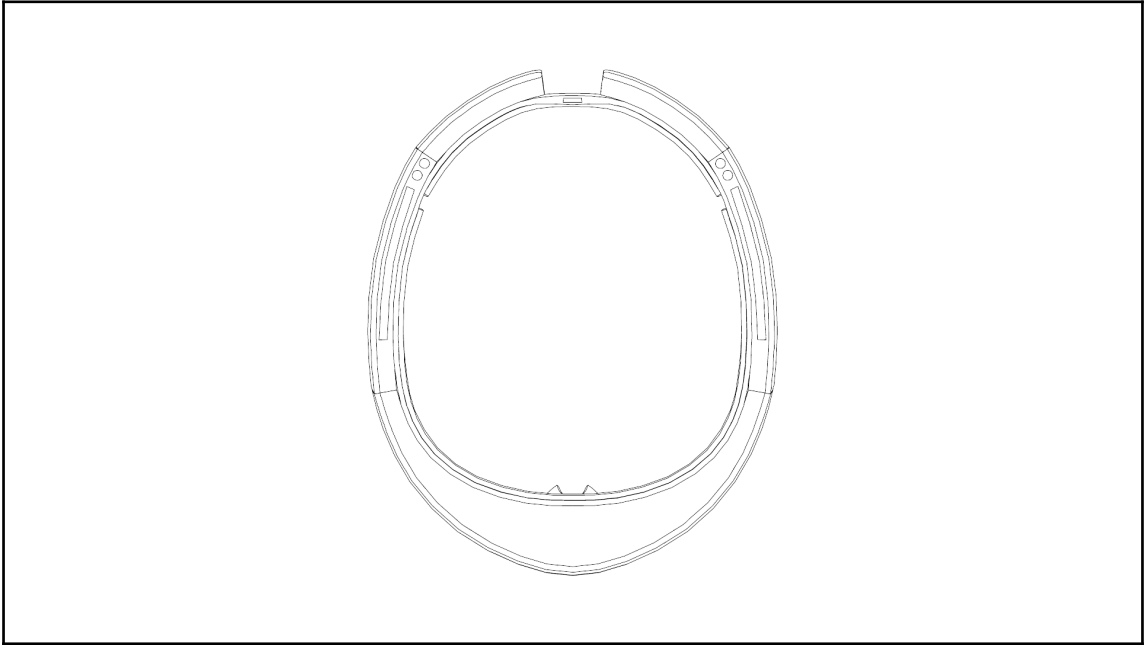
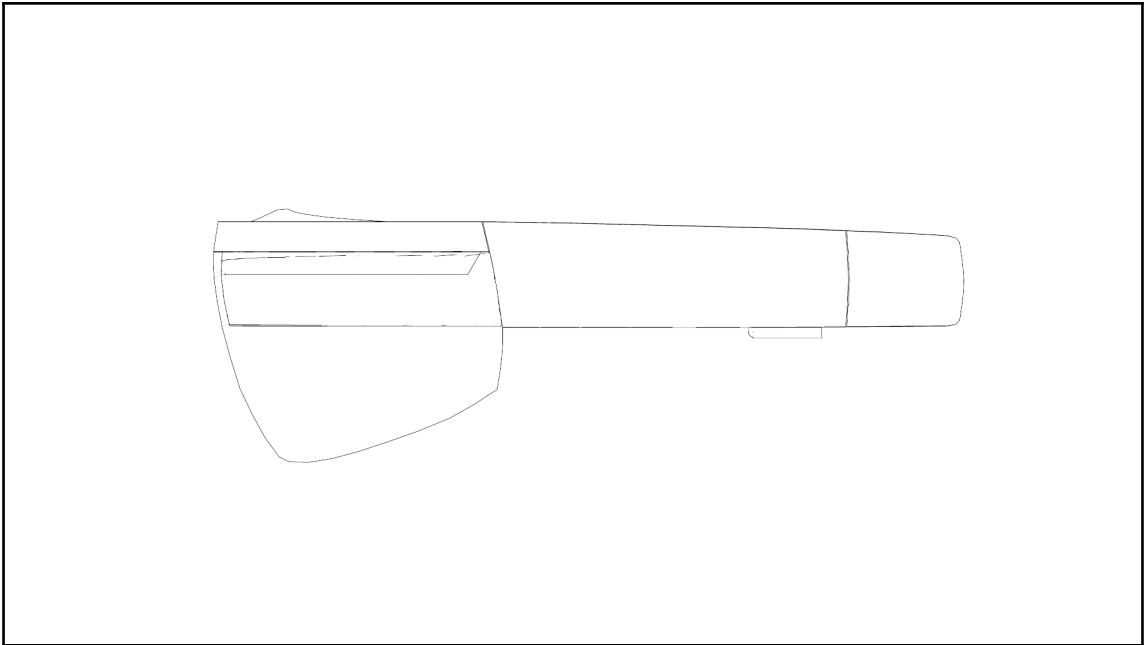


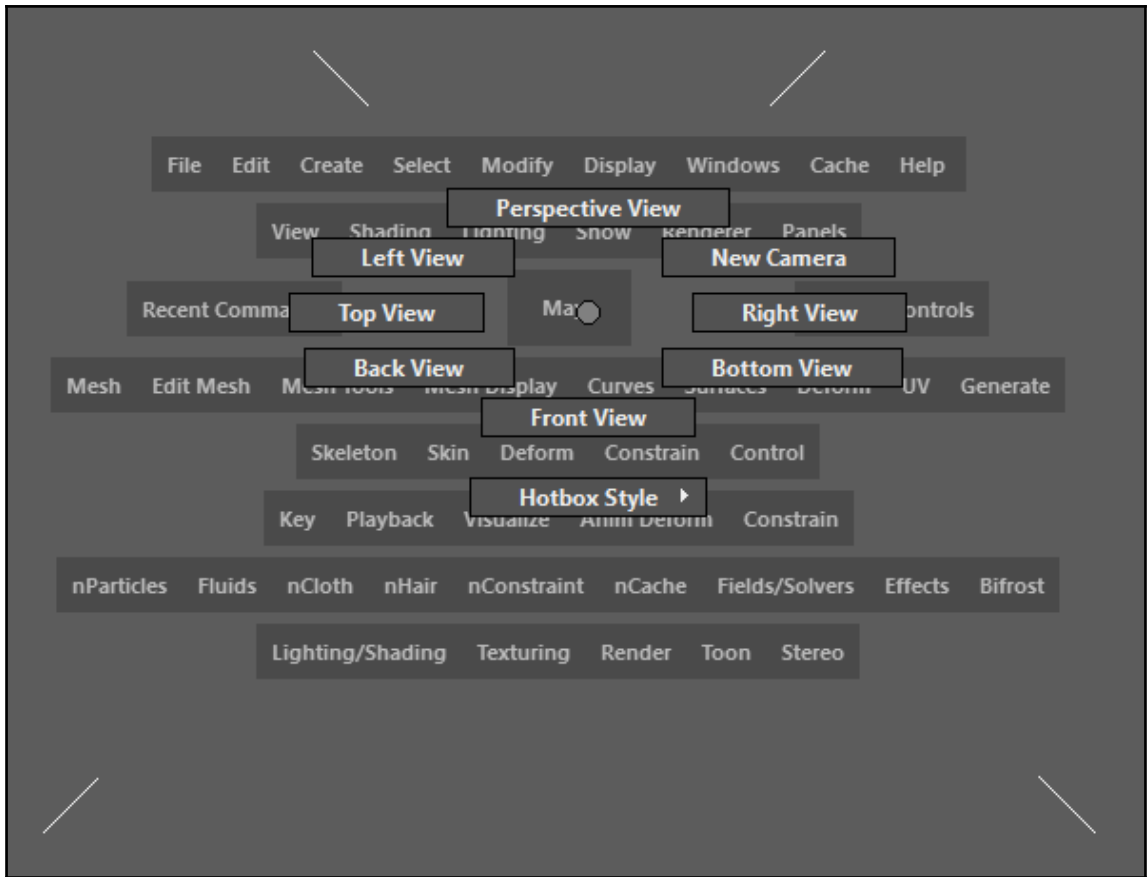


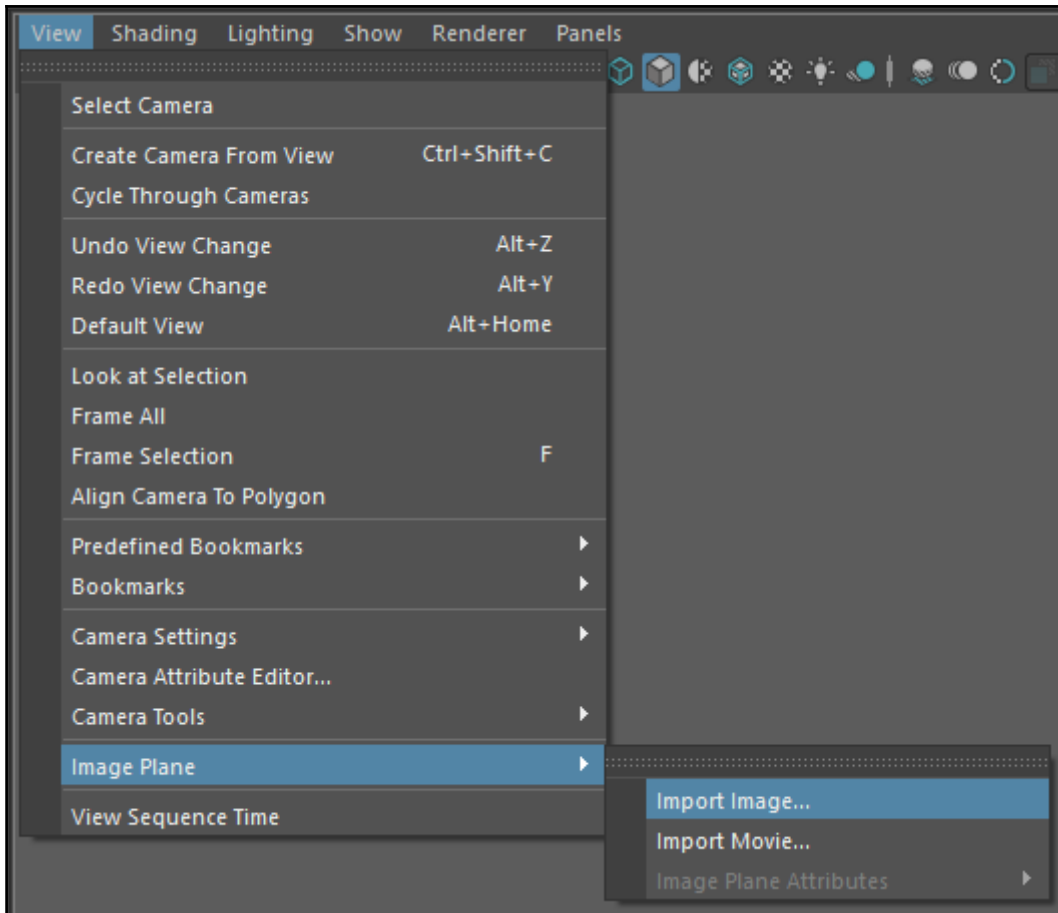


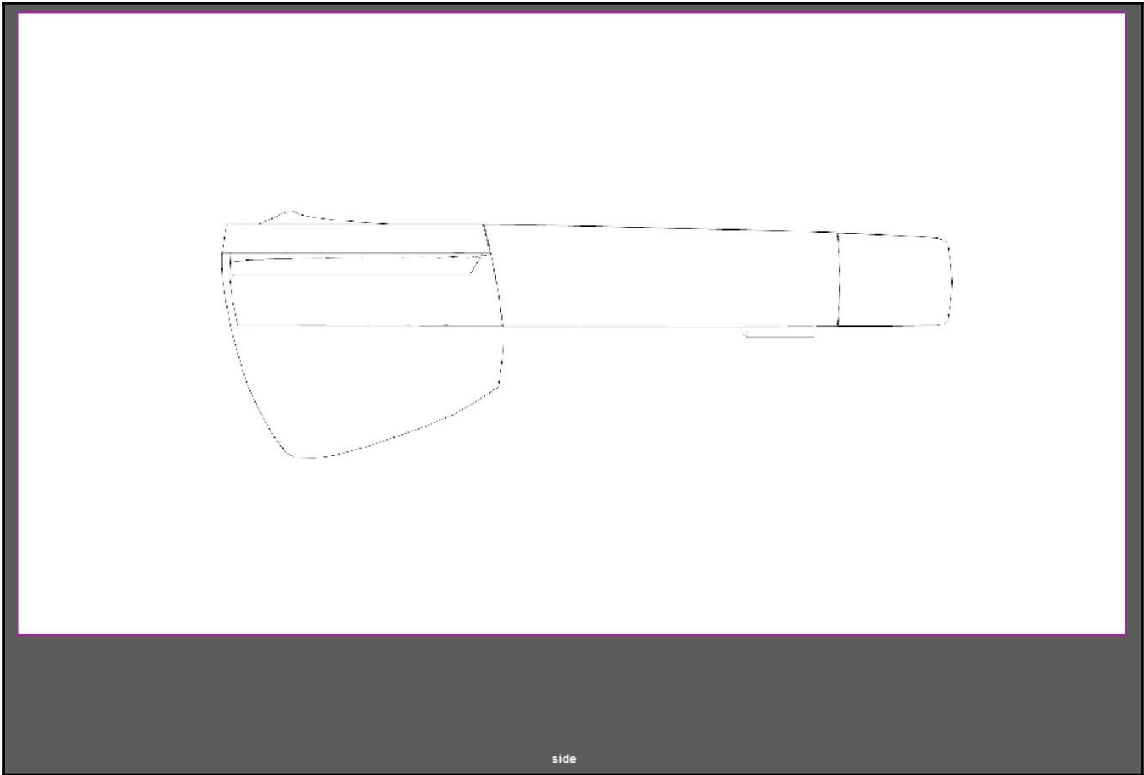


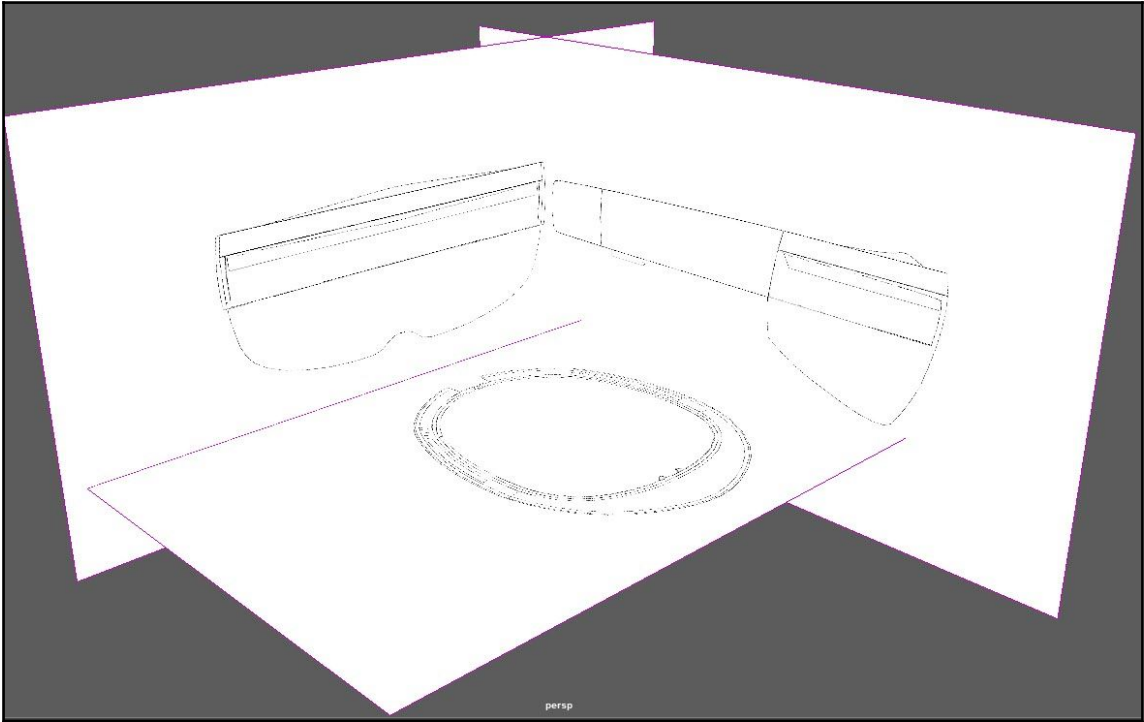
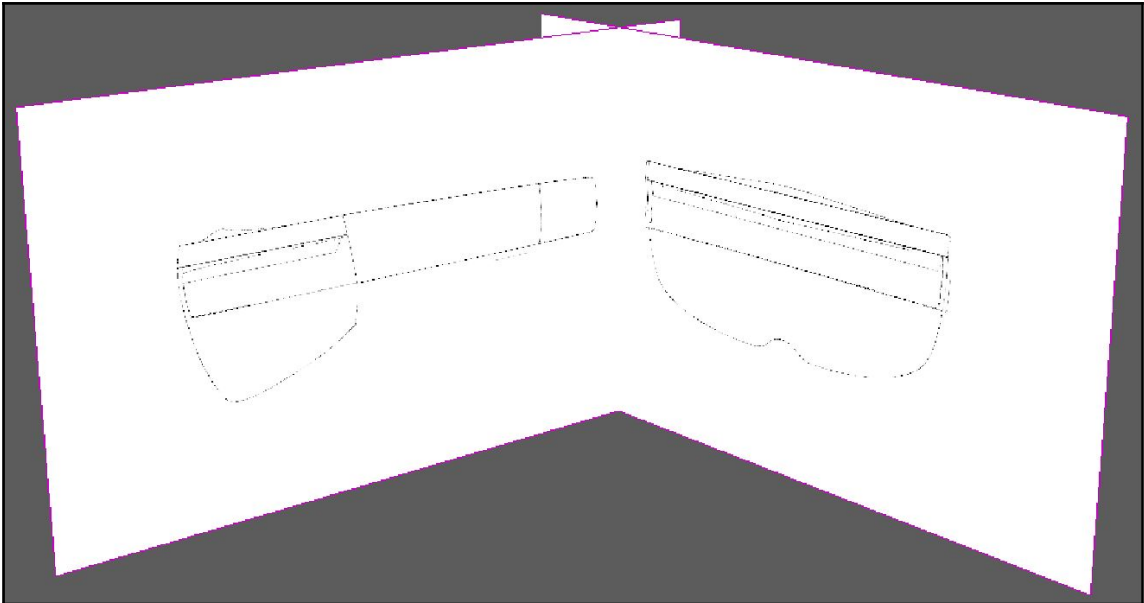


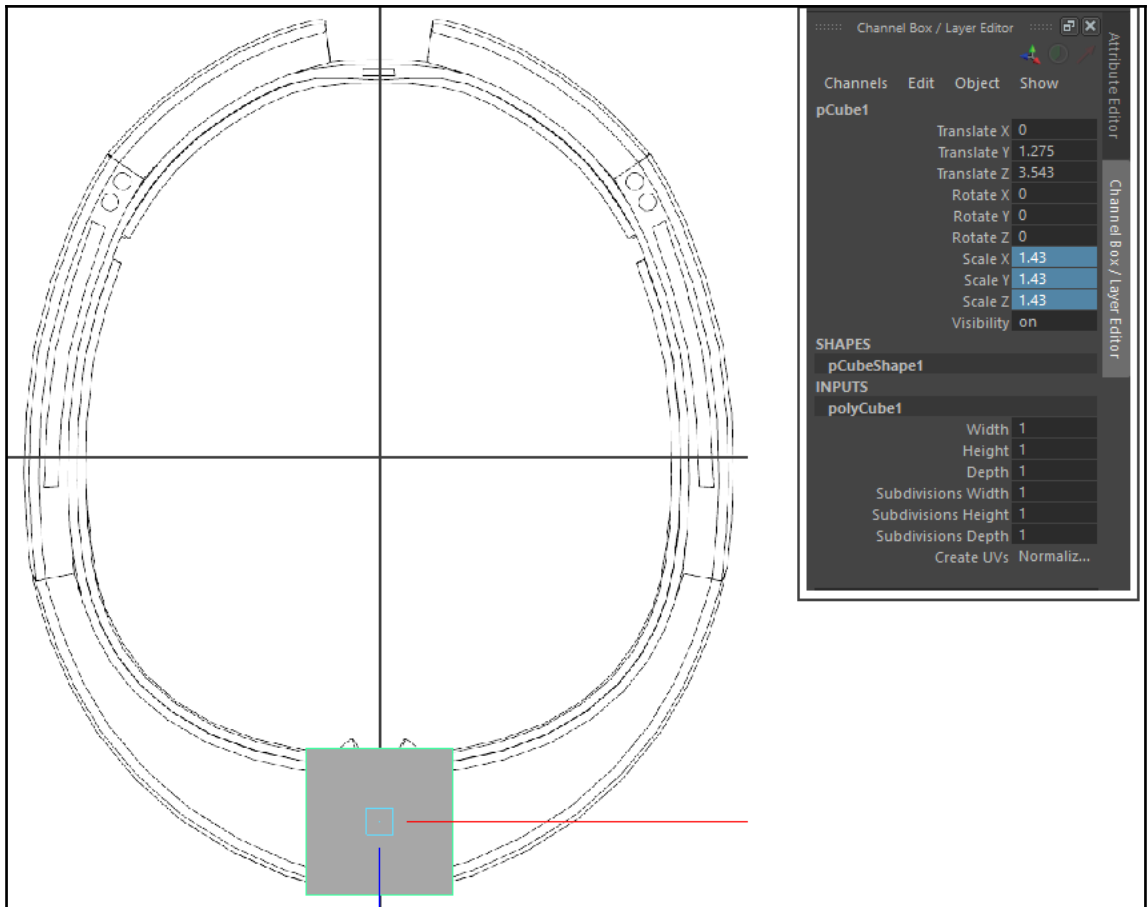


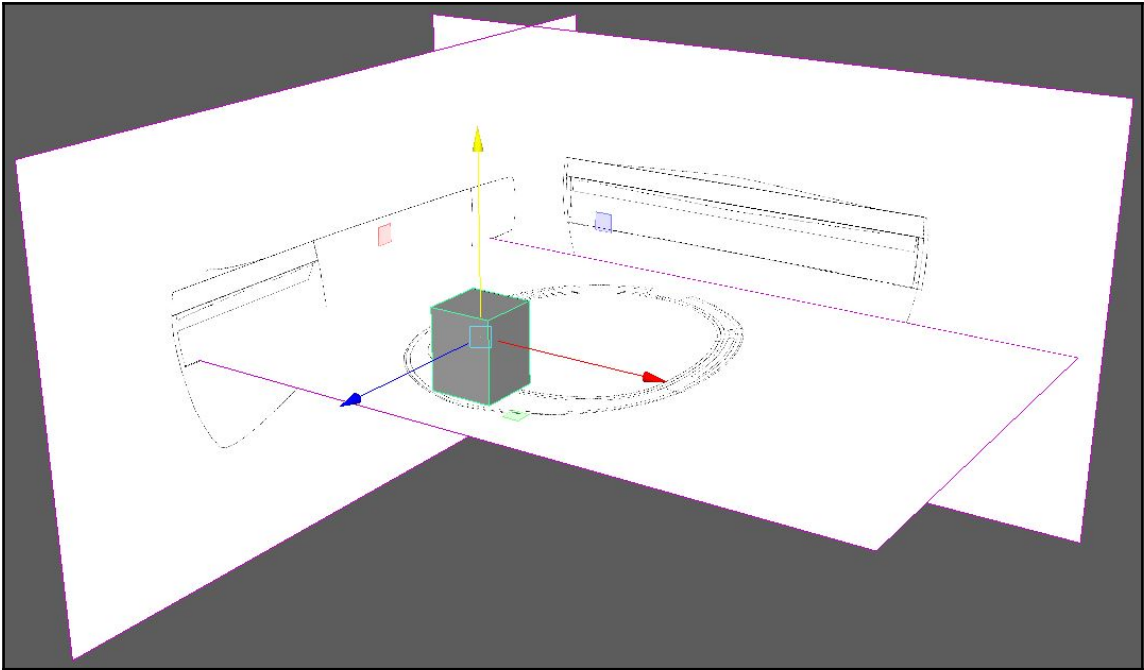


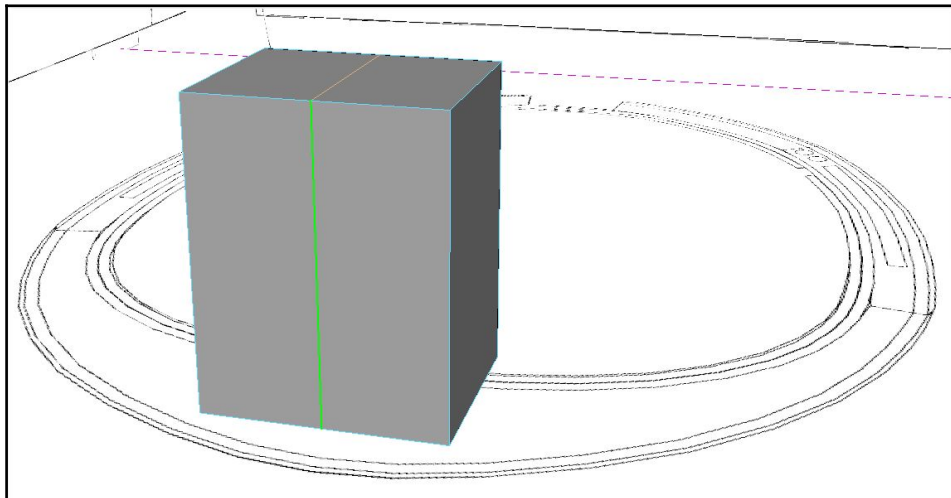
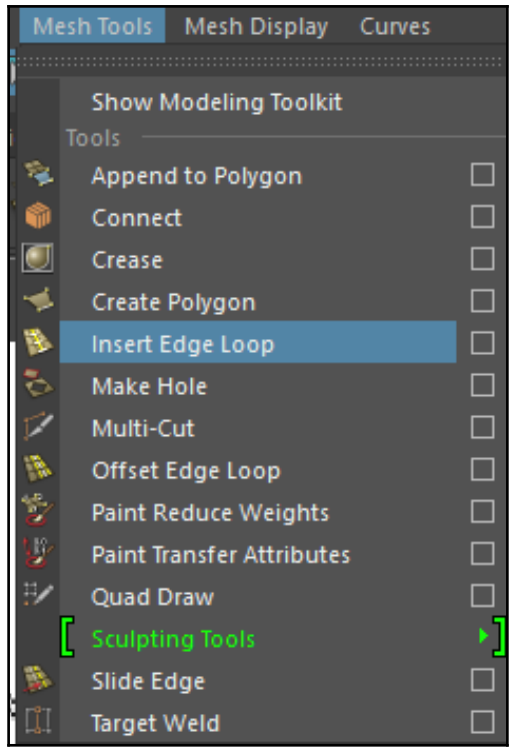


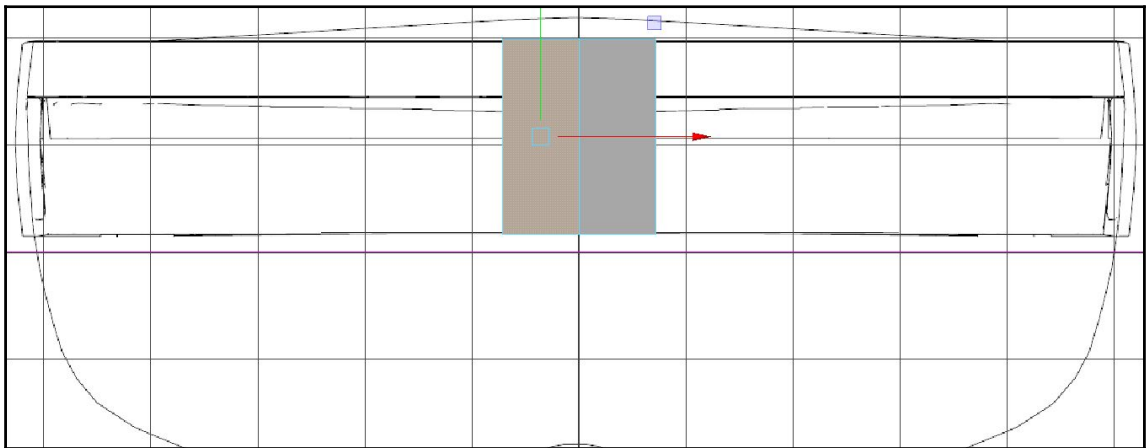
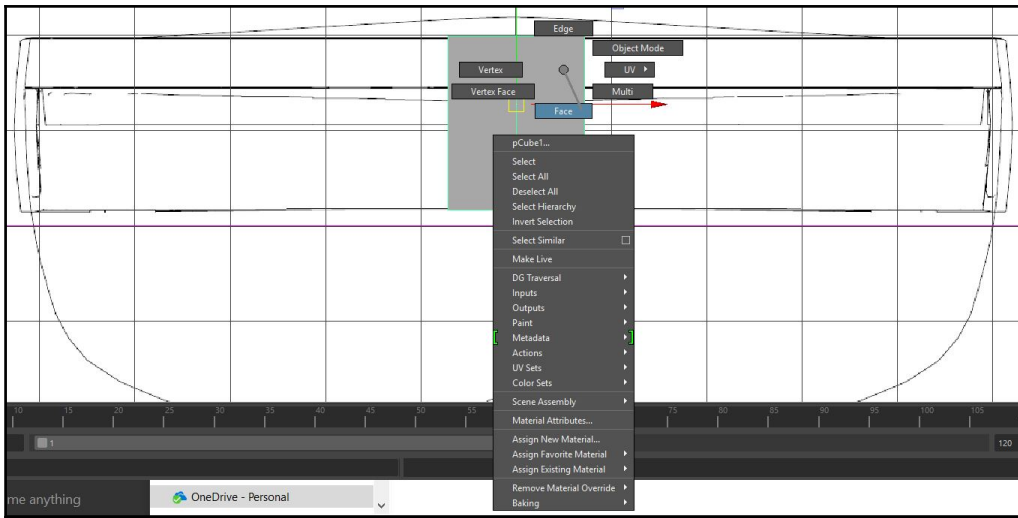


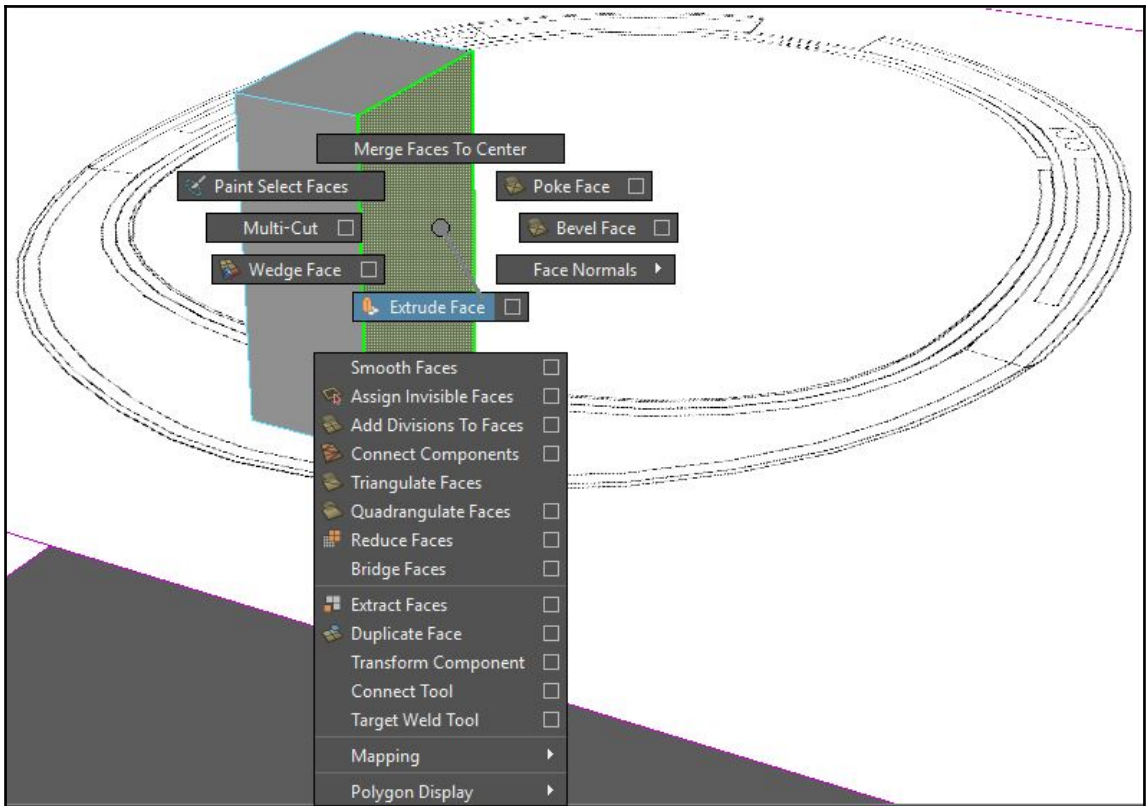
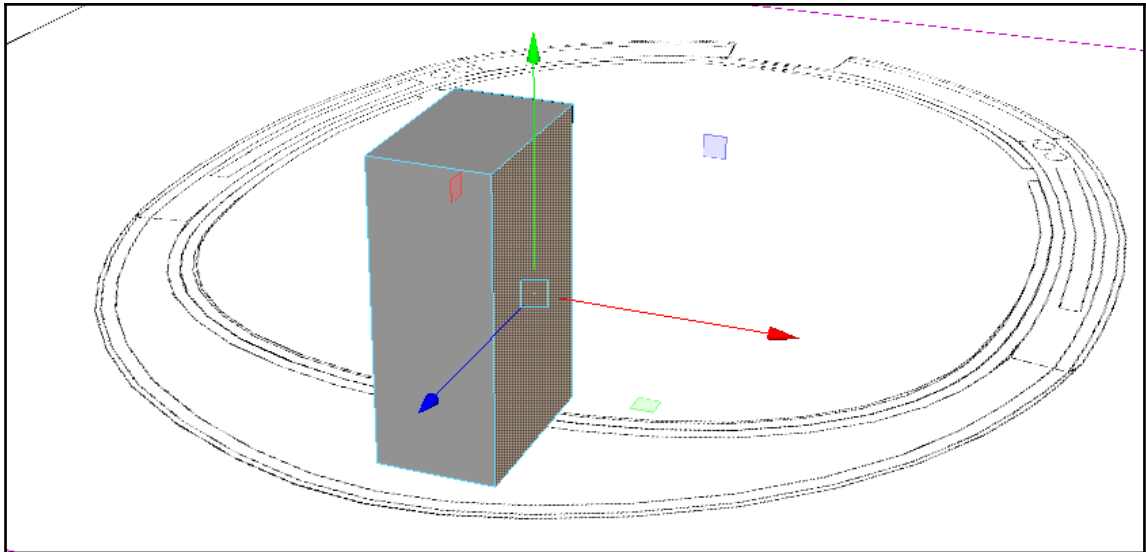


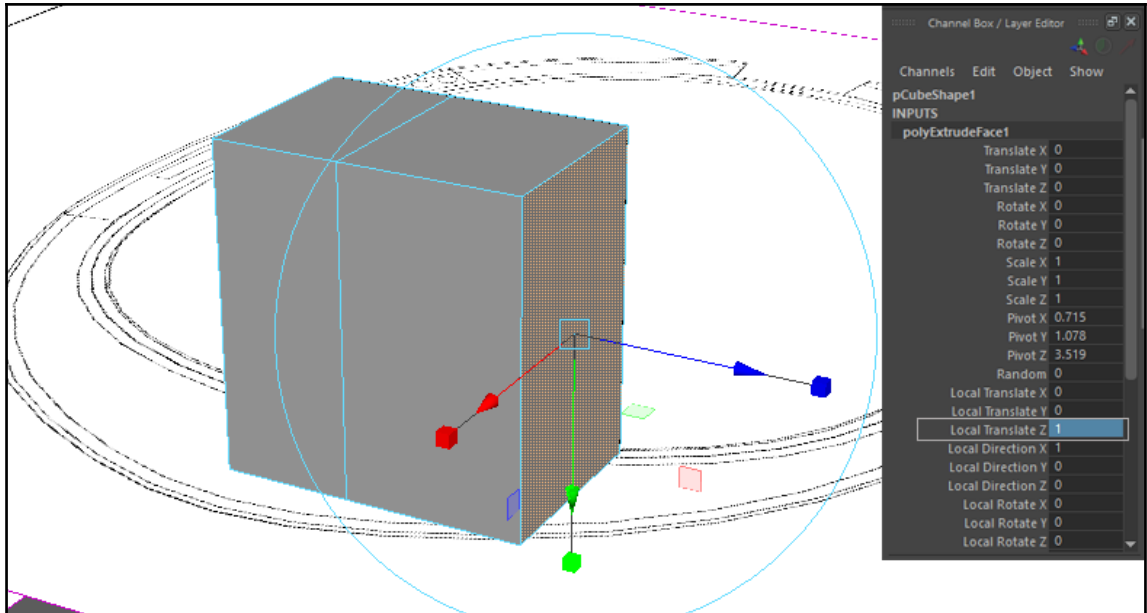


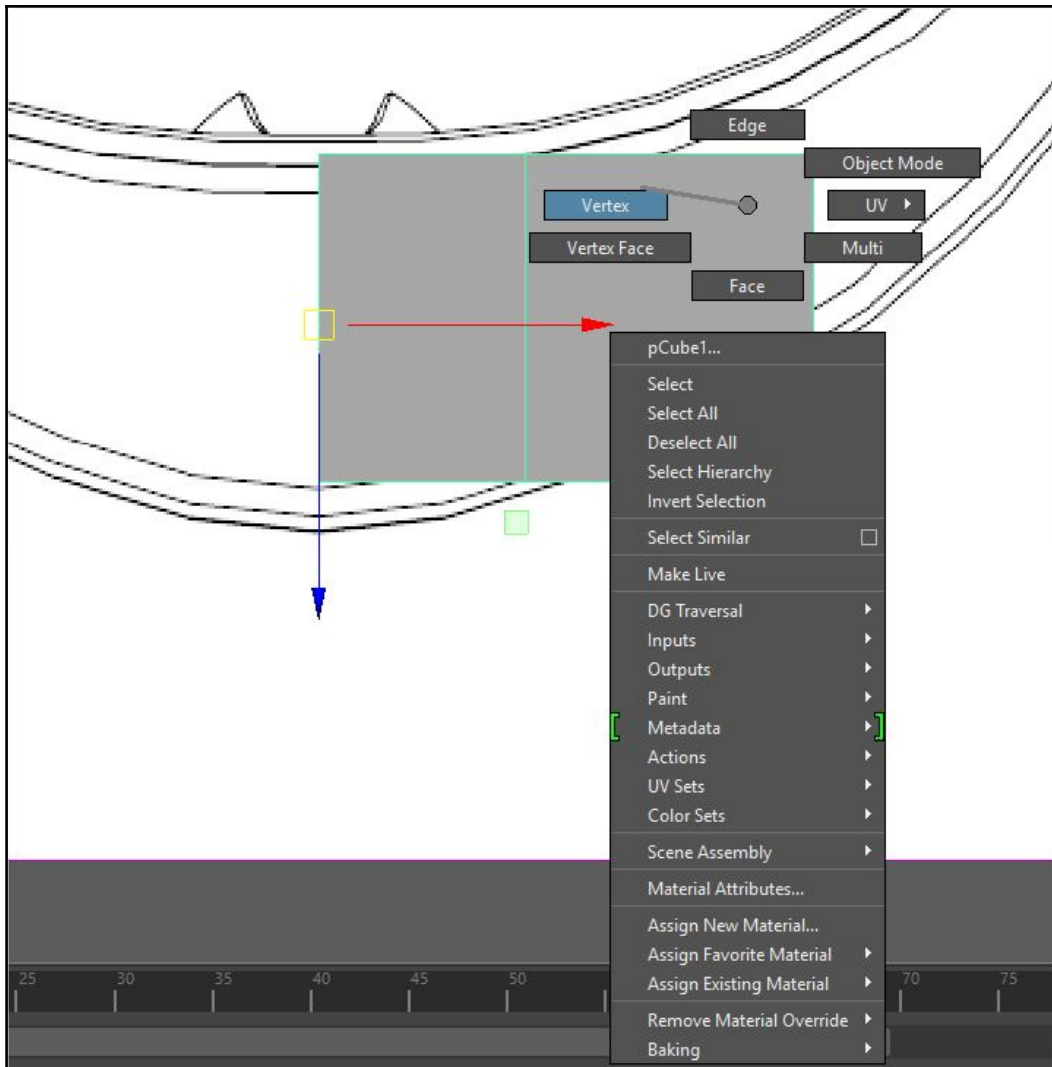


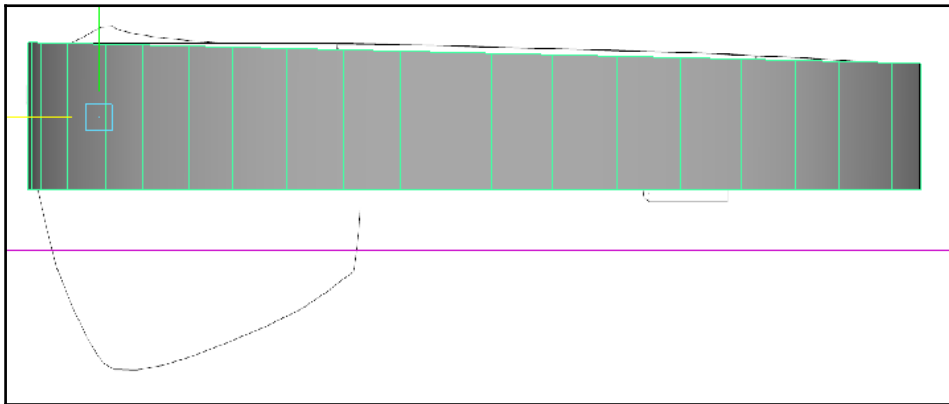
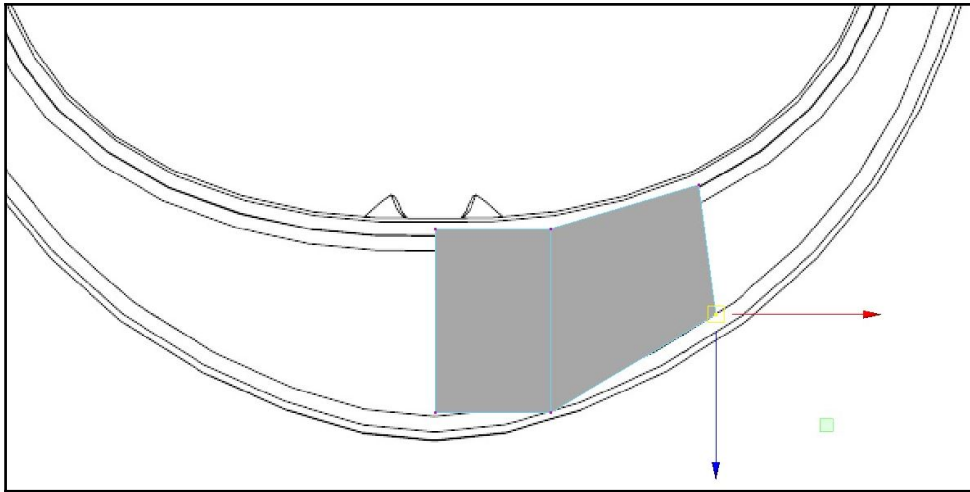


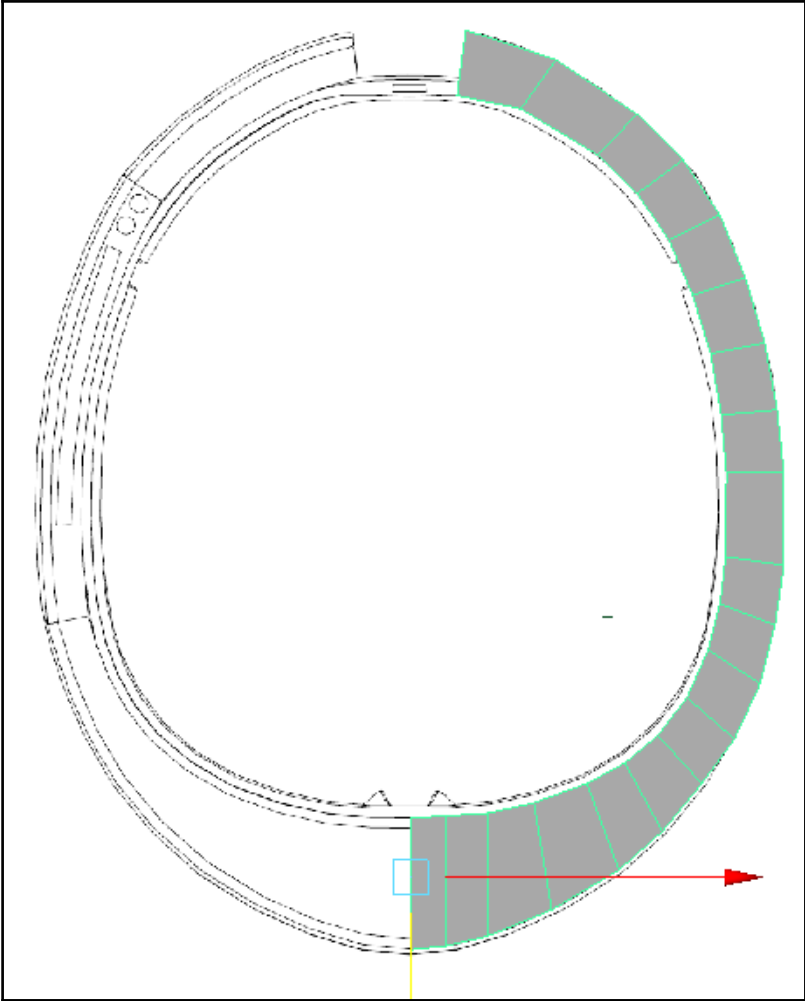


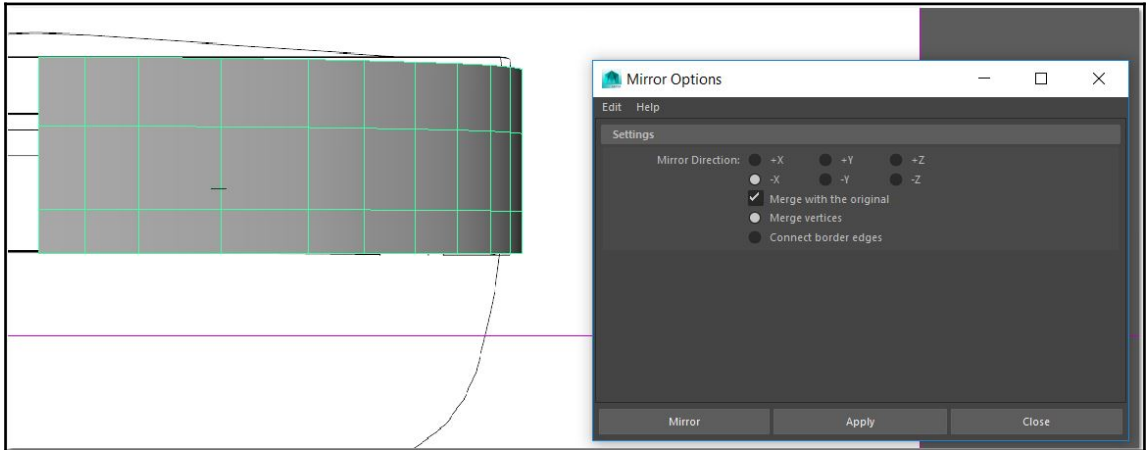
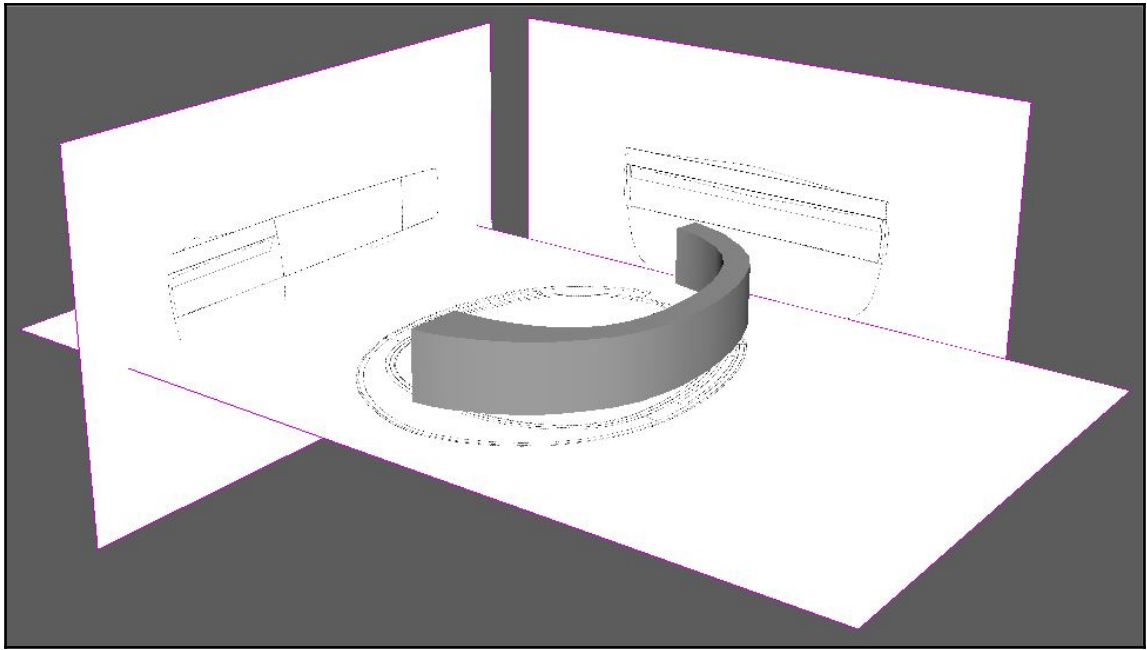


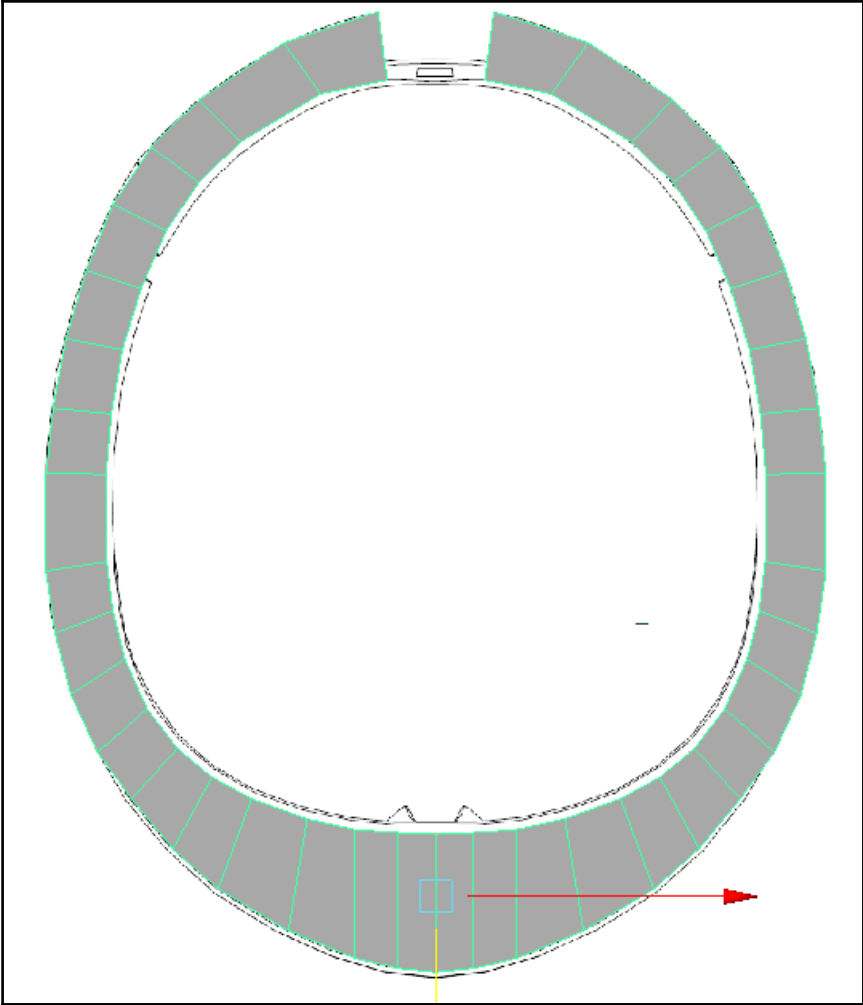


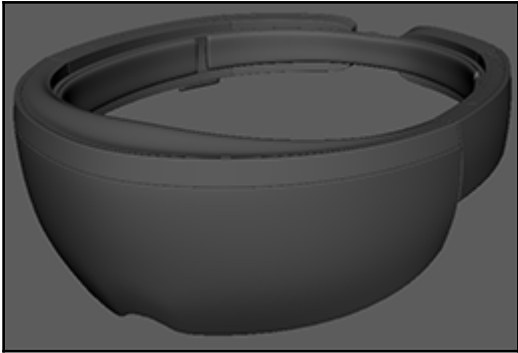
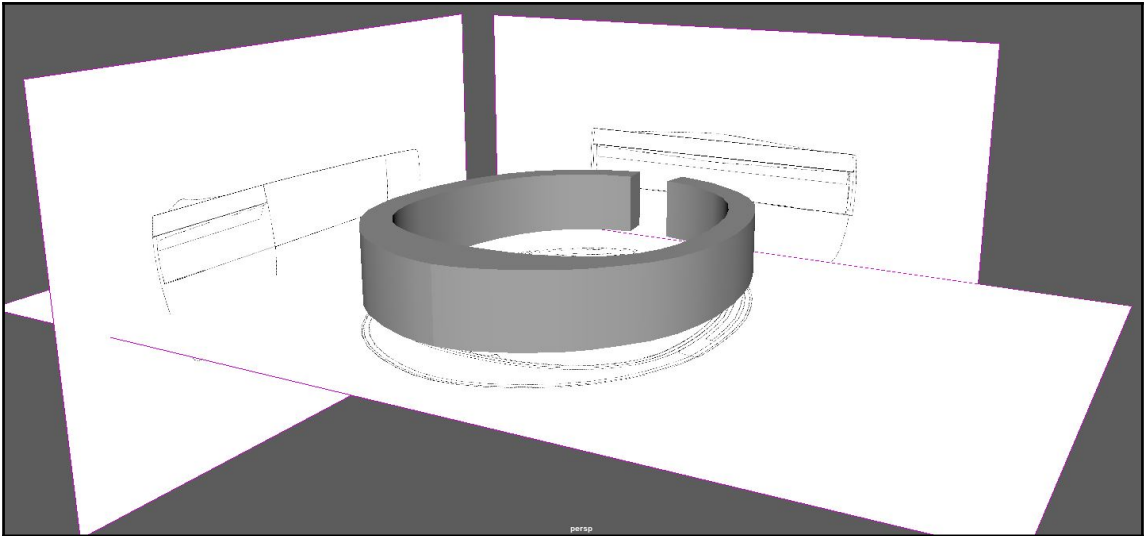


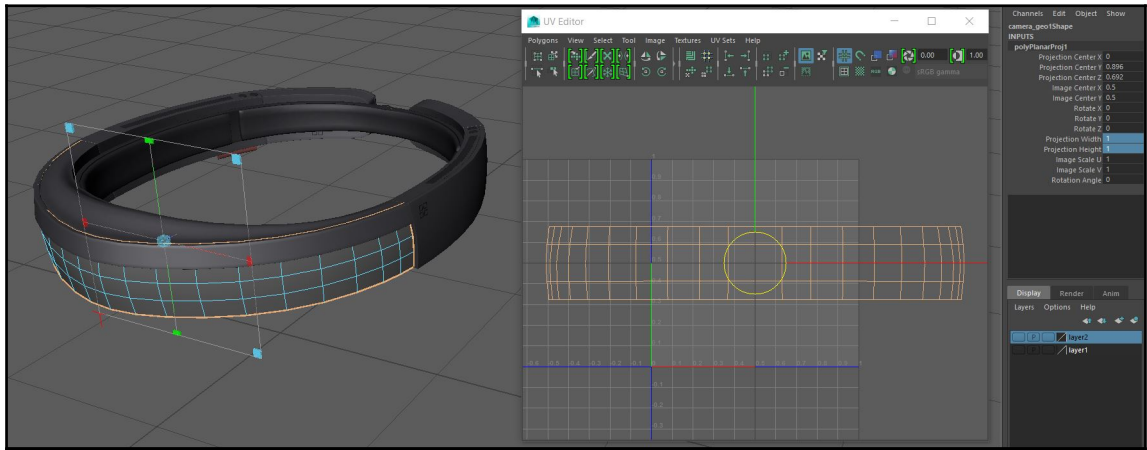
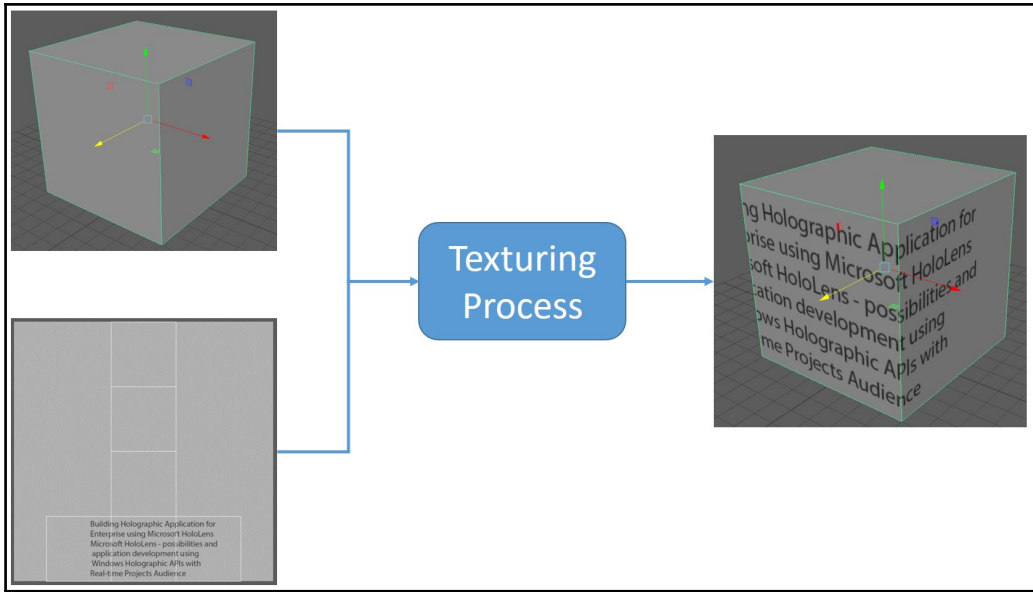


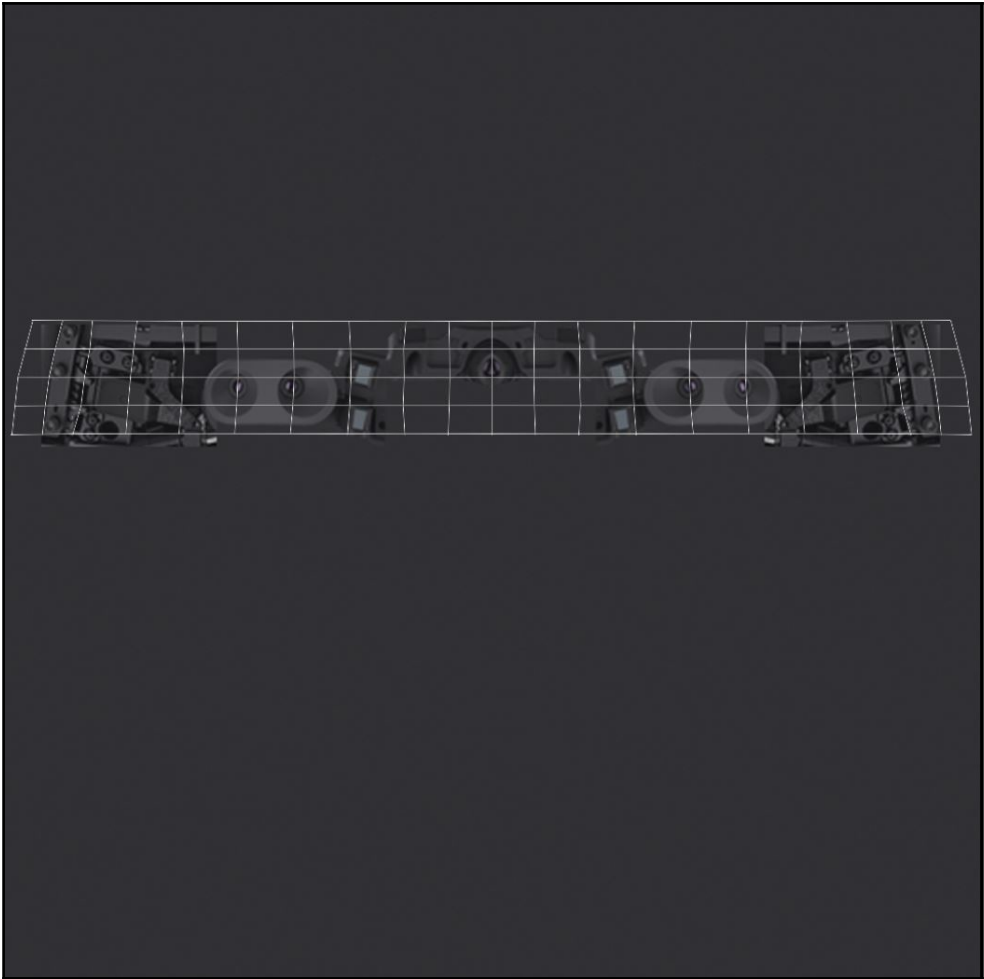


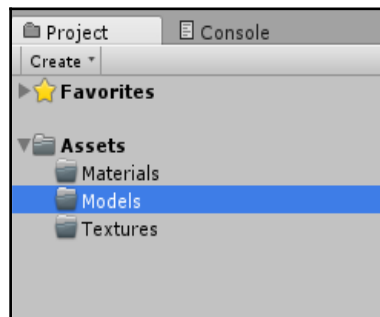
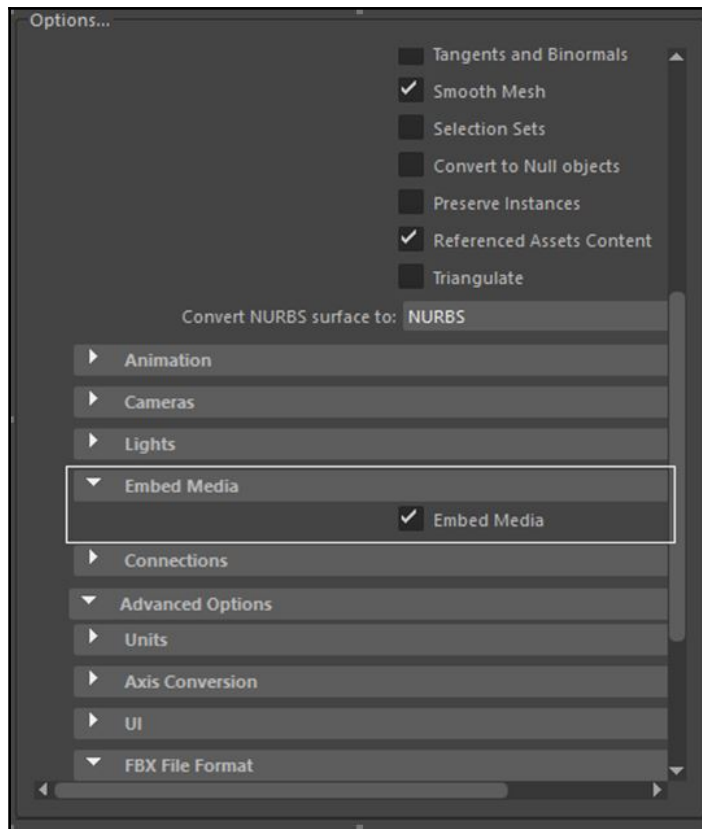


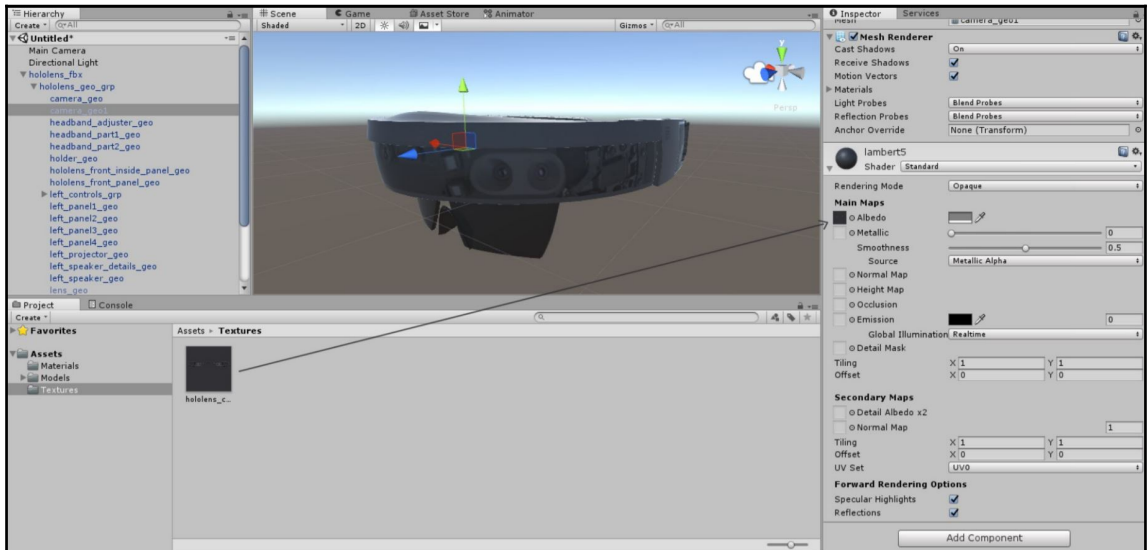
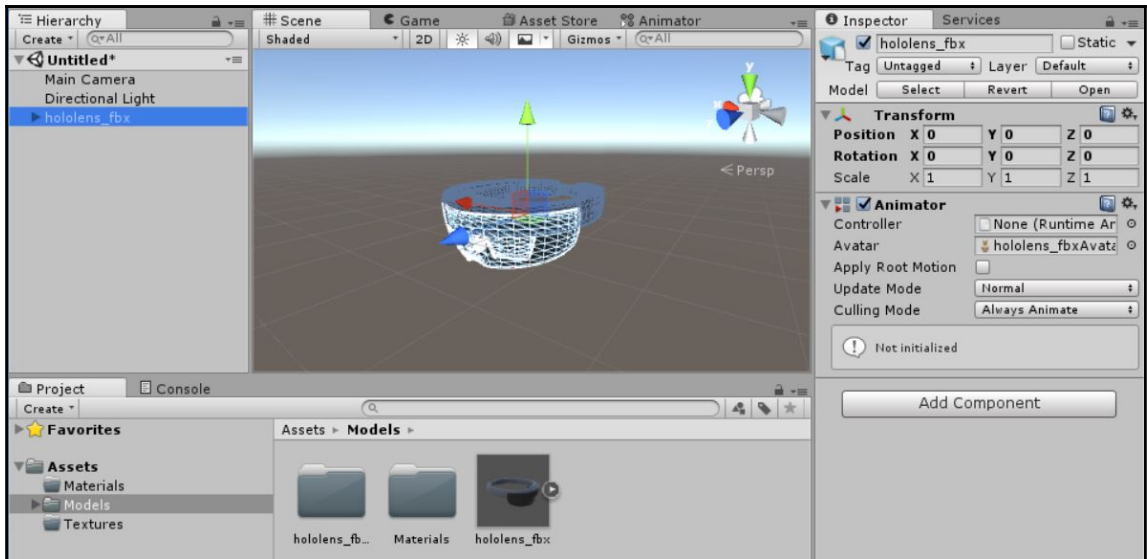


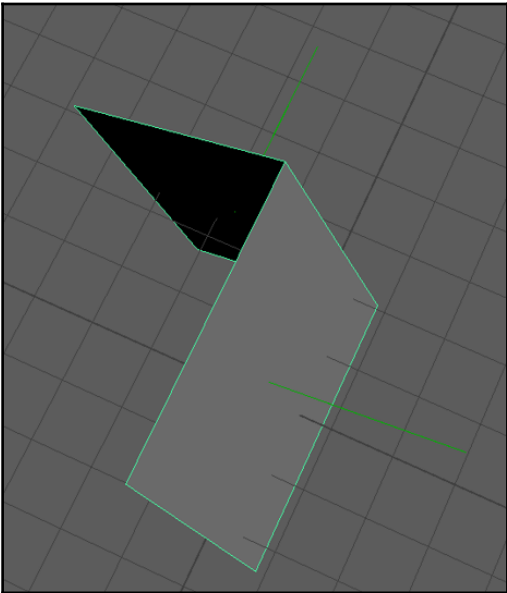
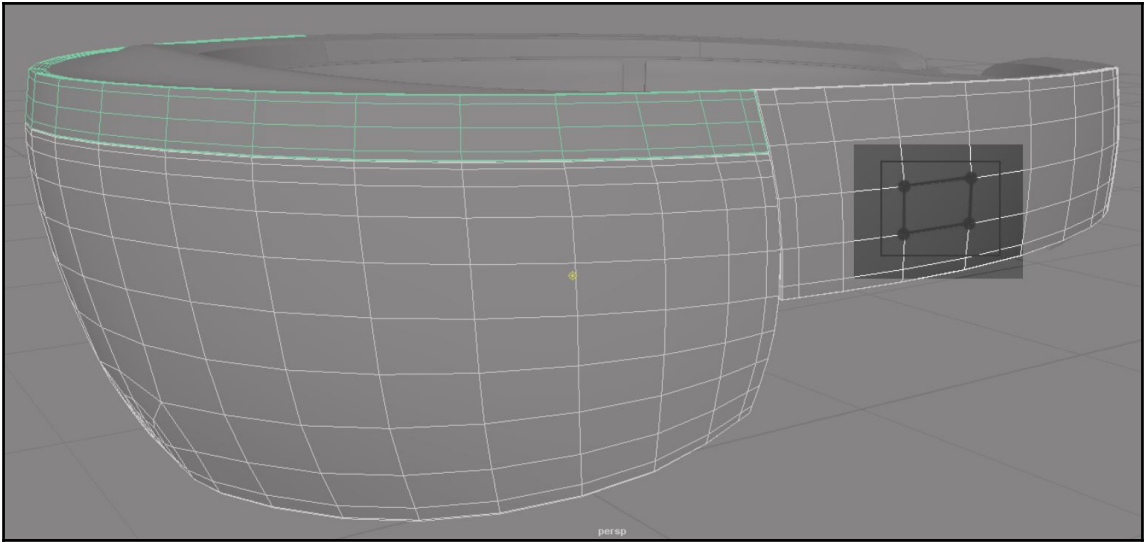


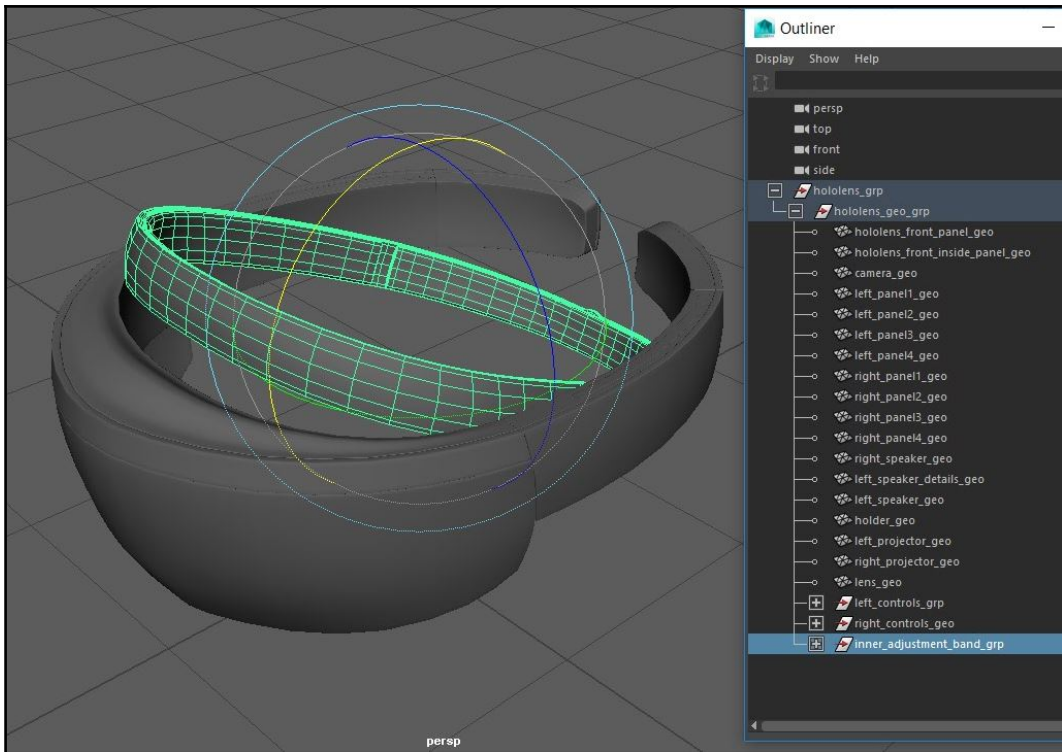


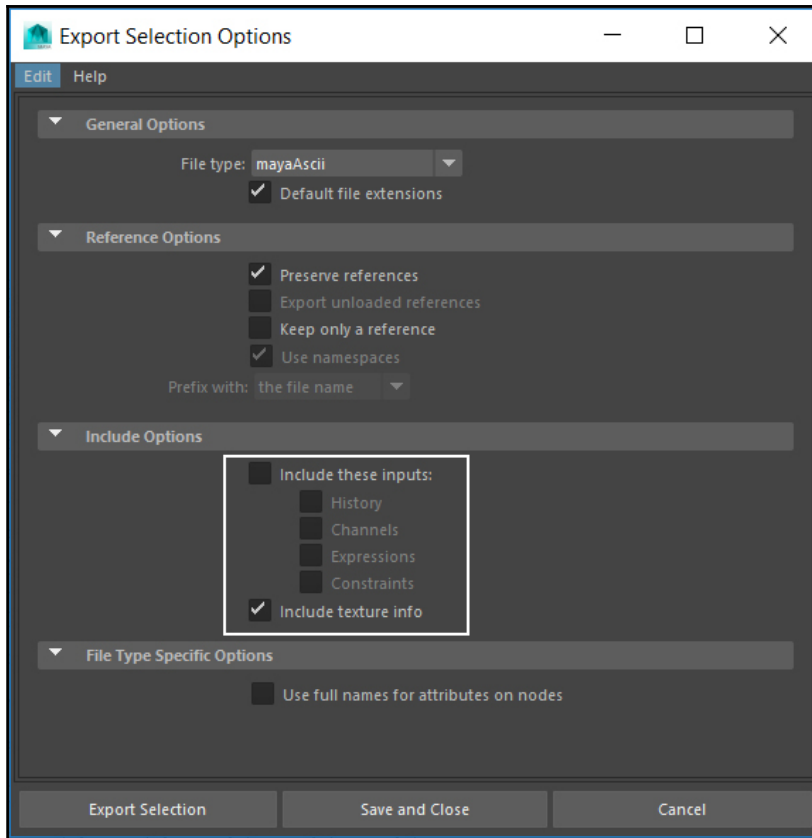


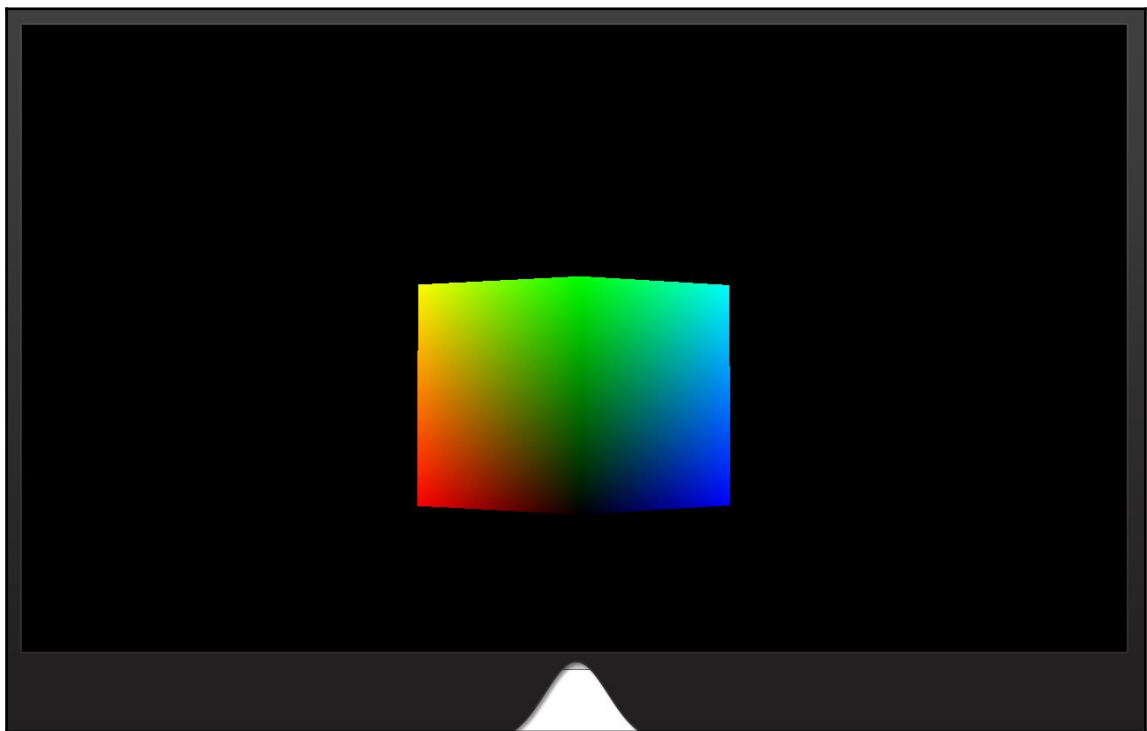
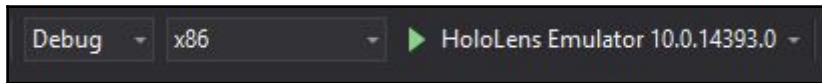
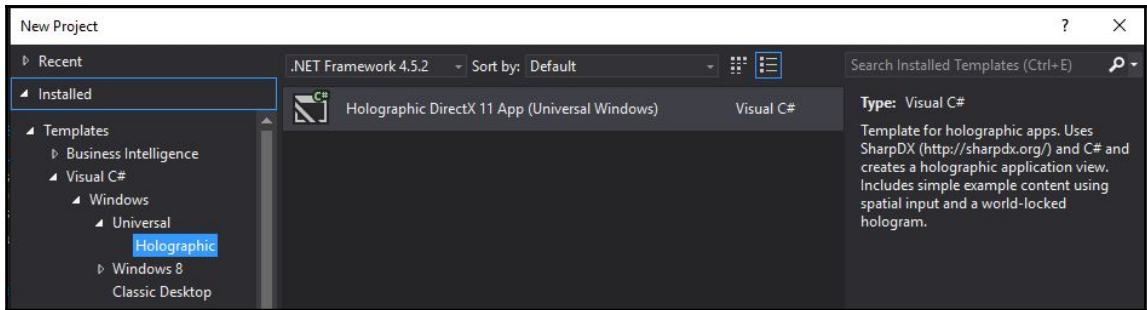




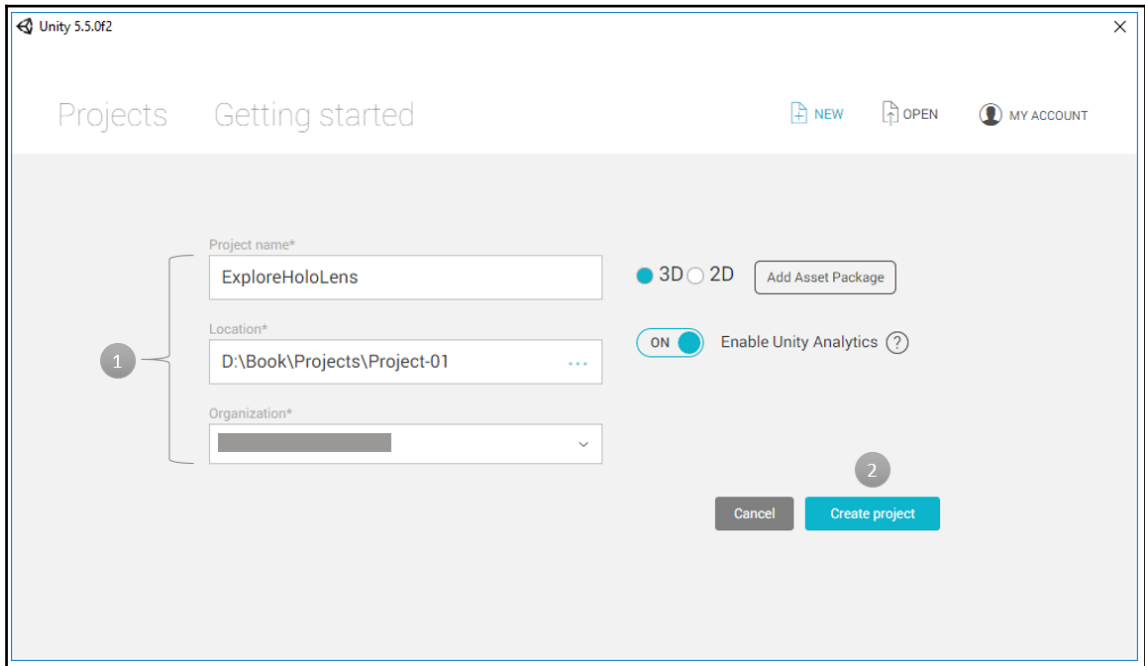


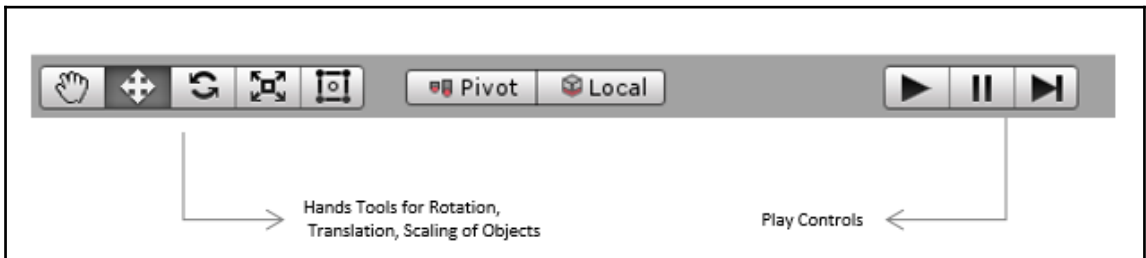
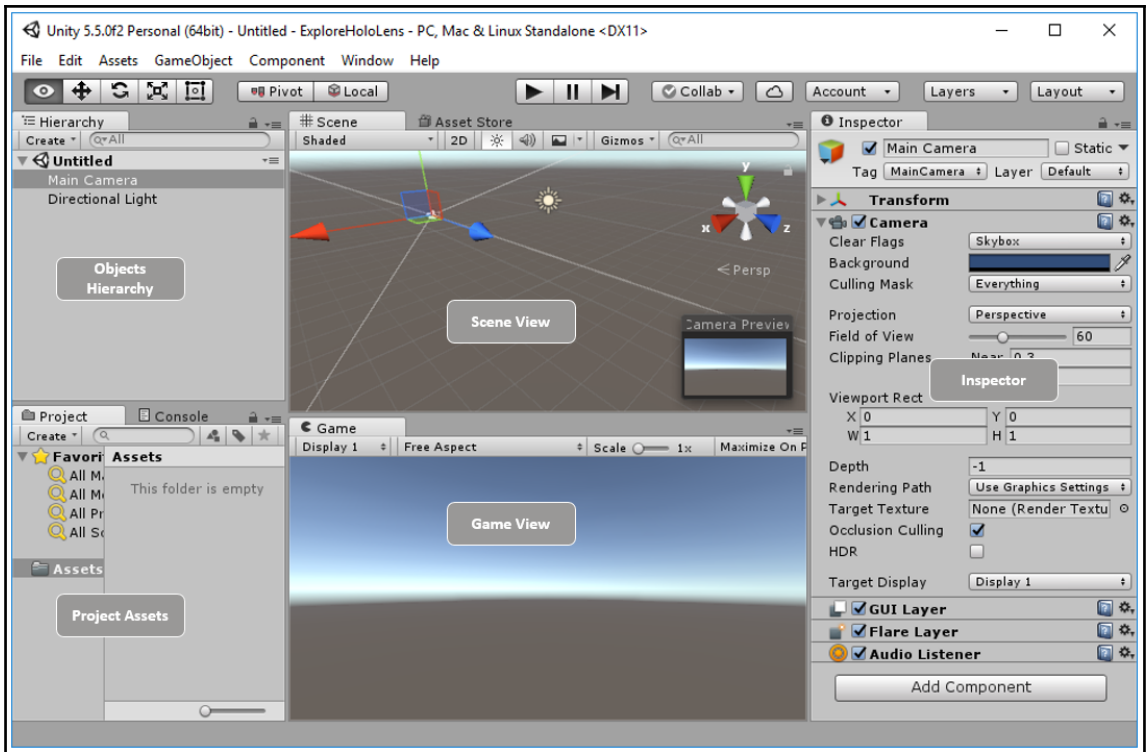


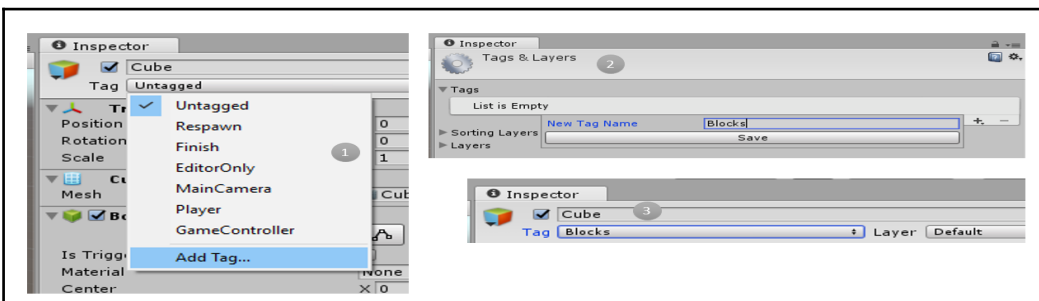
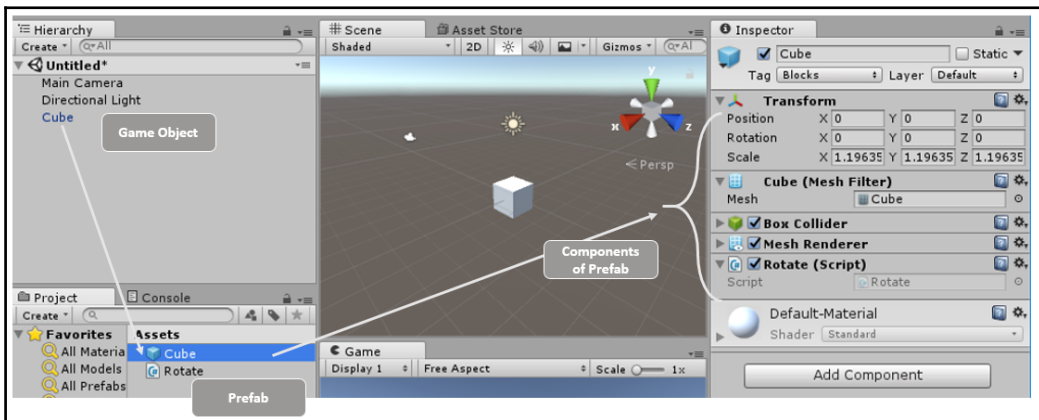
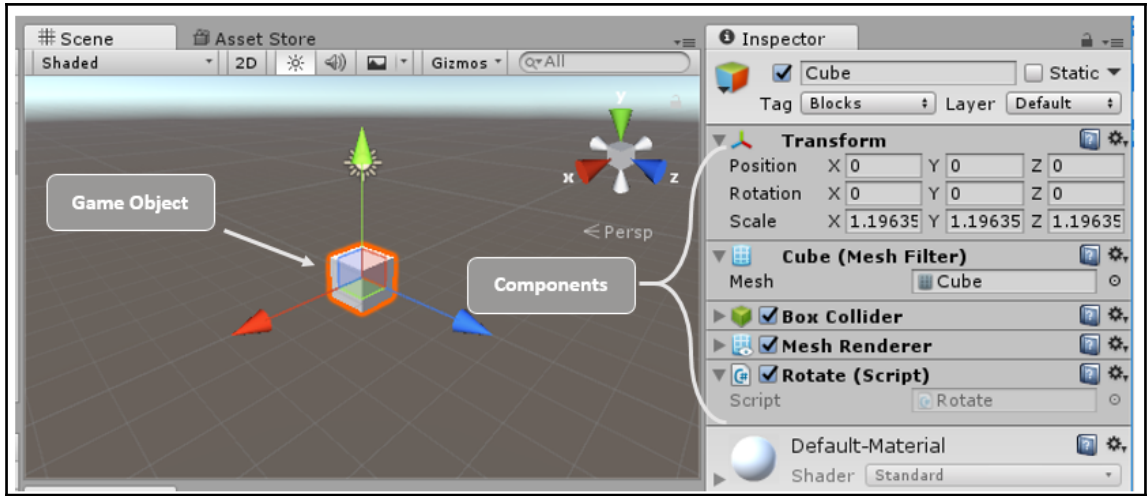


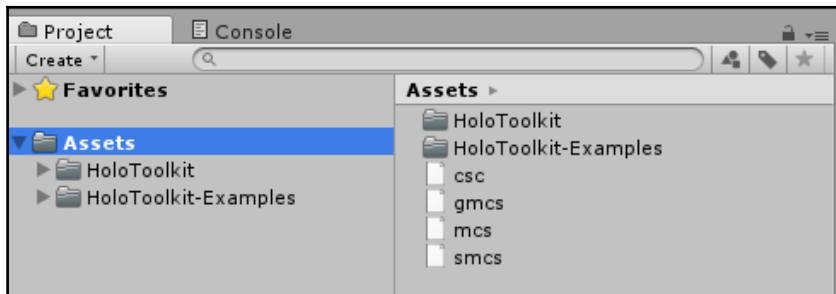
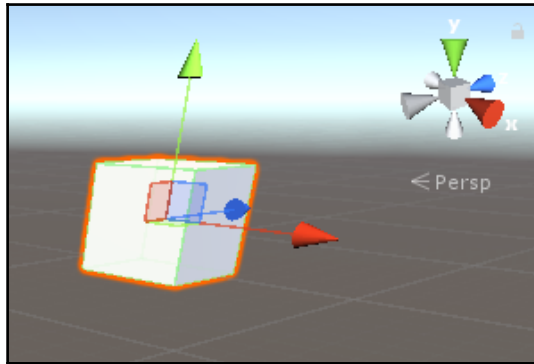


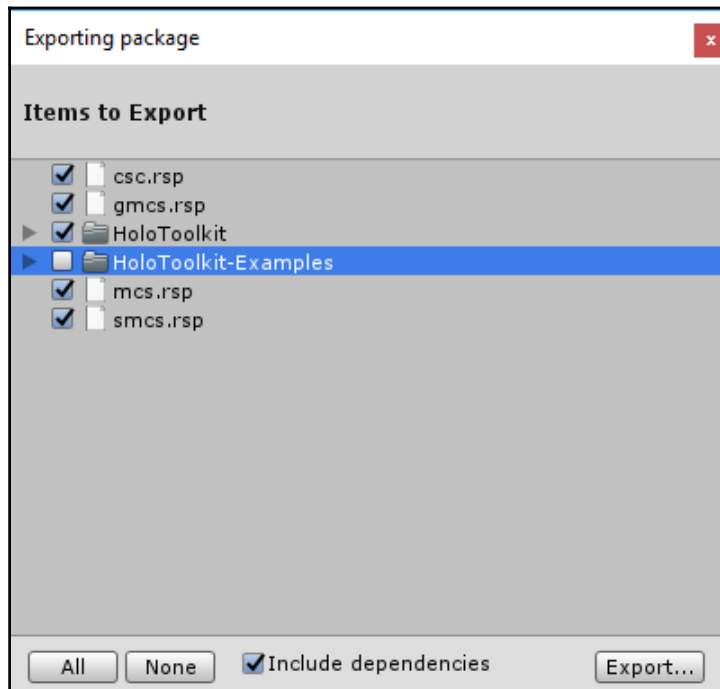
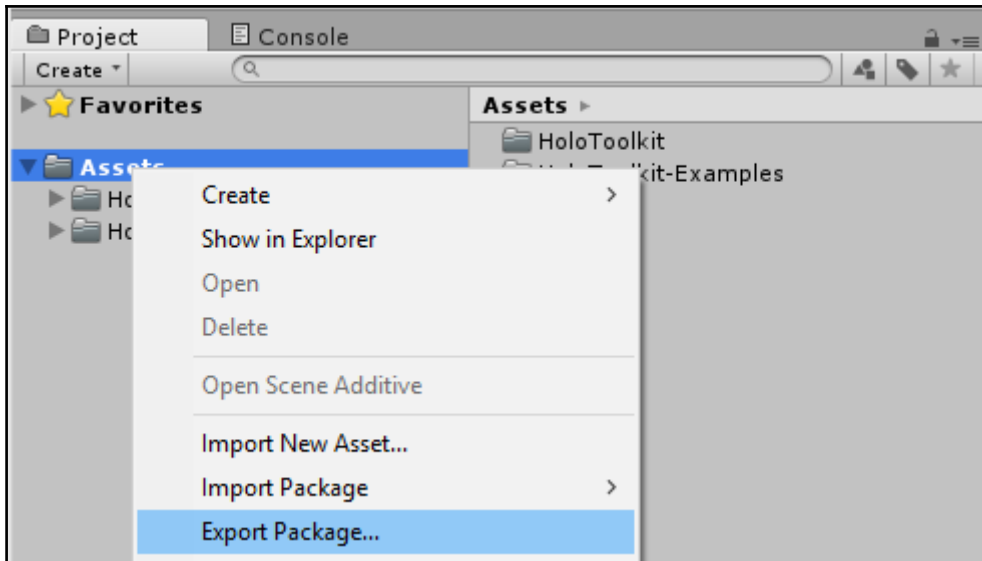
Chapter 4: Explore HoloLens as Hologram - Developing Application and Deploying on Device

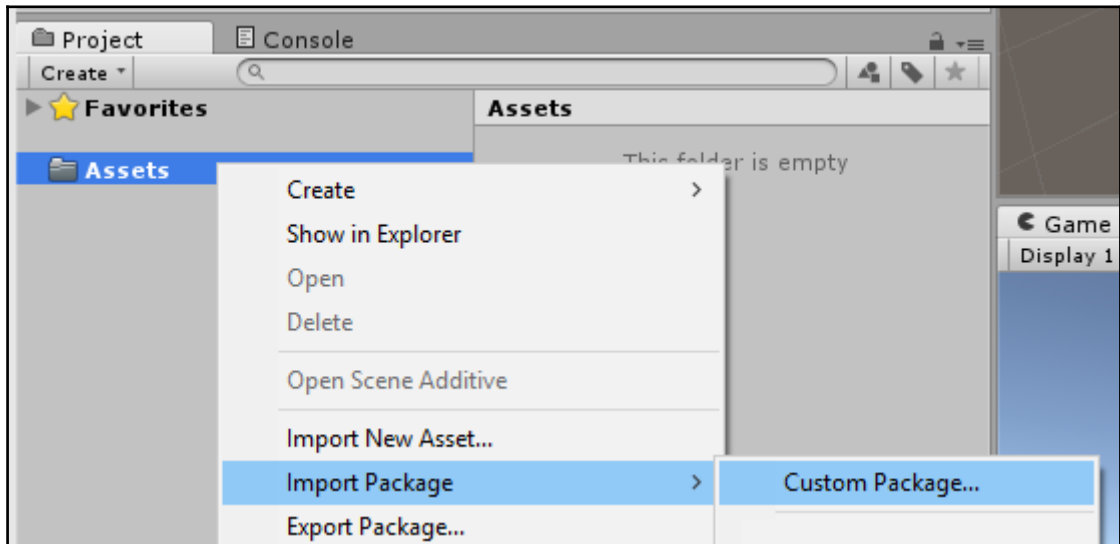
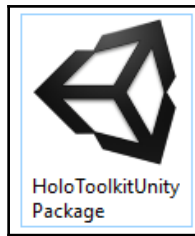


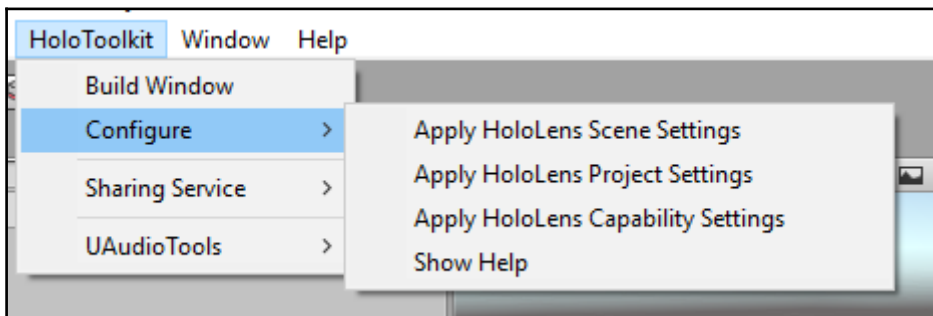
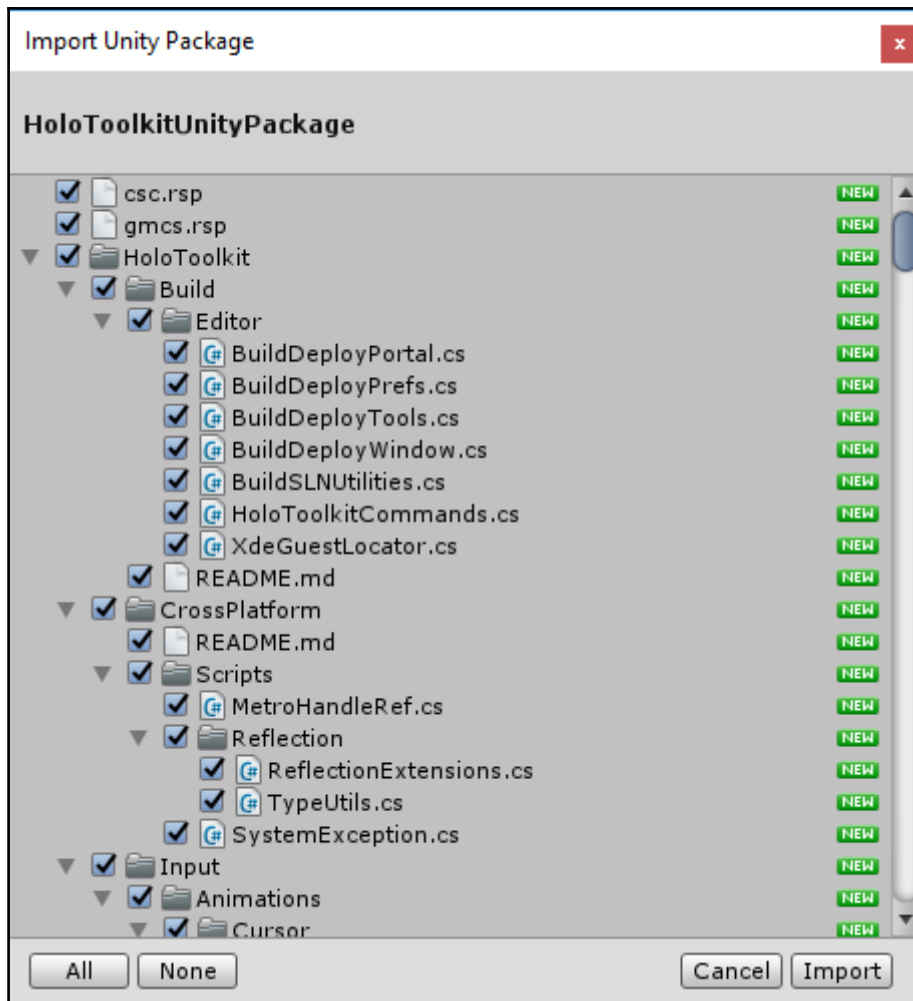


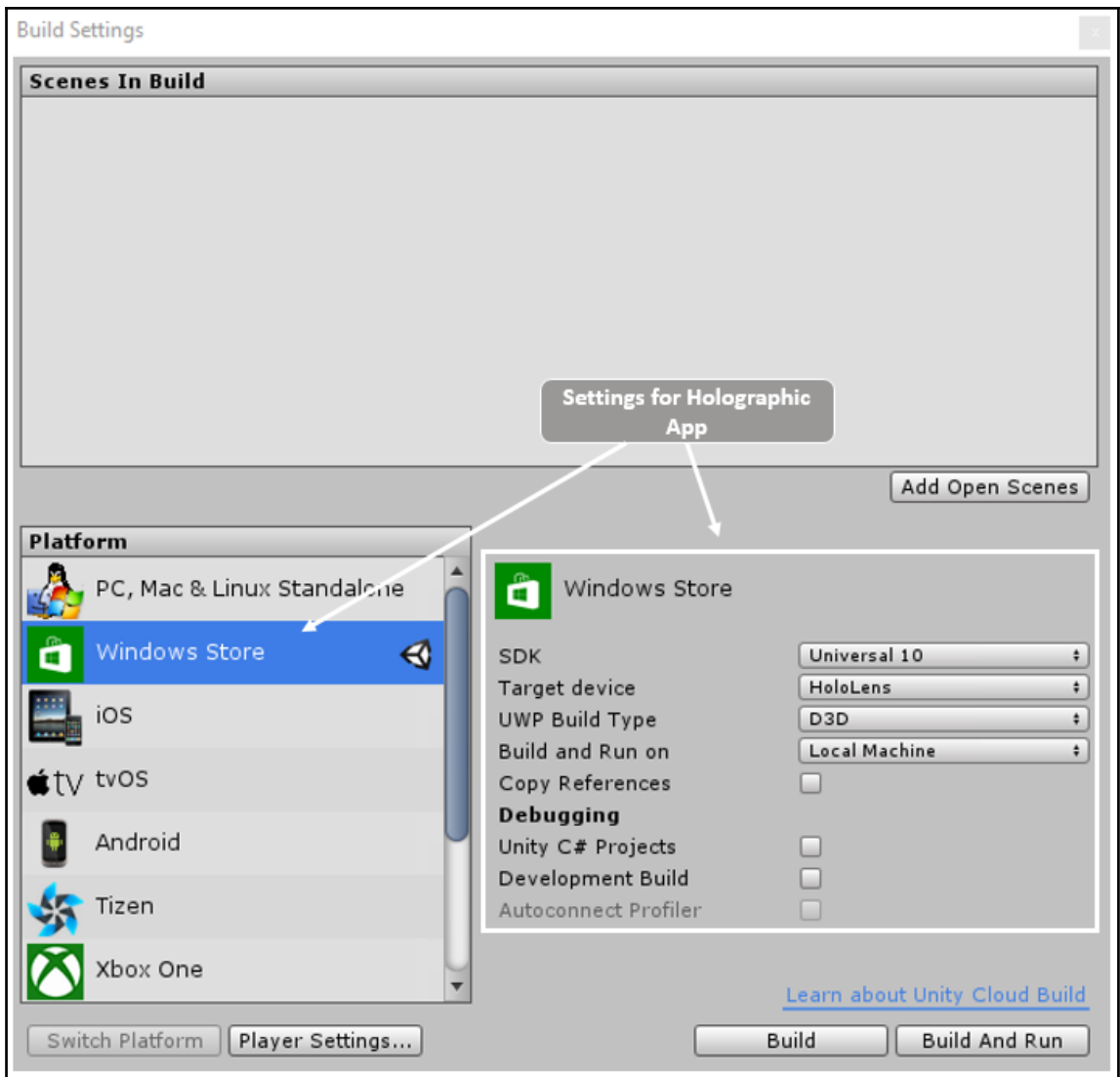


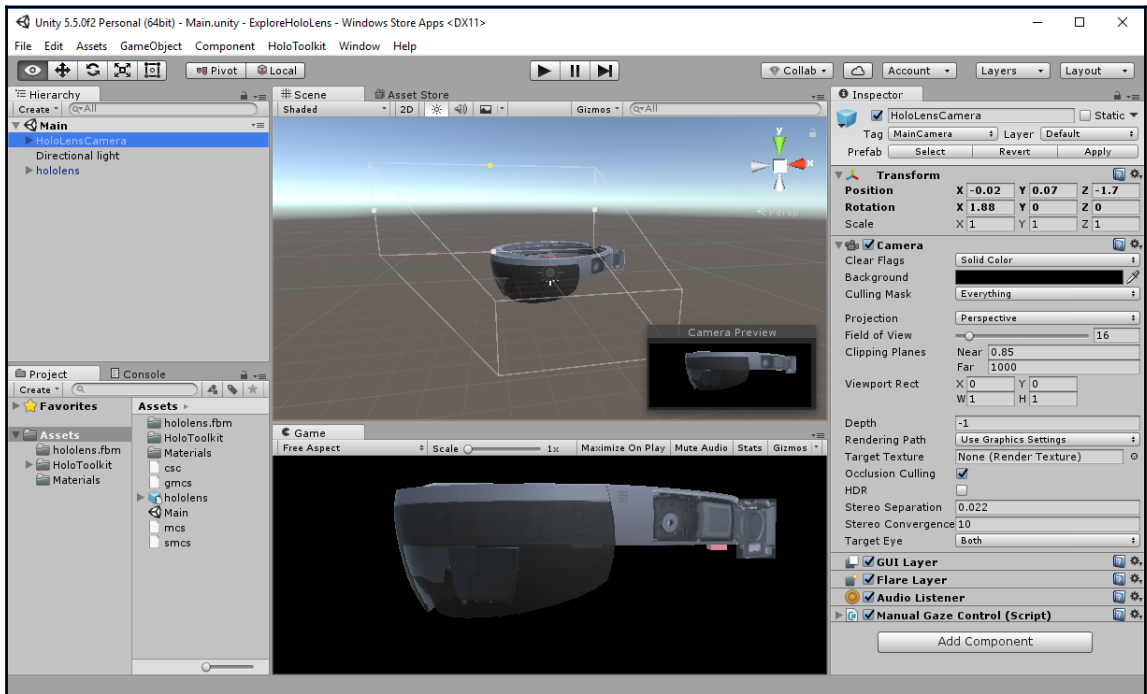
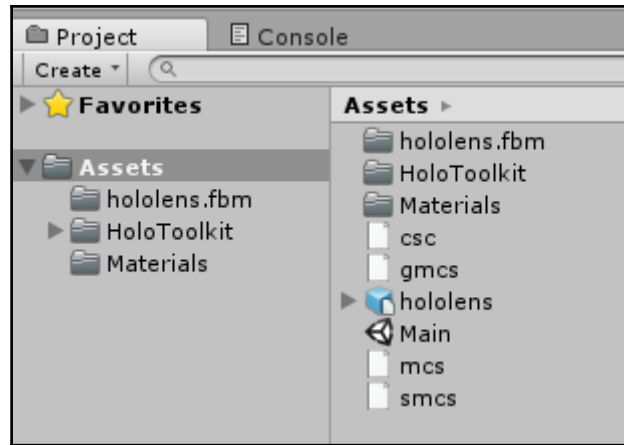


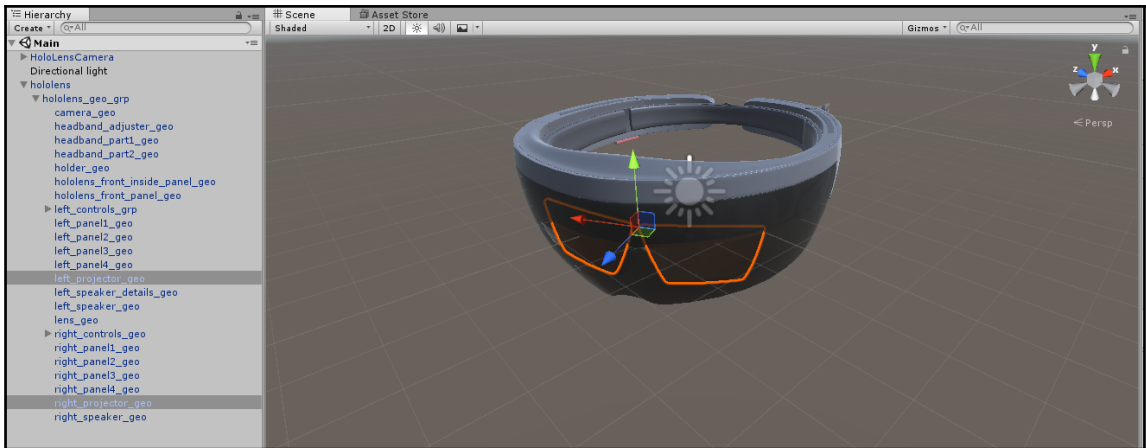


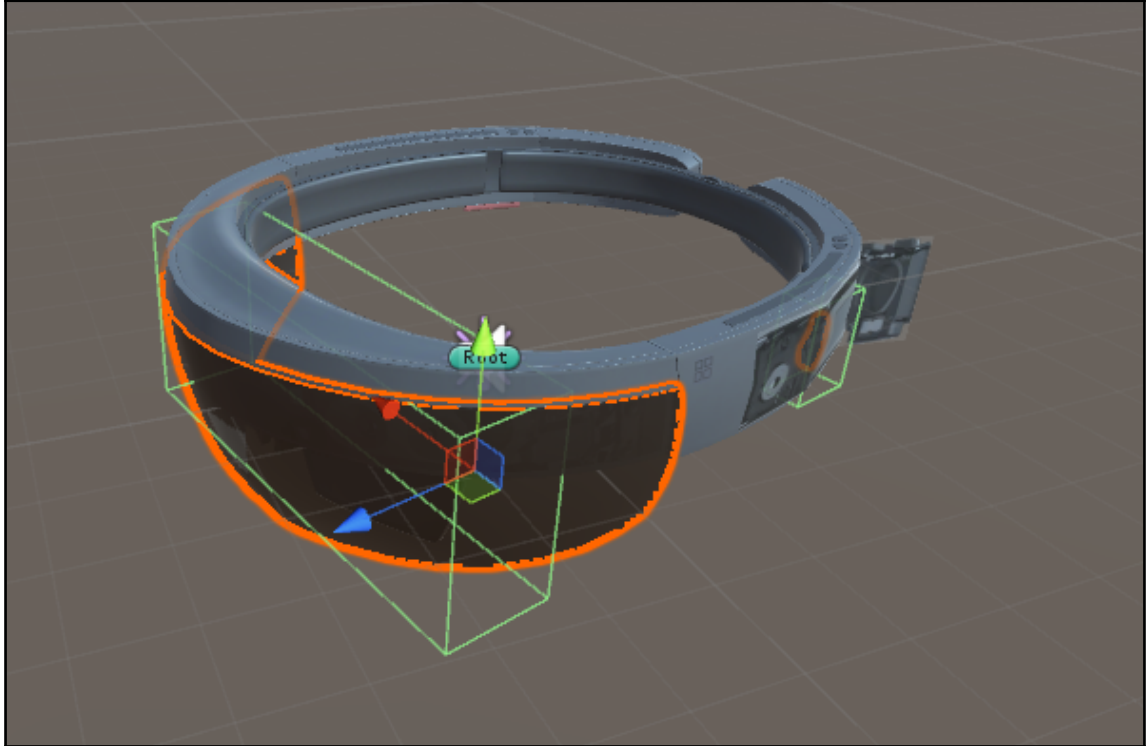


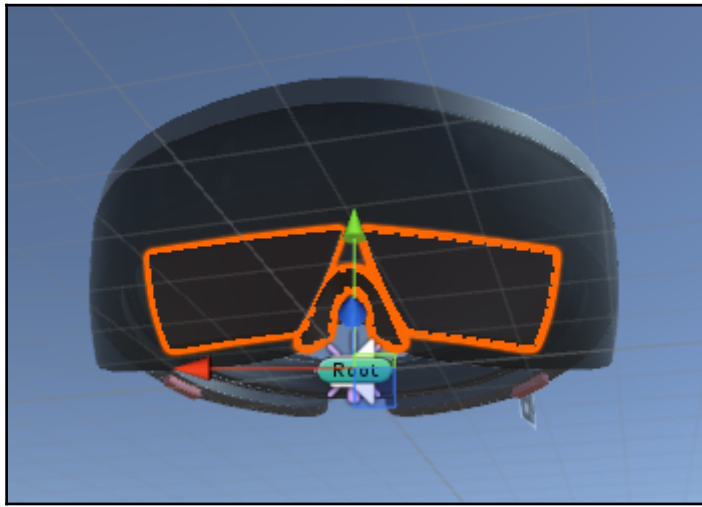
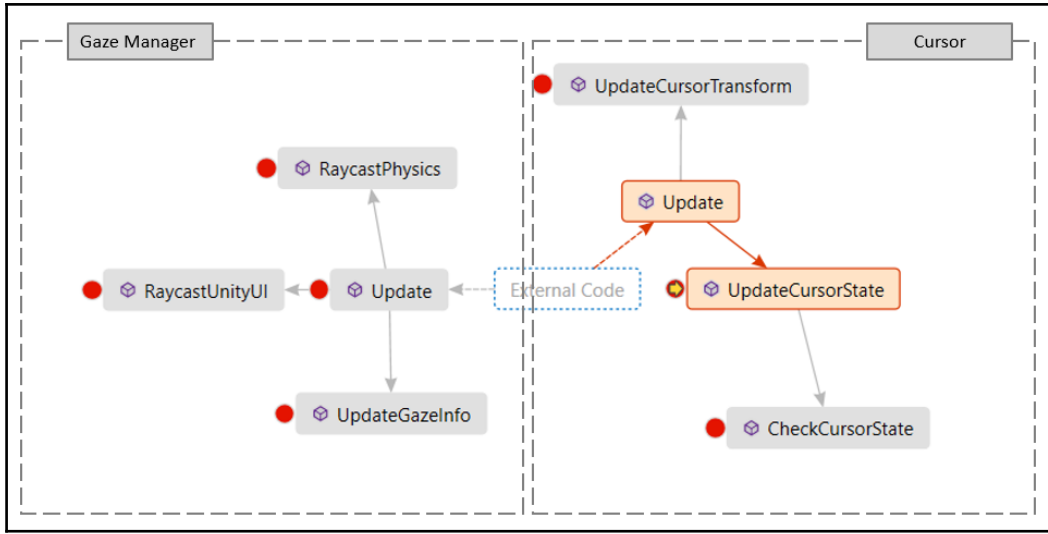


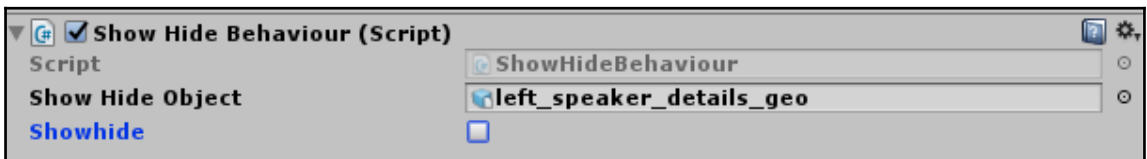
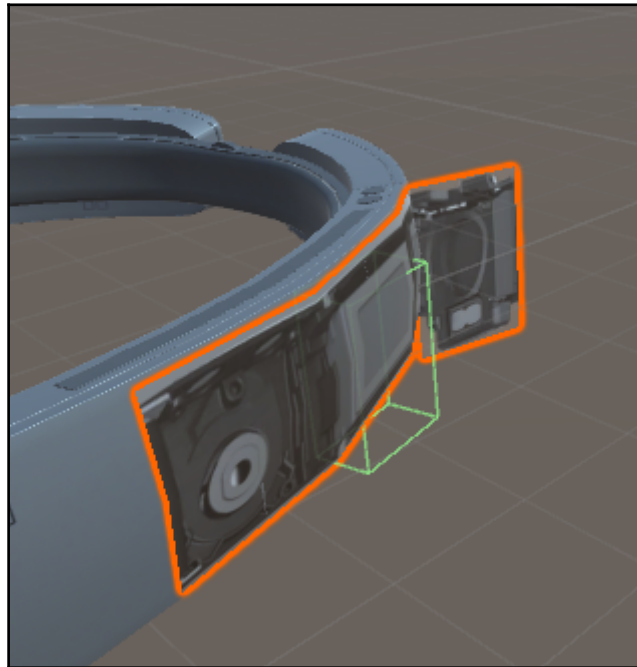
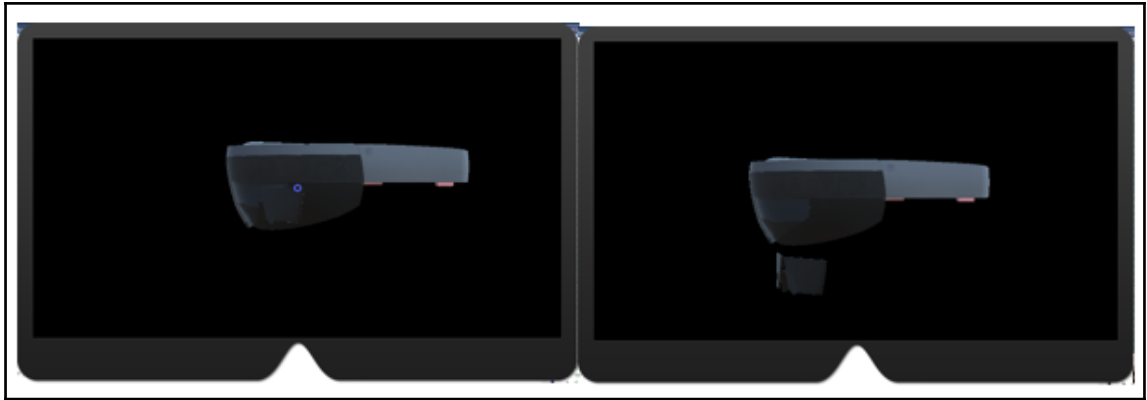


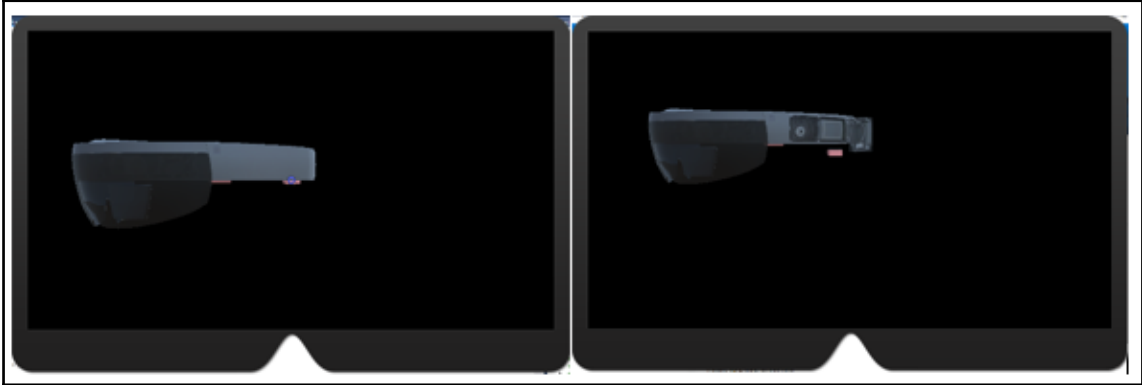


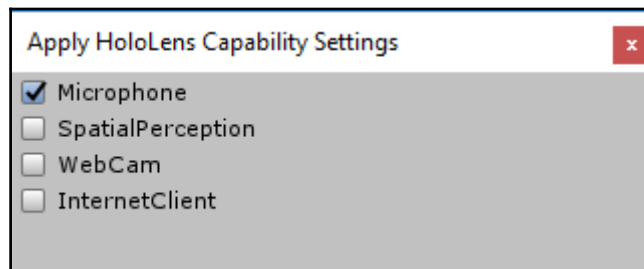
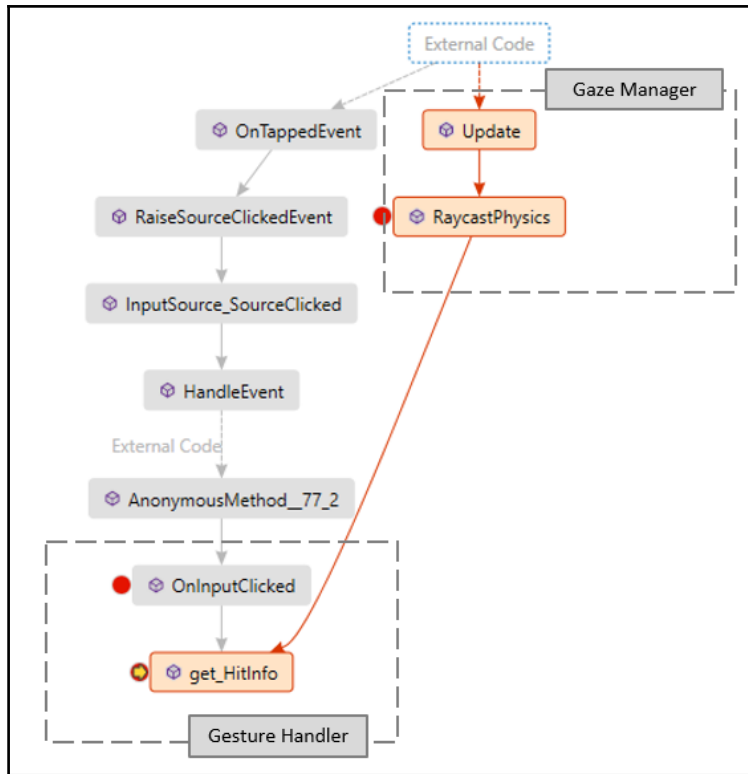


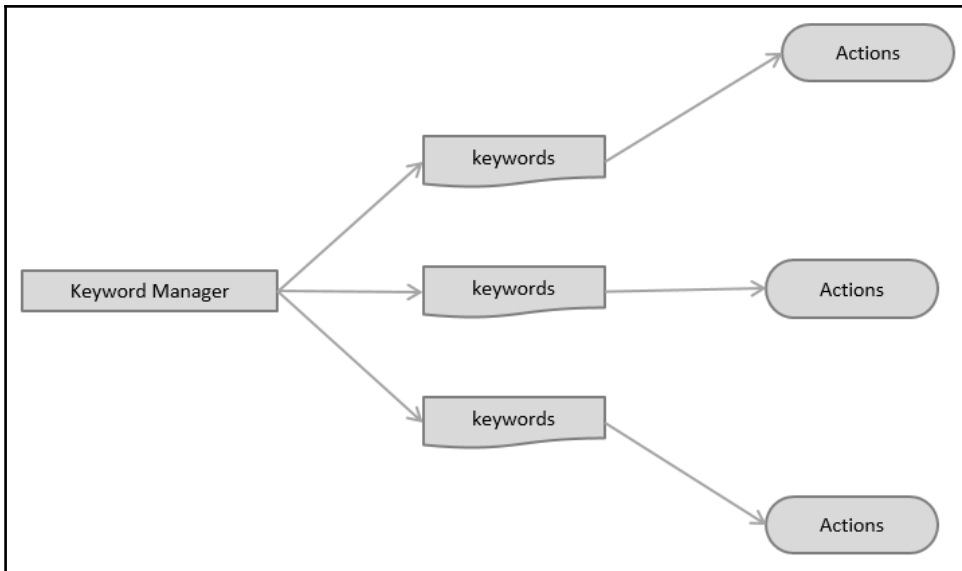















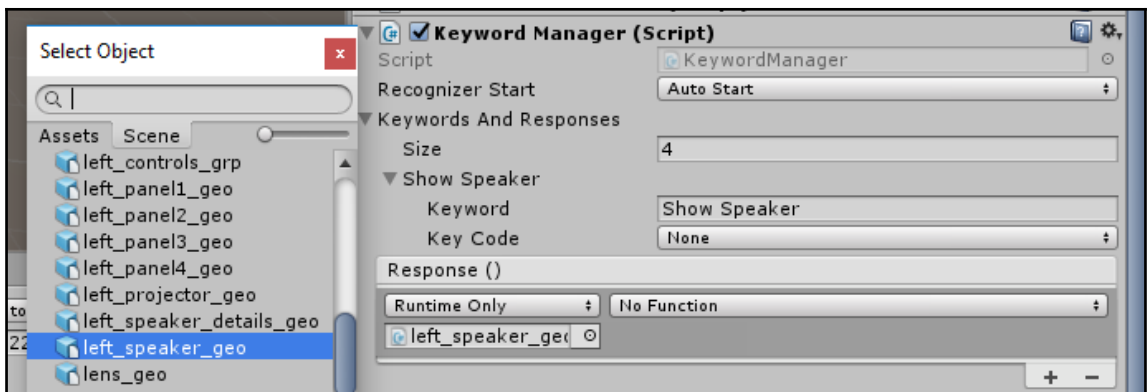
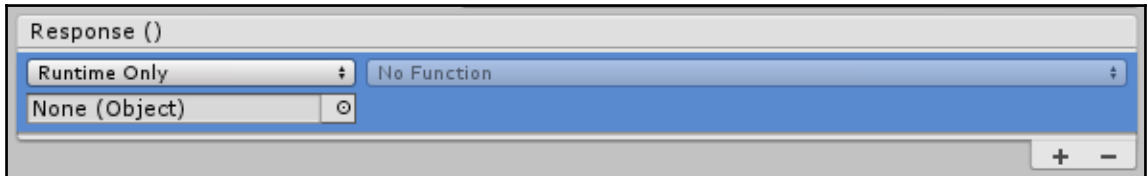
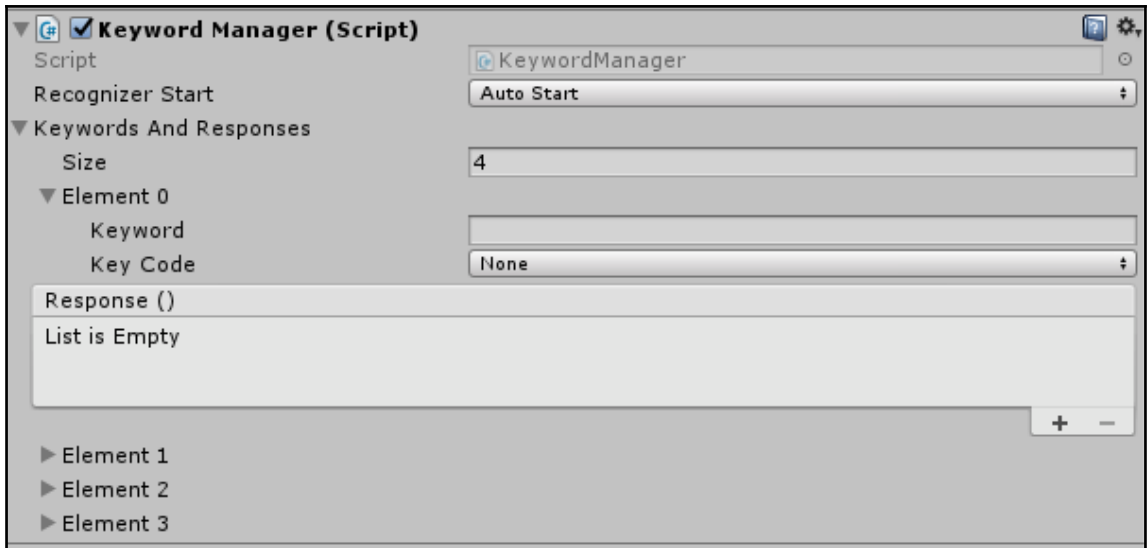
▼ **Keyword Manager (Script)** 

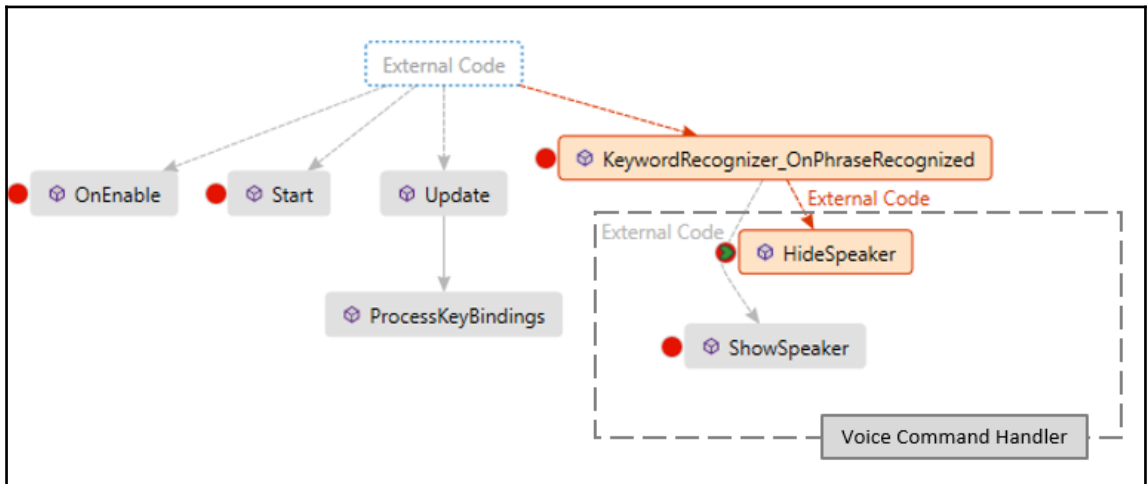
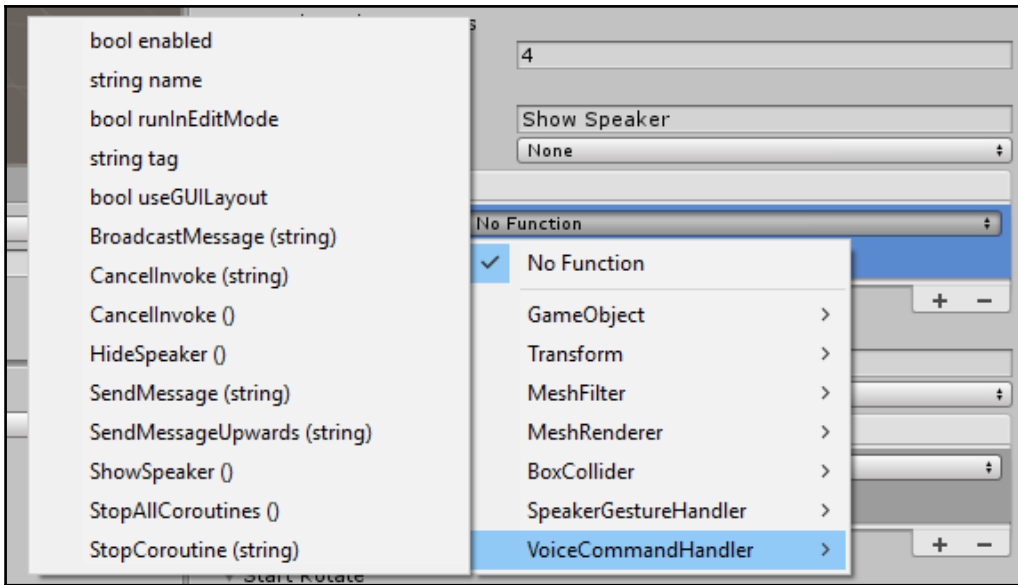
Script 

Recognizer Start 

▼ Keywords And Responses

Size





Inspector

Bypass Reverb Zone

Play On Awake

Loop

Priority 128
High Low

Volume 1

Pitch 1

Stereo Pan 0
Left Right

Spatial Blend 1
2D 3D

Reverb Zone Mix 1

▼ 3D Sound Settings

Doppler Level 1

Spread 0

Volume Rolloff

Min Distance

Max Distance

Listener

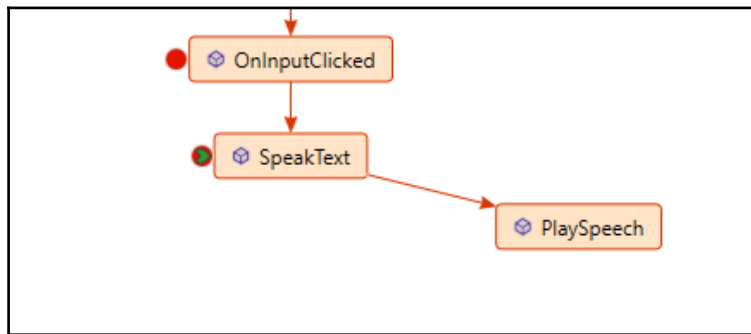
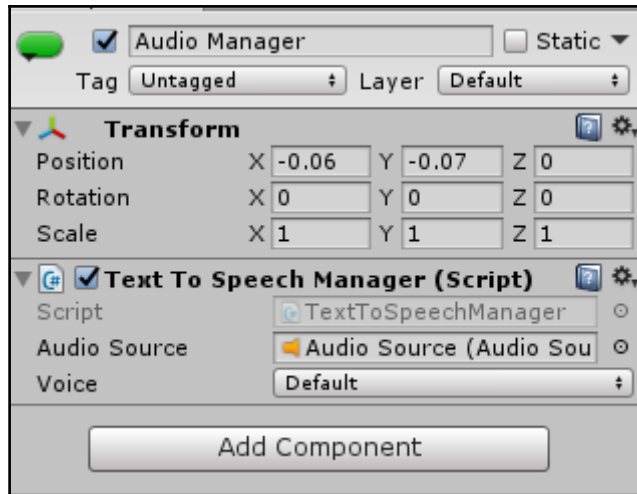
1.0
0.5
0.0

0 100 200 300 400 500

■ Volume ■ Spatial ■ Spread ■ Reverb

The 'Listener' graph shows the volume of the sound source as it varies with distance. The y-axis represents volume from 0.0 to 1.0, and the x-axis represents distance from 0 to 500. A red line with diamond markers shows the volume starting at 1.0 at distance 0 and dropping sharply to 0.0 by distance 100. A green line (Spatial) is constant at 1.0. A blue line (Spread) is constant at 0.0. A yellow line (Reverb) is constant at 1.0.





Build Window

SLN

Build directory: WindowsStoreApp

Open SLN Build Visual Studio SLN

Build SLN, Build APPX, then Install

APPX

MSBuild Version: 14.0

Build Configuration: Debug

Rebuild Increment version Build APPX from SLN

Deploy

IP Address: 127.0.0.1 Refresh

Username: _____

Password: _____

Uninstall first:

***** No builds found in build directory**

Utilities

Open Device Portal

Launch Application

View Log File

Uninstall Application



App Manager

Installed apps

Version: 1.0.0.0
 Publisher
 PackageFullName: 4100715c-b05c-47a7-b22f-41ee2e750101_1.0.0.0_neutral_09p1176waz117y

Running apps

PID	NAME	VERSION	PUBLISHER	PACKAGE FULL NAME	USER NAME
1740	Microsoft.Windows.Cortana	1.7.0.14393	CN=Microsoft Windows...	Microsoft.Windows.Cortana_1.7...	
2940	HoloShell	1.1.0.0	CN=Microsoft Windows...	HoloShell_1.1.0.0_neutral_cw5n...	
3872	Cortana Listening UI	1.0.0.0	CN=Microsoft Windows...	CortanaListenUI_1.0.0.0_neutral_...	

Install app

App package
 Browse...

Dependency
 Add dependency

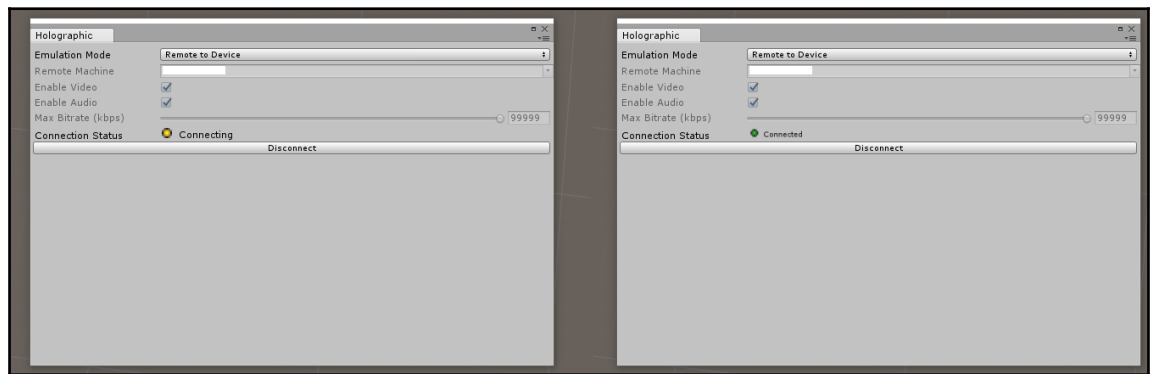
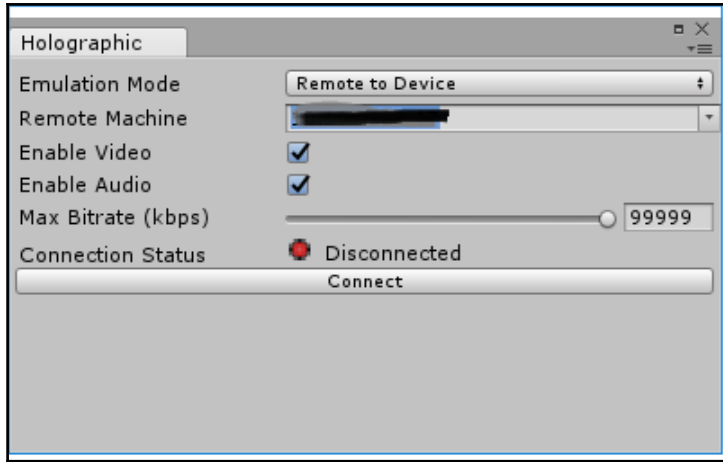
Deploy
 Go Reset

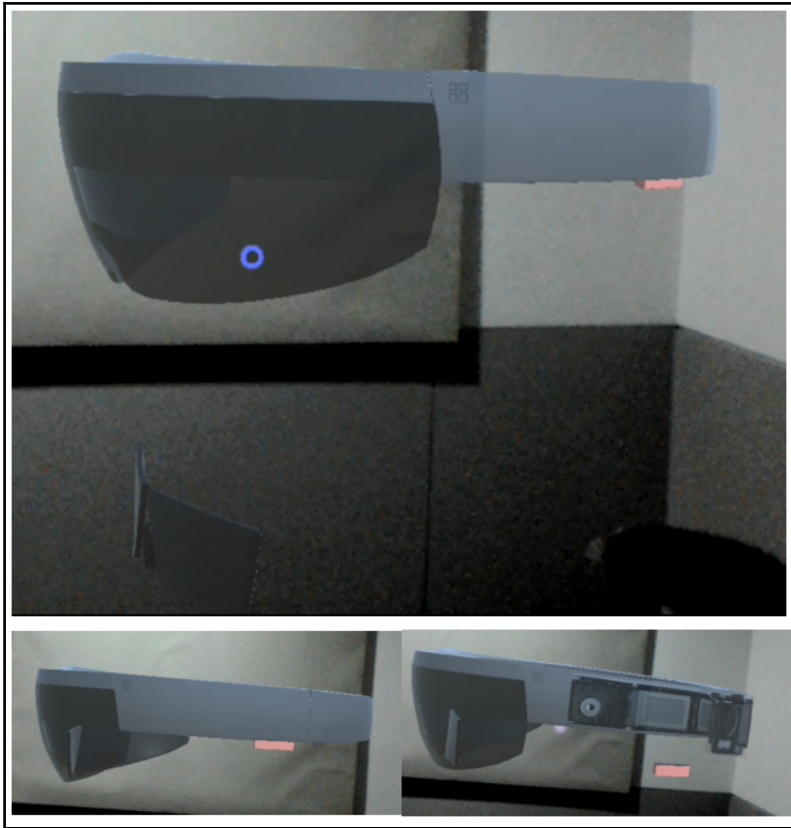


Holographic Remoting Player

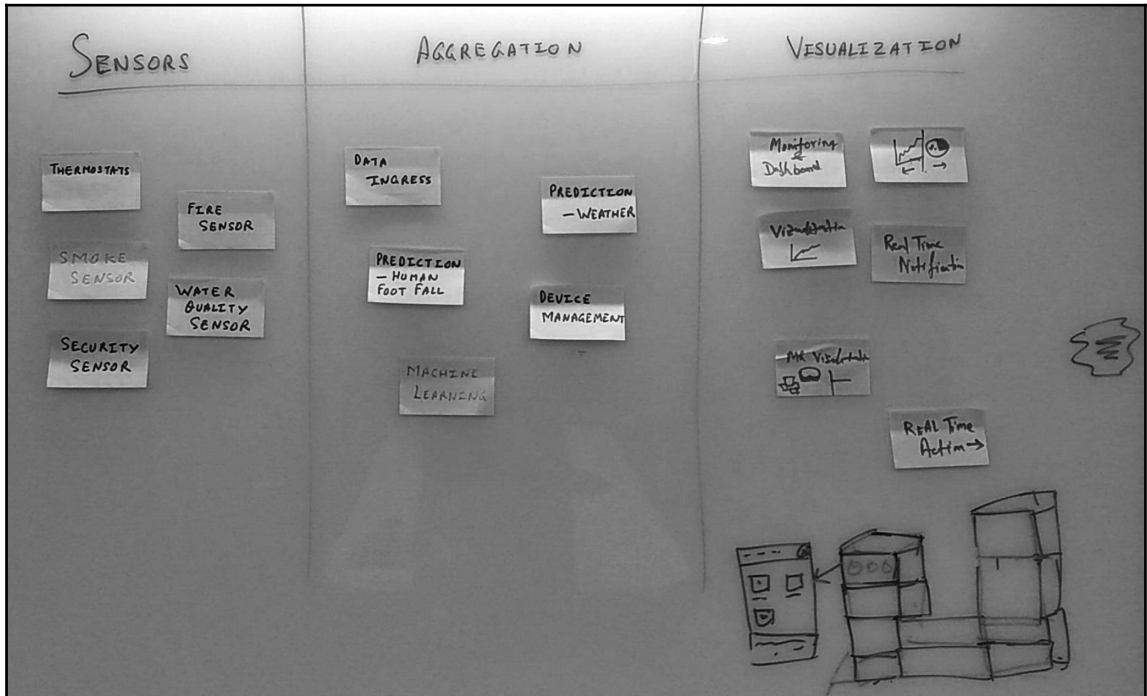
This app is a companion for desktop Holographic remoting app
 Connect from a compatible app to begin or "Get Help"

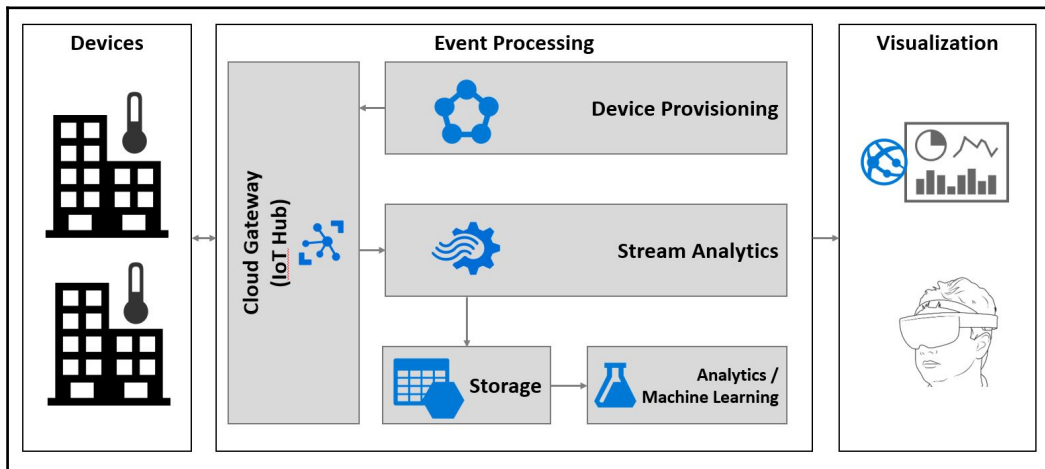
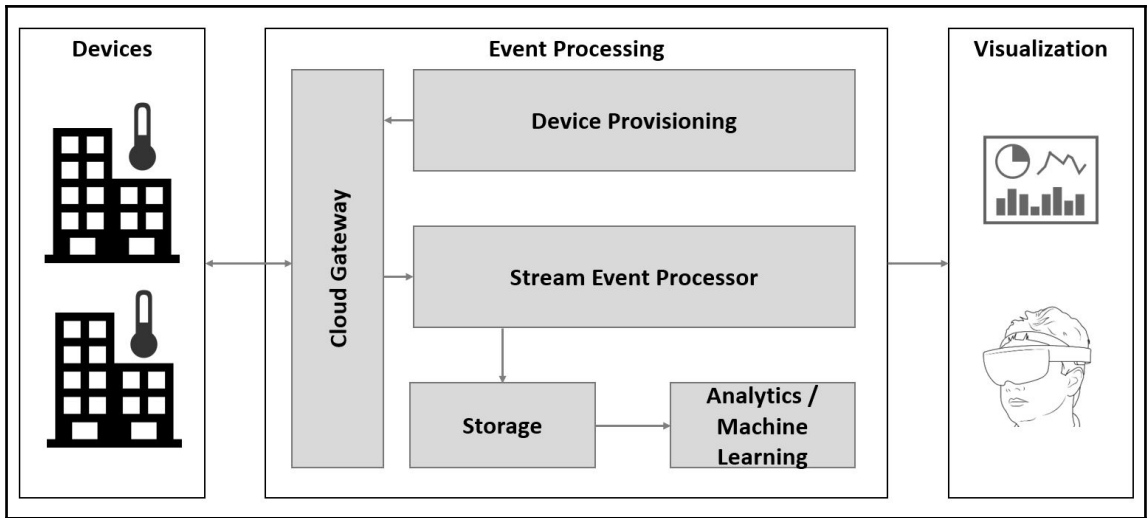
Your device IP address

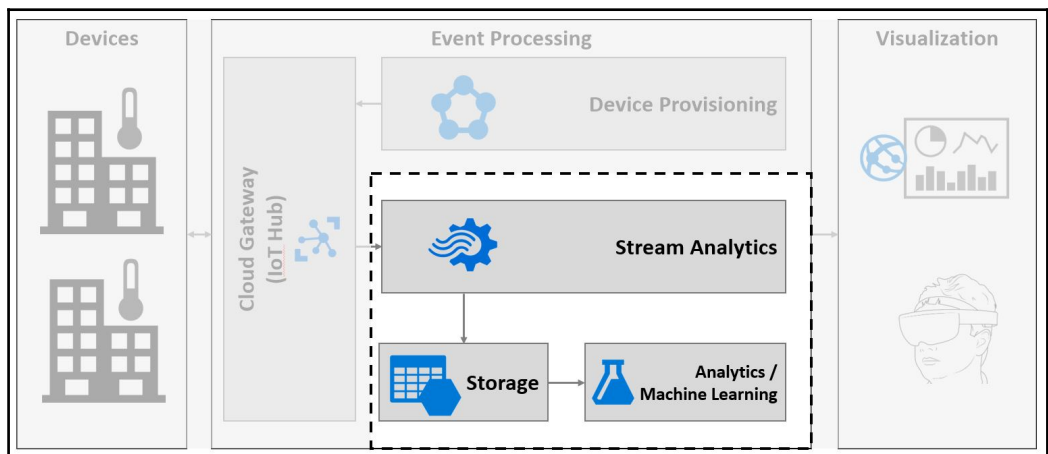
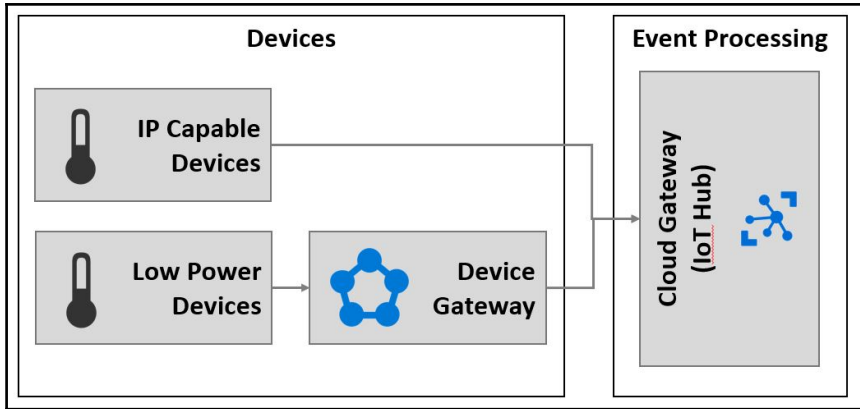


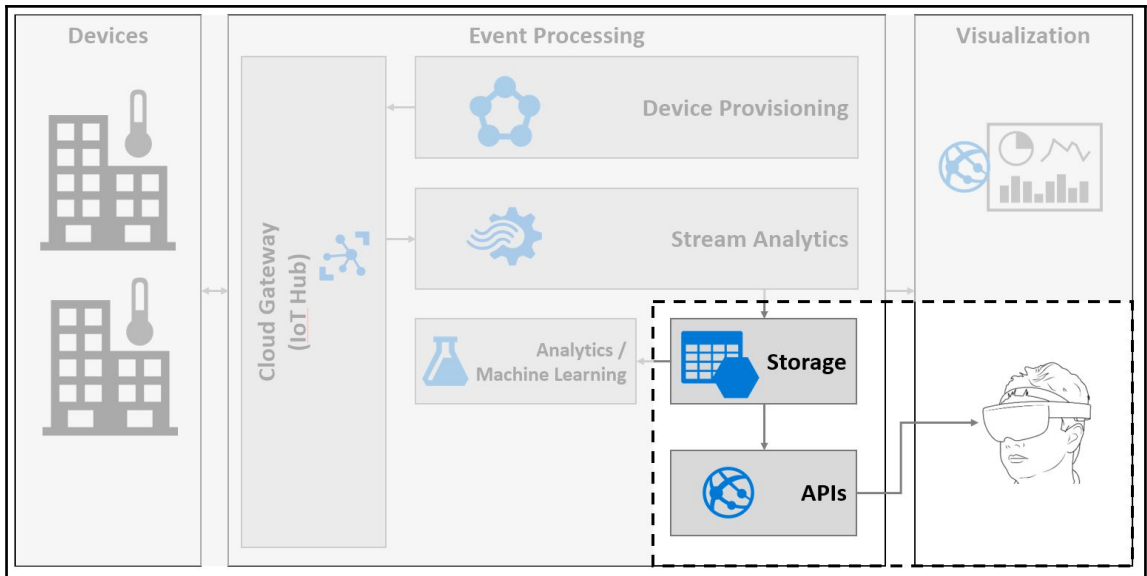


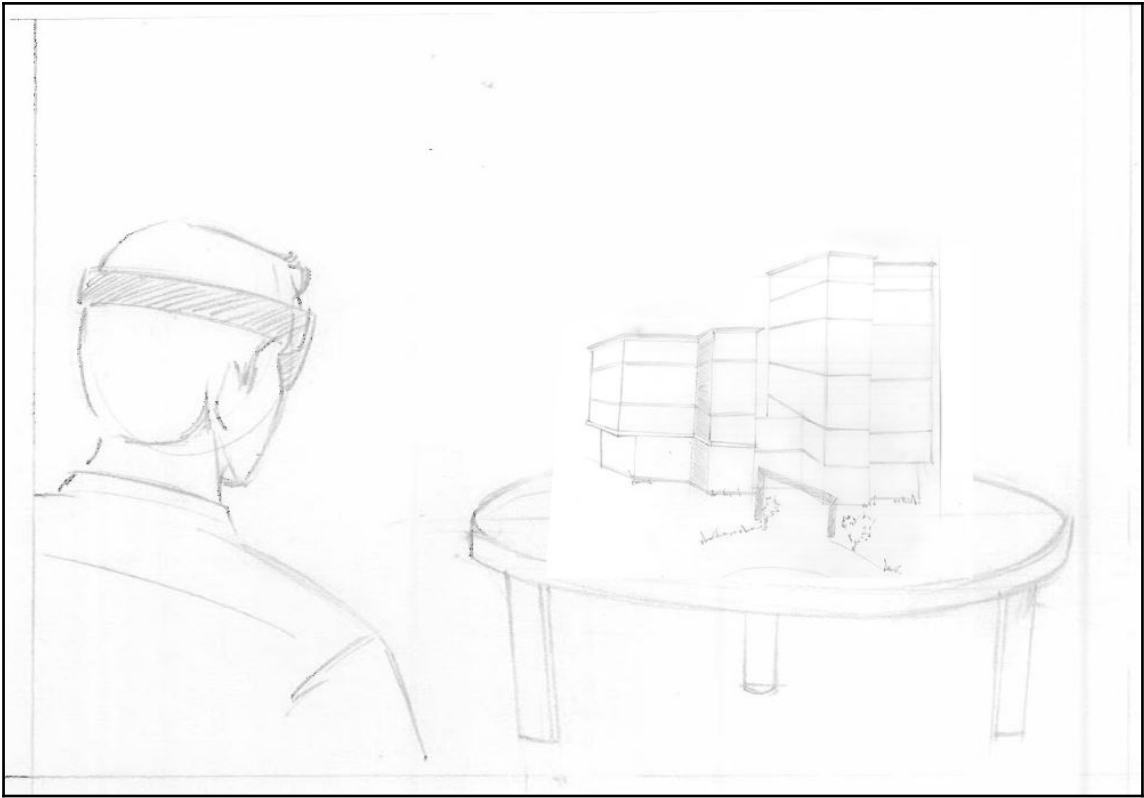
Chapter 5: Remote Monitoring of Smart Building(s) Using HoloLens - Scenario Identification and Sketching

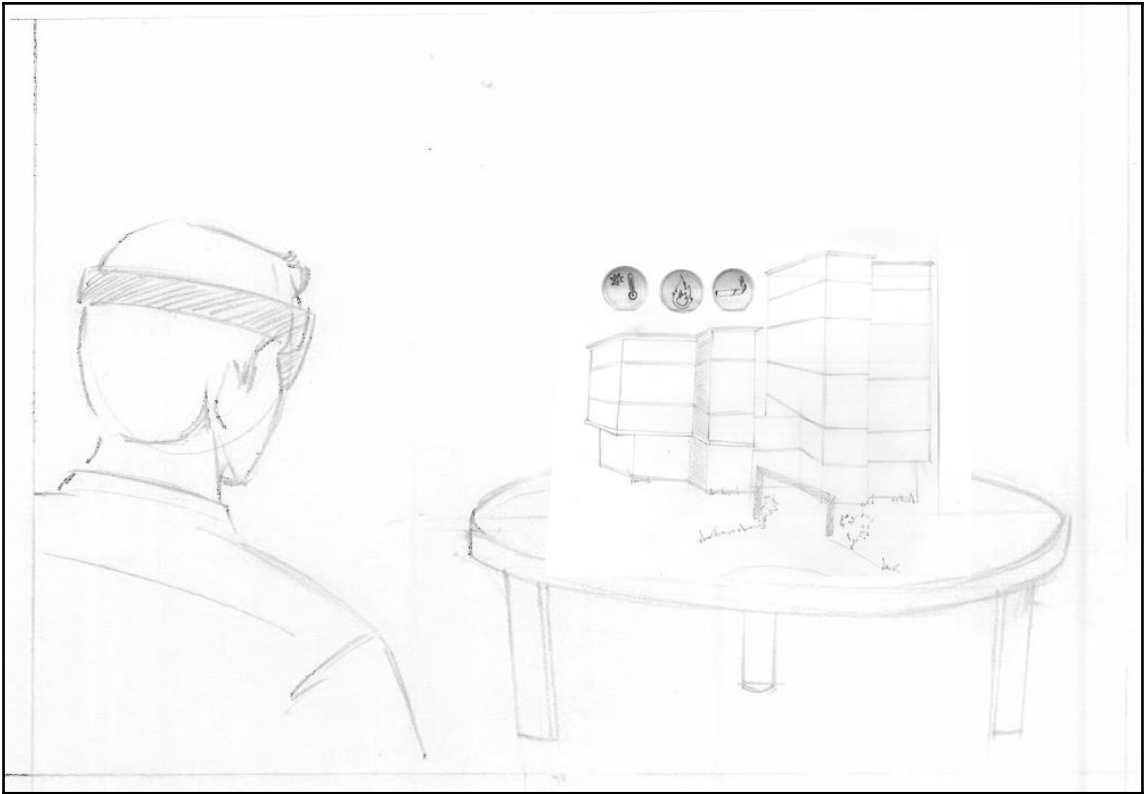


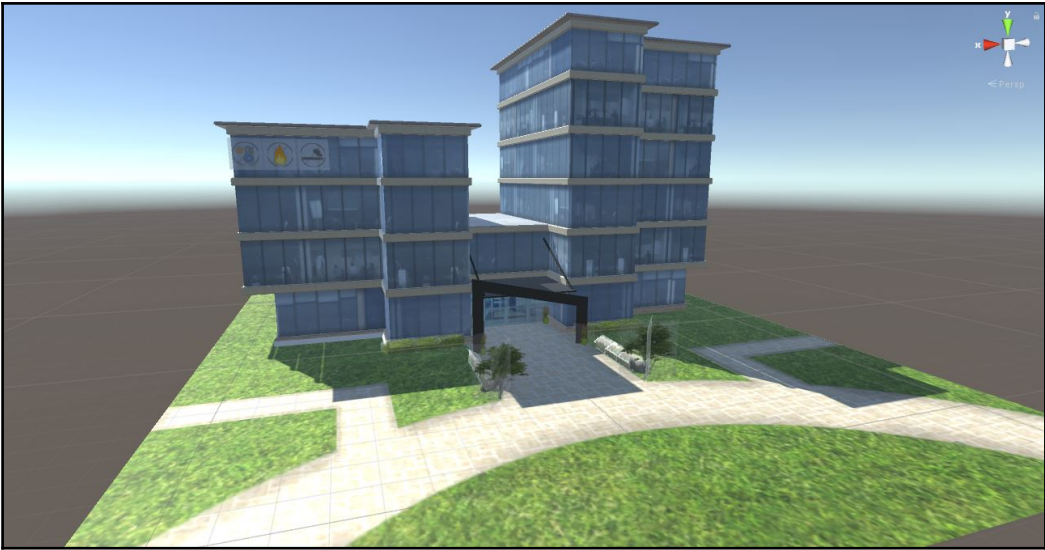
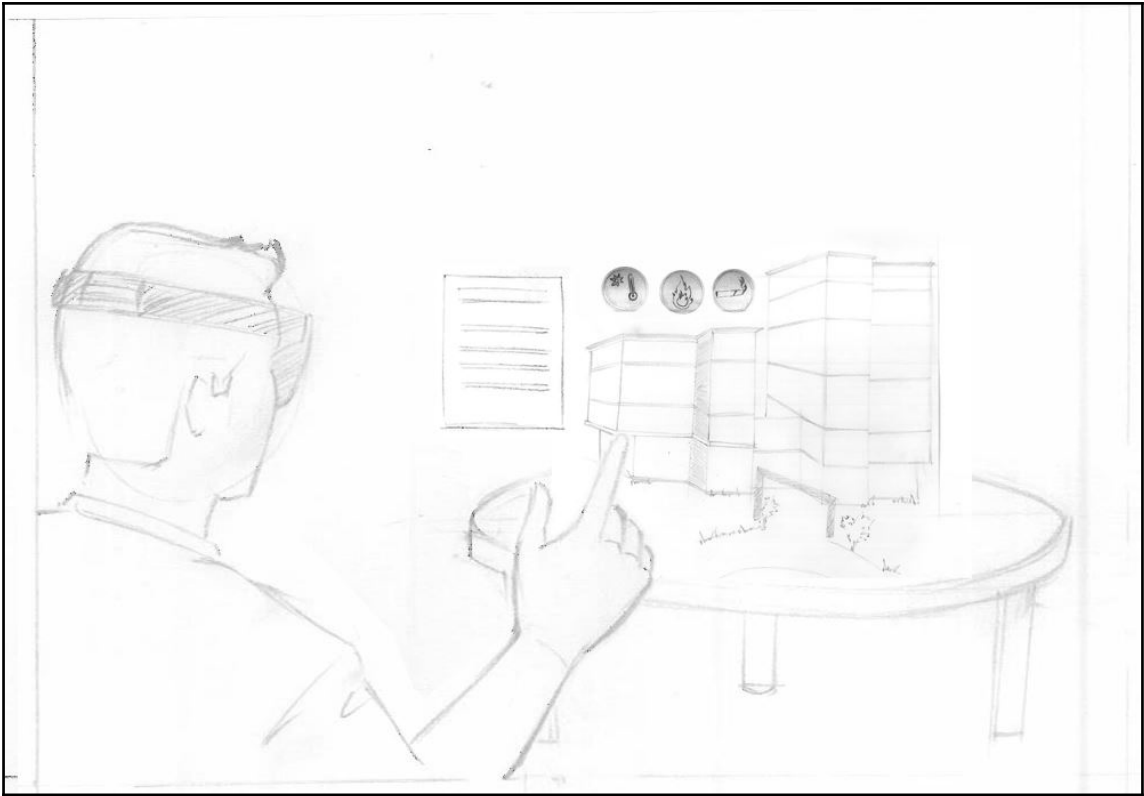


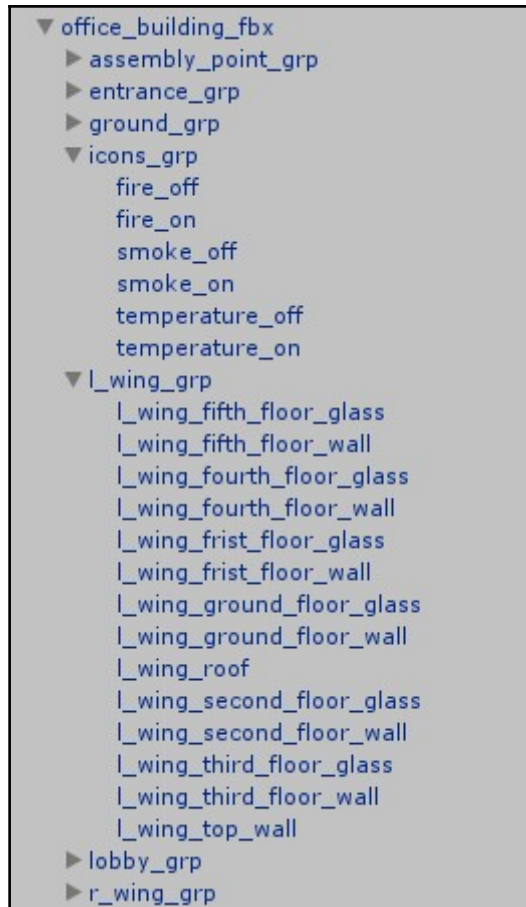




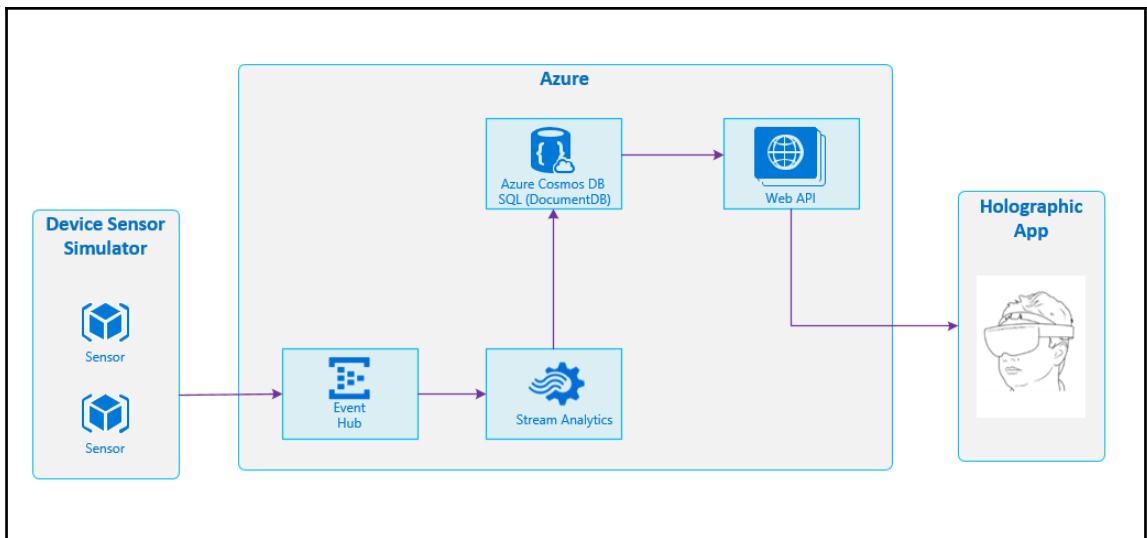


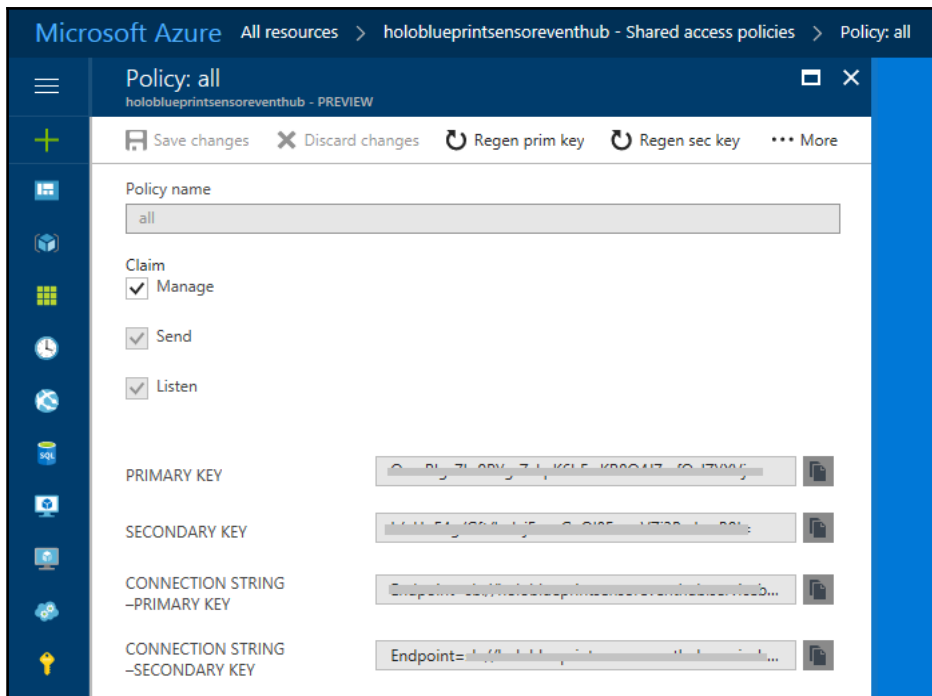


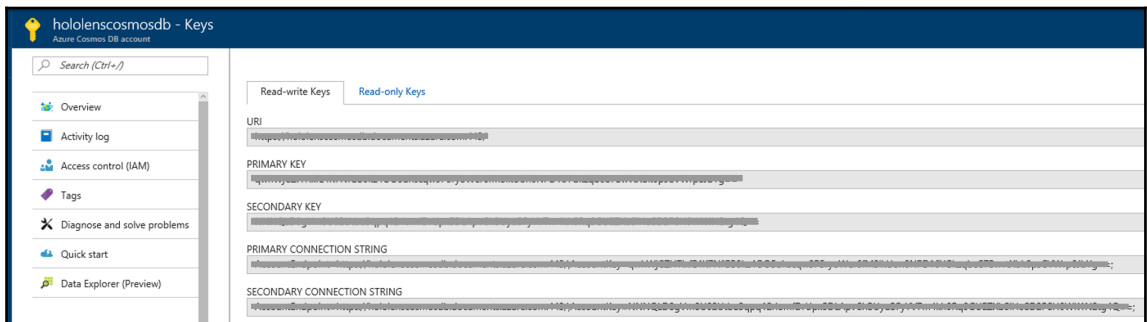
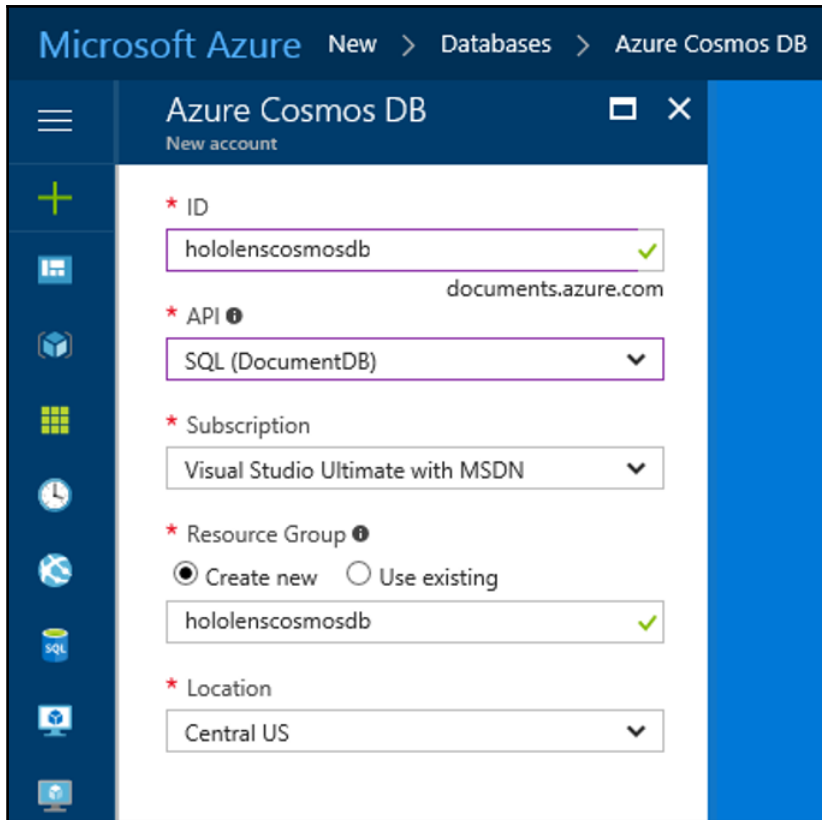




Chapter 6: Remote Monitoring of Smart Building(s) Using HoloLens - Developing Application and Deploying on Device










Input details

holoprintsainput

 Test  Sample Data  Delete

* Import option

* Service bus namespace ⓘ

* Event hub name ⓘ

* Event hub policy name ⓘ

Event hub policy key ⓘ

Event hub consumer group ⓘ

* Event serialization format ⓘ

Encoding ⓘ



Output details

hololensadocument

⚙️ Test 🗑️ Delete

* Import option

* Account id ⓘ

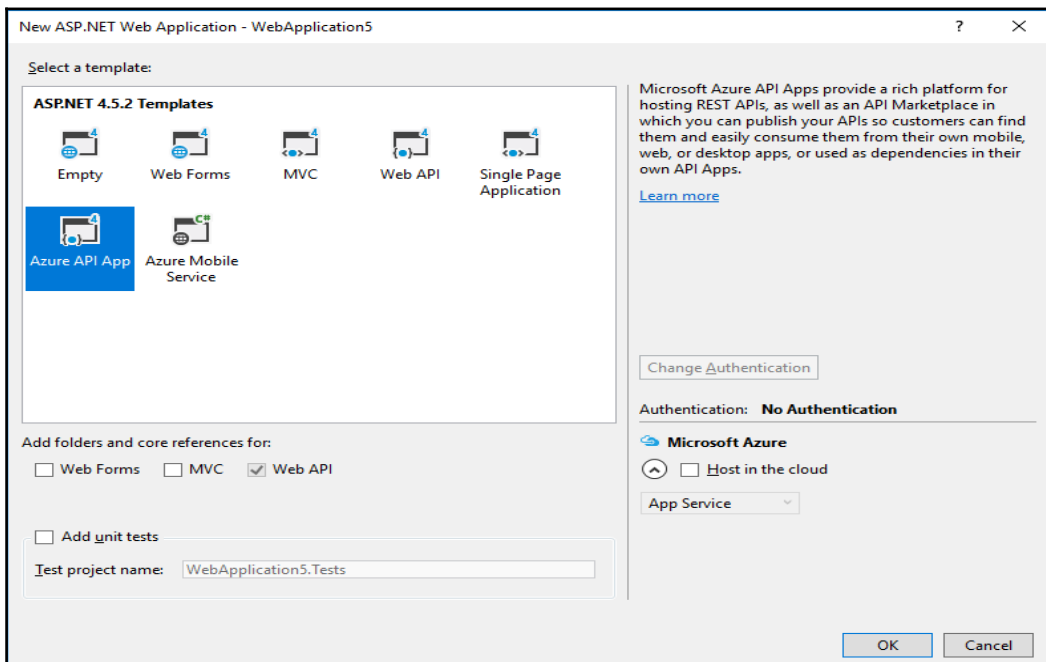
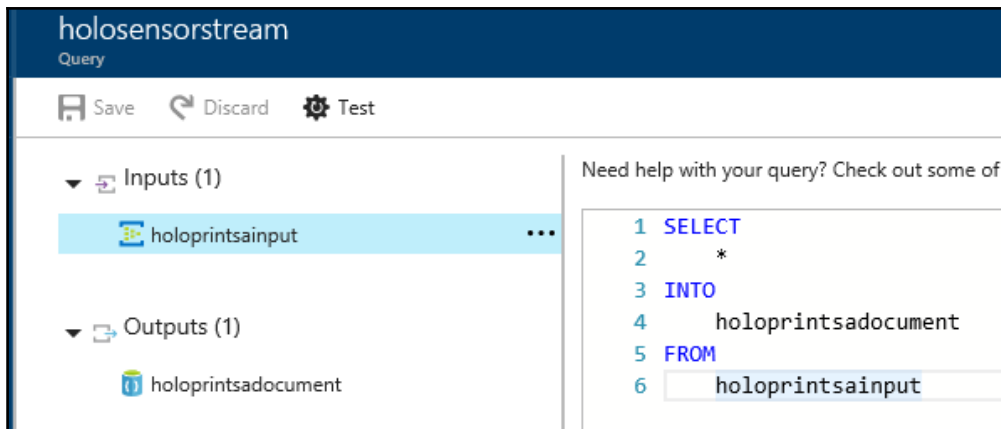
Account key

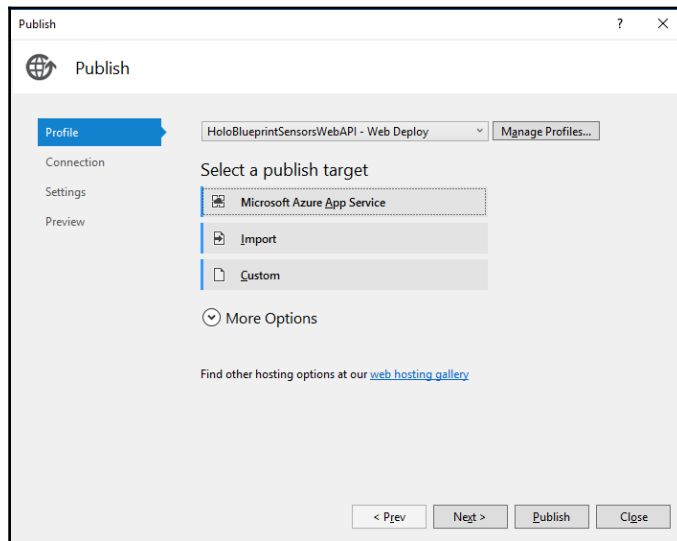
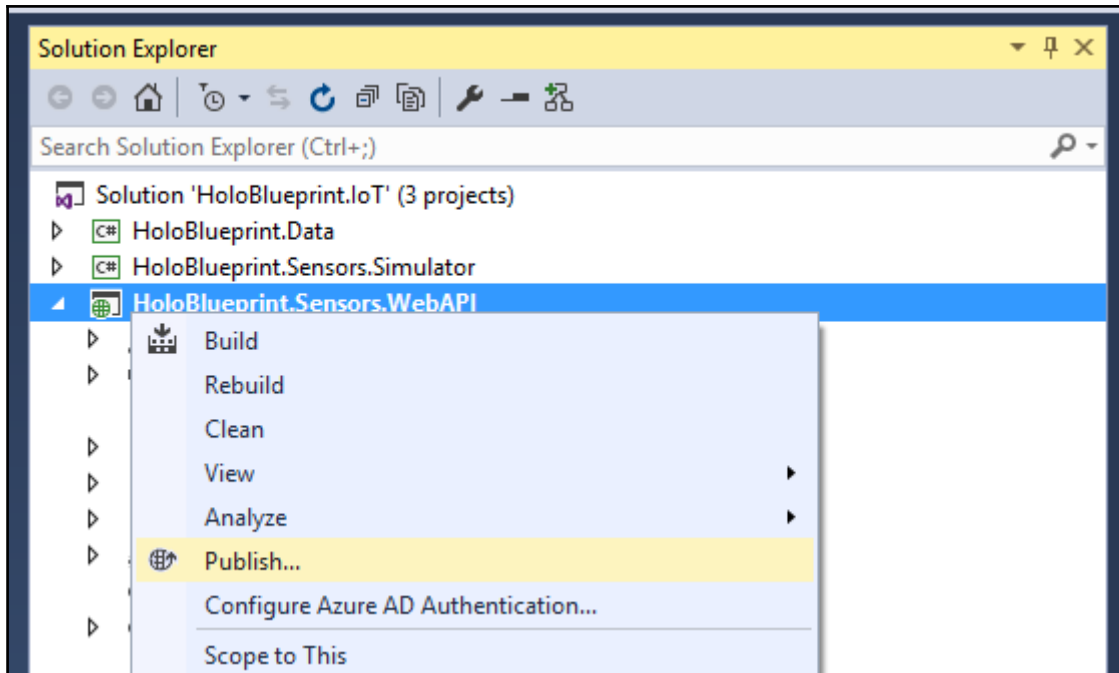
* Database

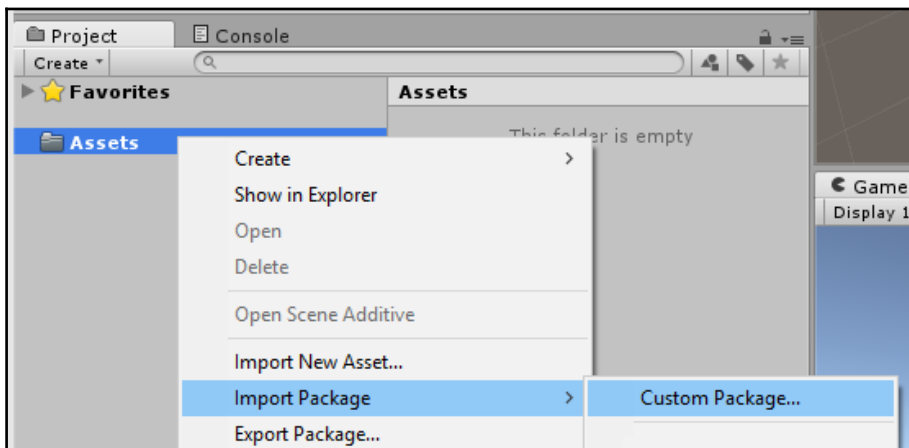
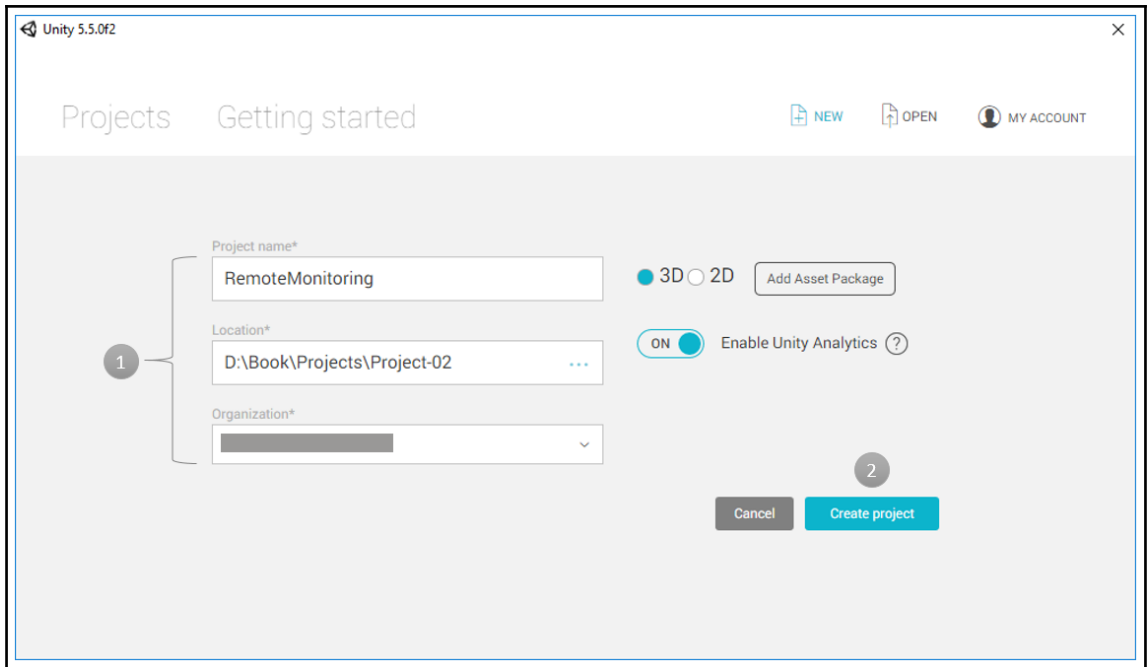
* Collection name pattern ⓘ

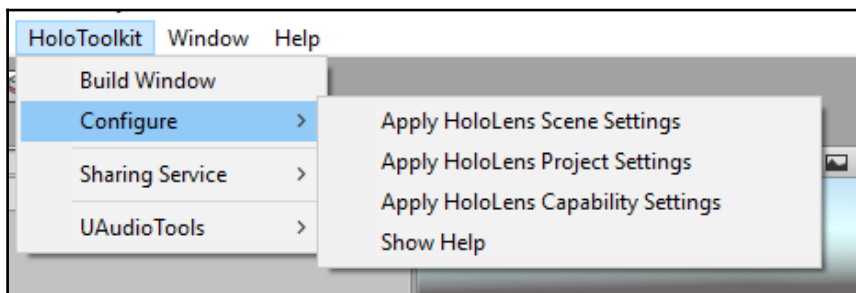
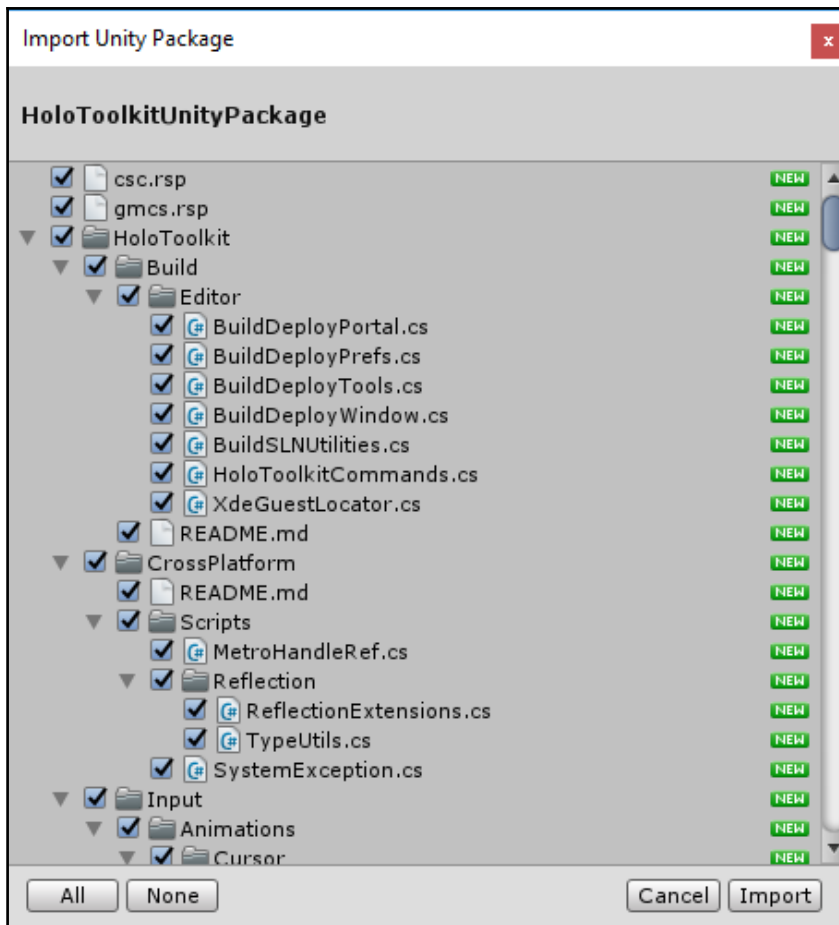
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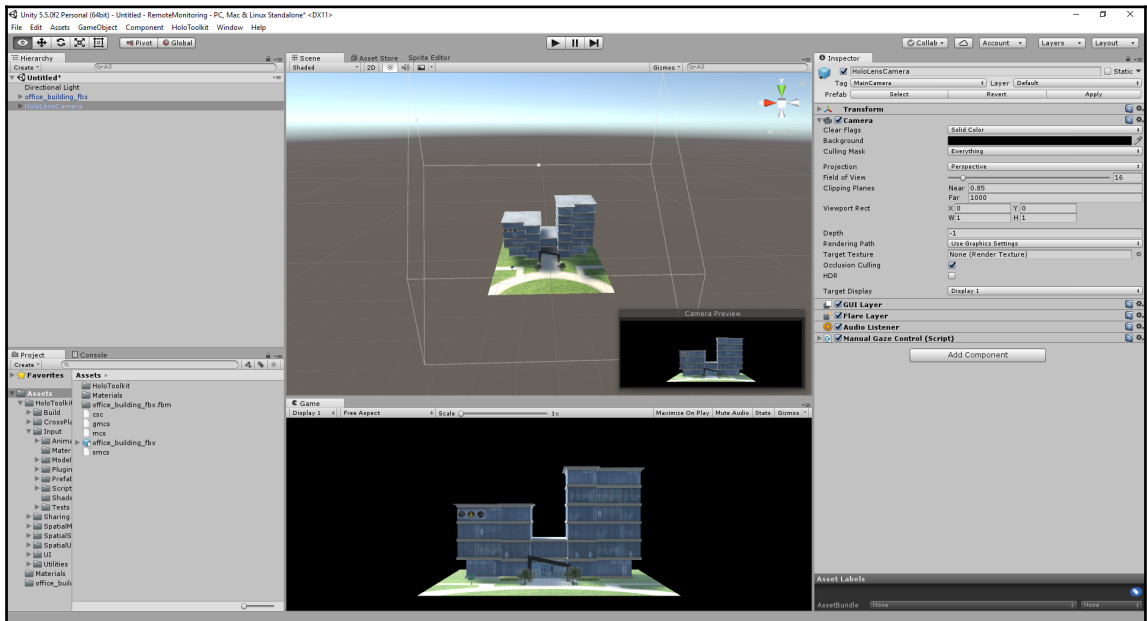
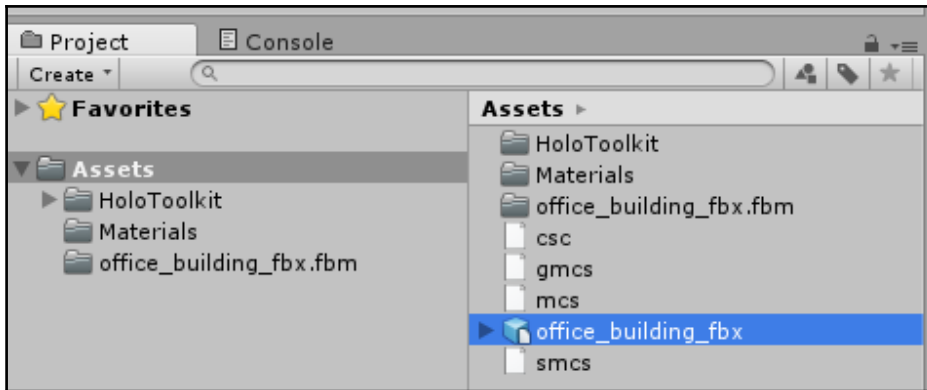




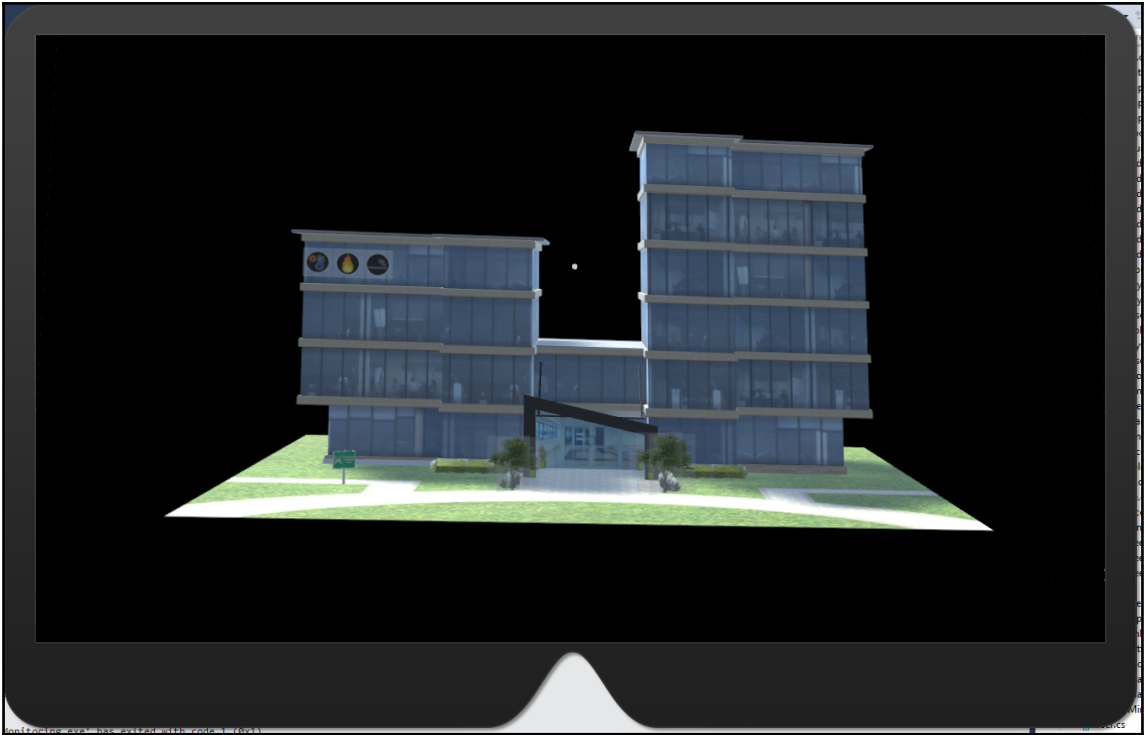


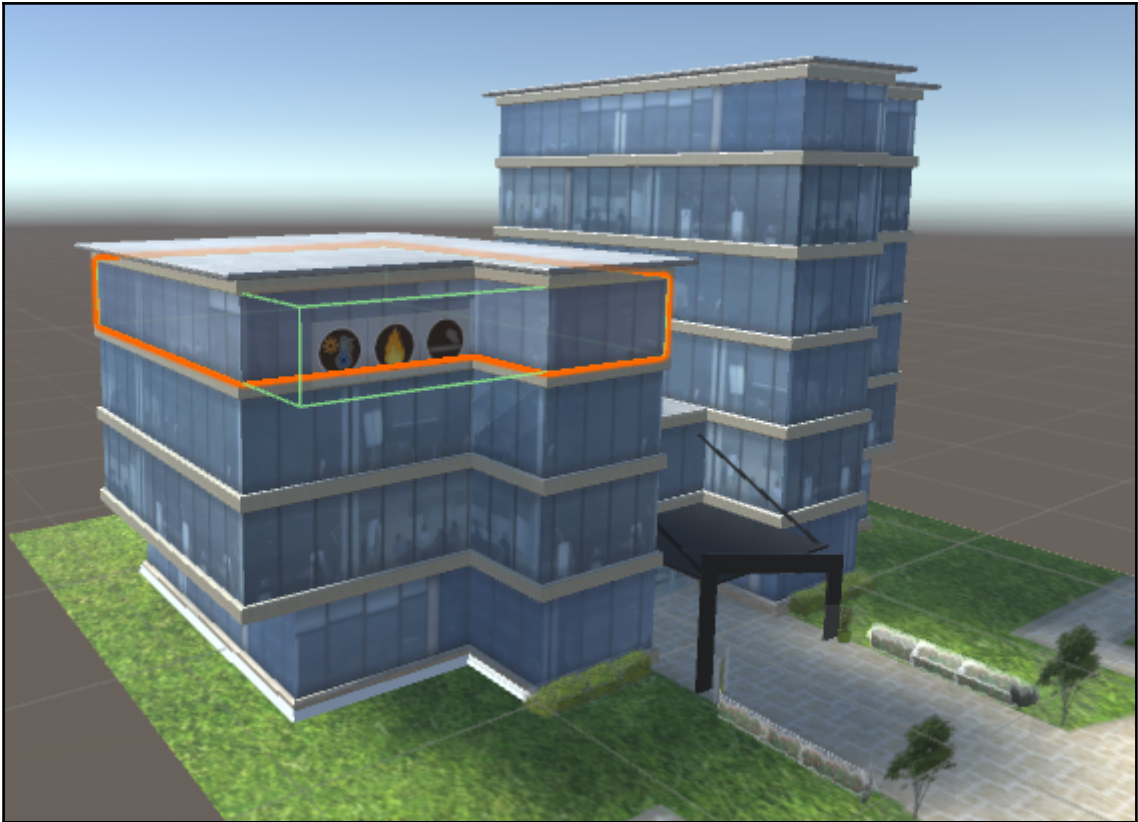


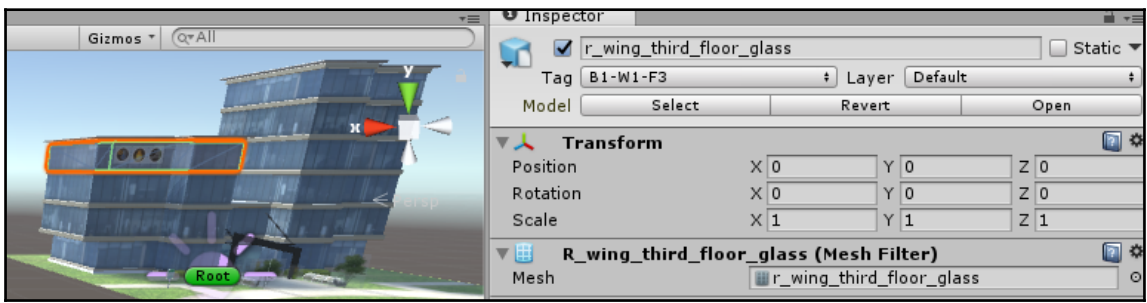
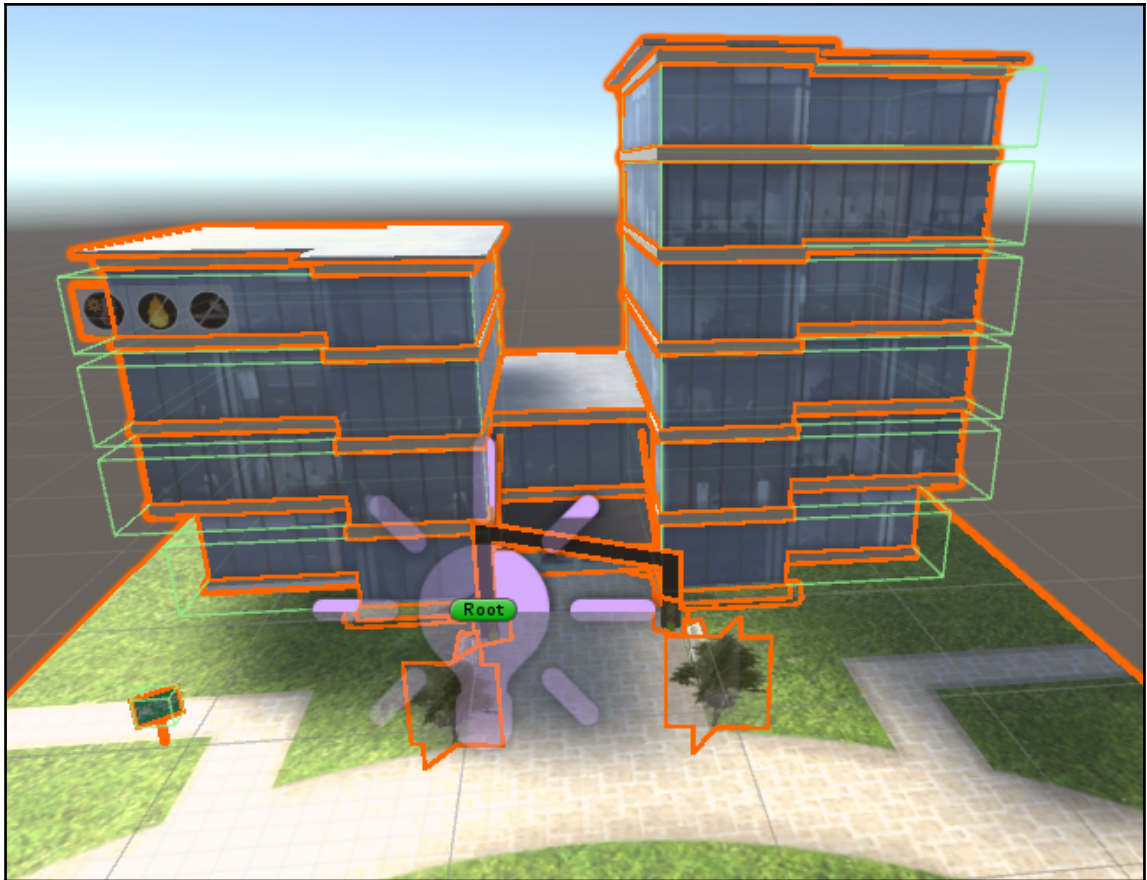


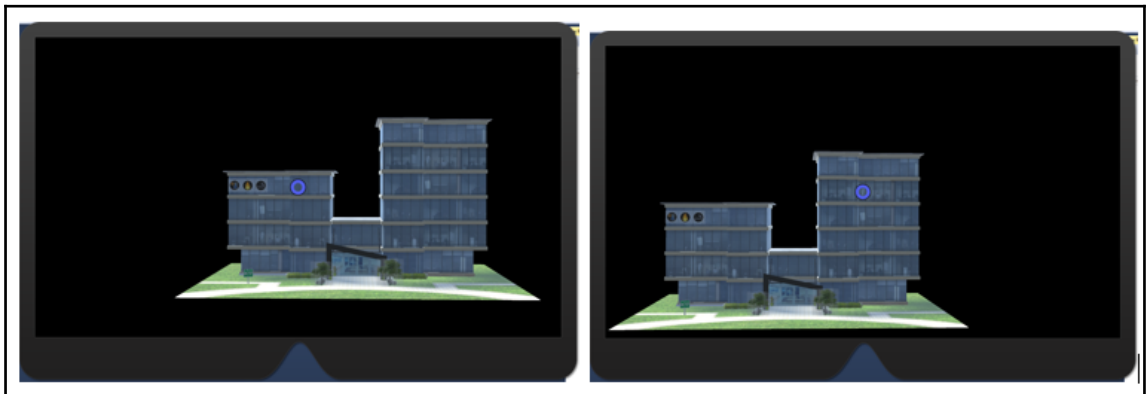
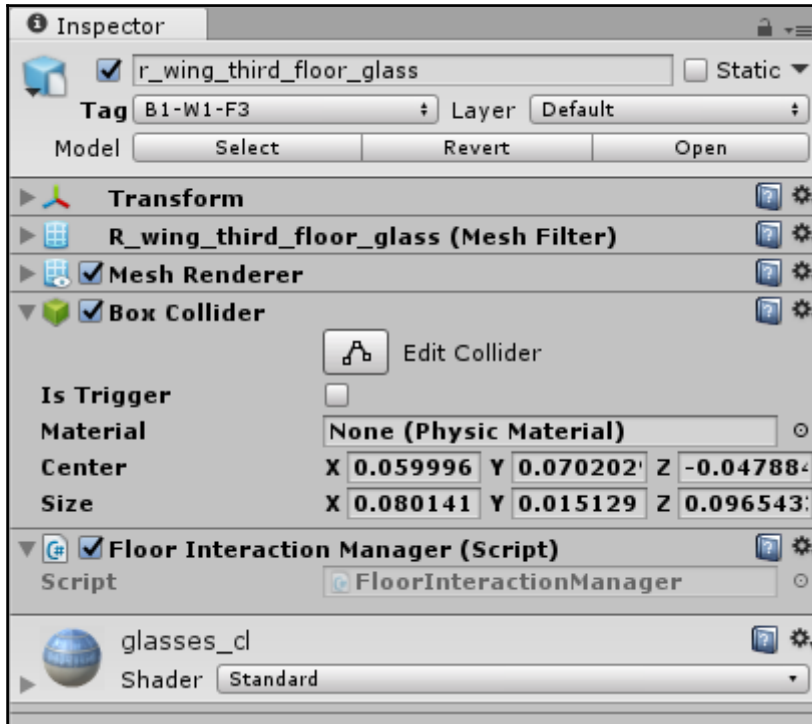








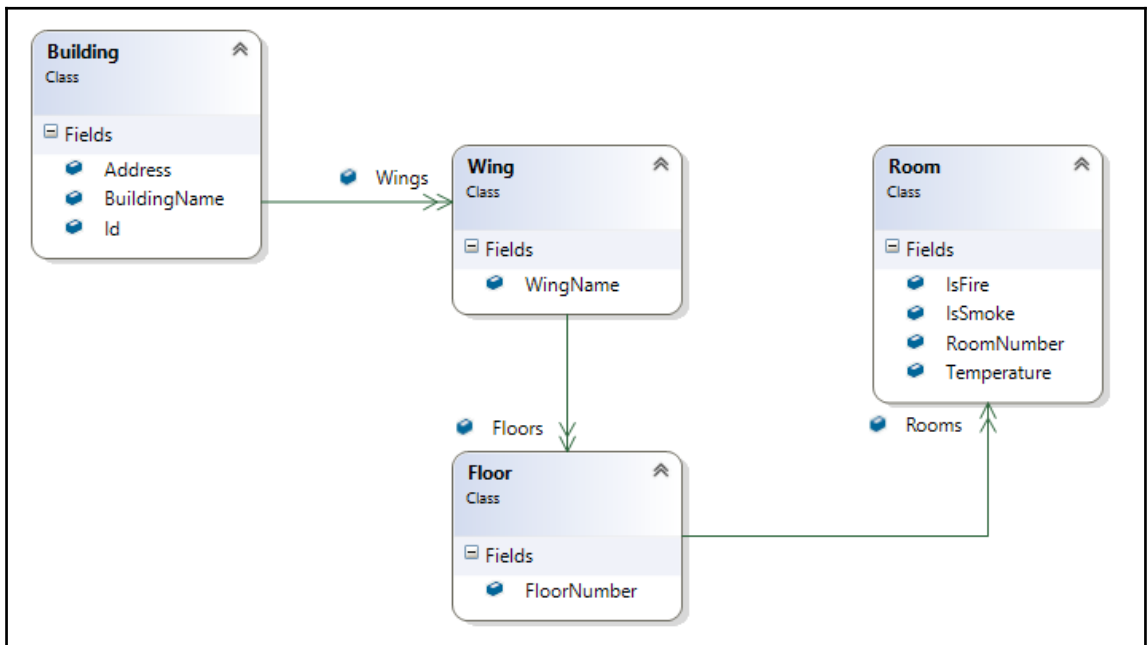


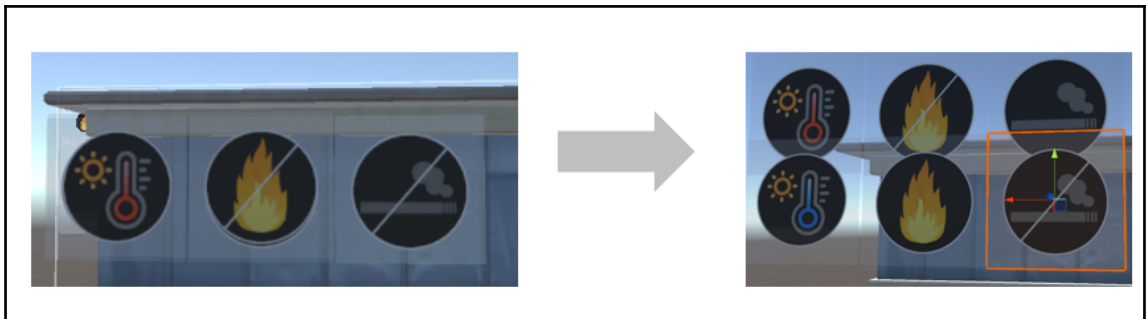
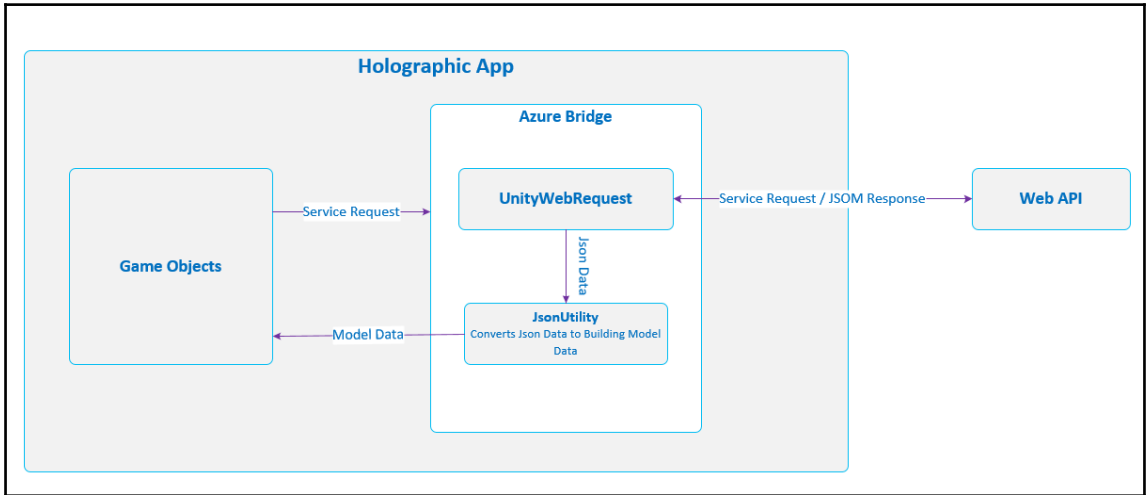
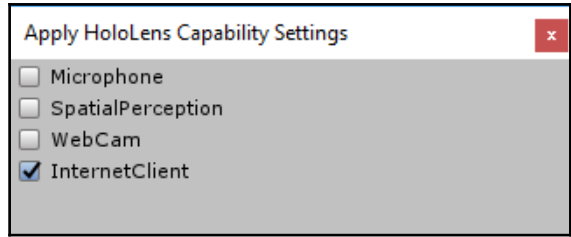


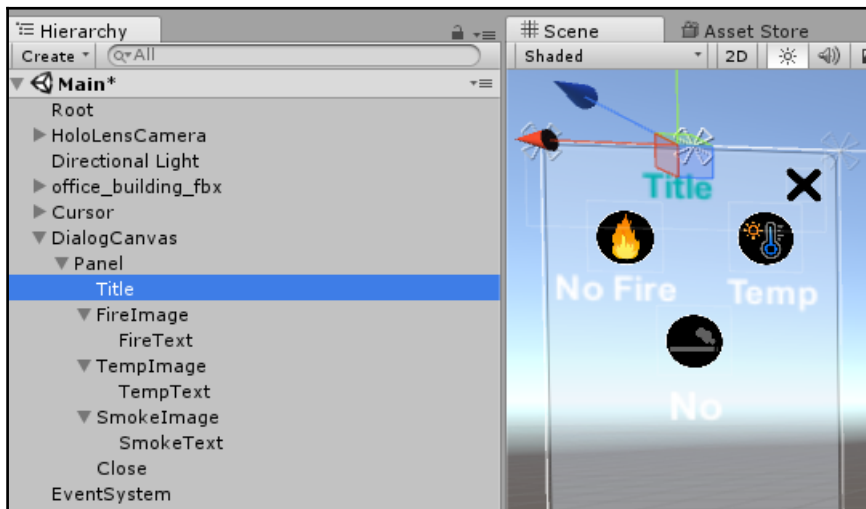
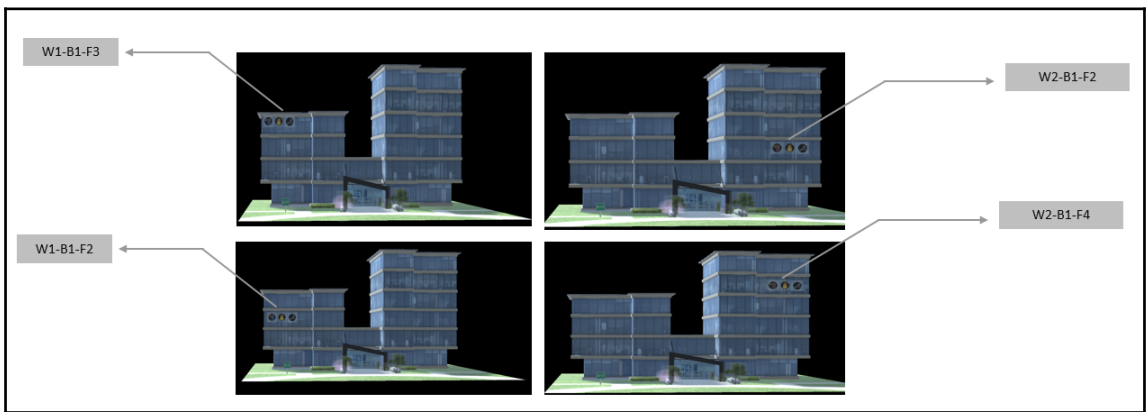
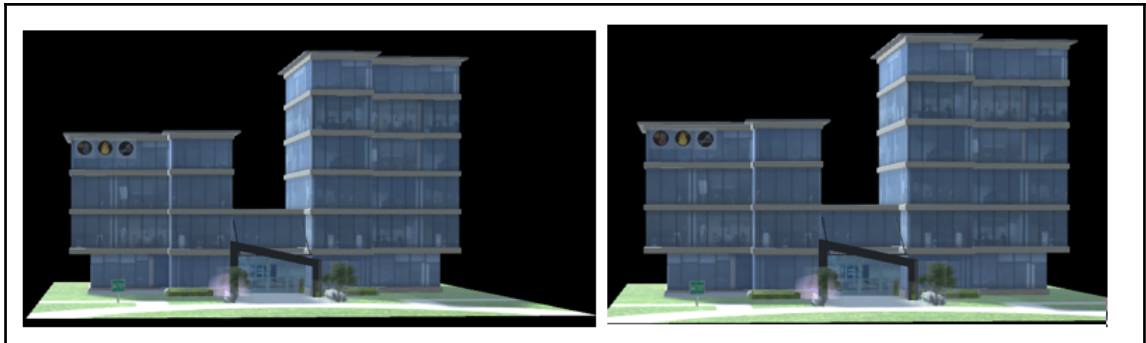

```
9 public void OnFocusEnter()
10 {
11     var floorNo = this.gameObject.tag;
12 }
13
14 public void OnFocusExit()
15 {
16 }
17
18 // Use this for initialization
19 void Start () {
20 }
21
22
```

Inspector for `this.gameObject` (BaseObject: NotAvailableDuringDebugging):


- active: true
- activeInHierarchy: true
- activeSelf: true
- gameObject: (BaseObject: NotAvailableDuringDebugging)
- hideFlags: None
- isStatic: false
- layer: 0
- m_CachedPtr: {318434752}
- name: "r_wing_second_floor_glass"
- scene: (UnityEngine.SceneManagement.Scene)
- tag: "B1-W1-F2"
- transform: (BaseObject: NotAvailableDuringDebugging)
- Static members
- Non-Public members



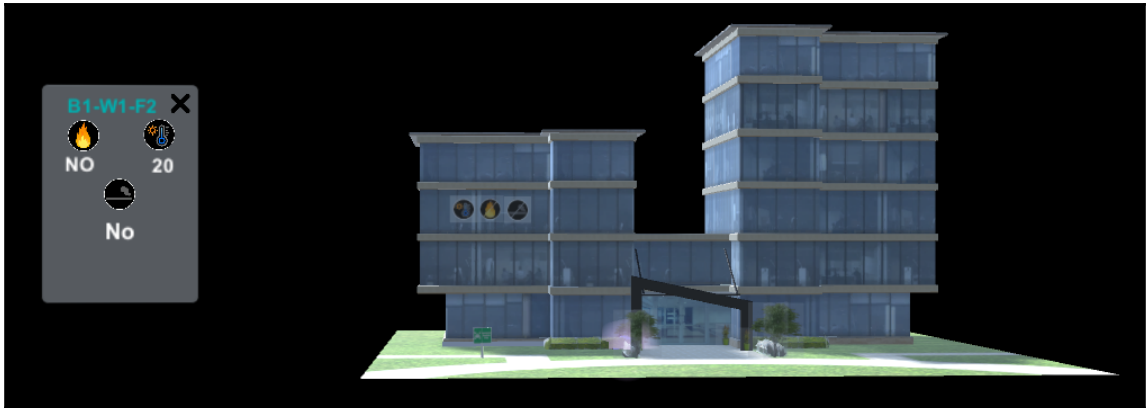




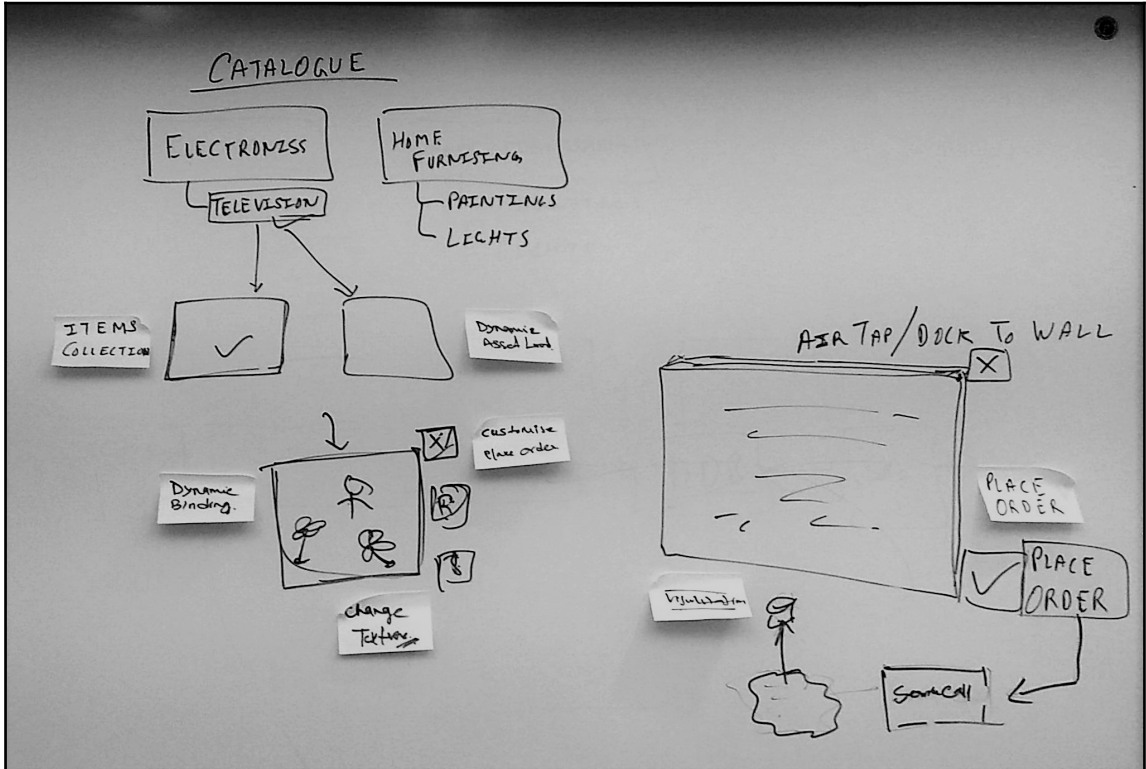


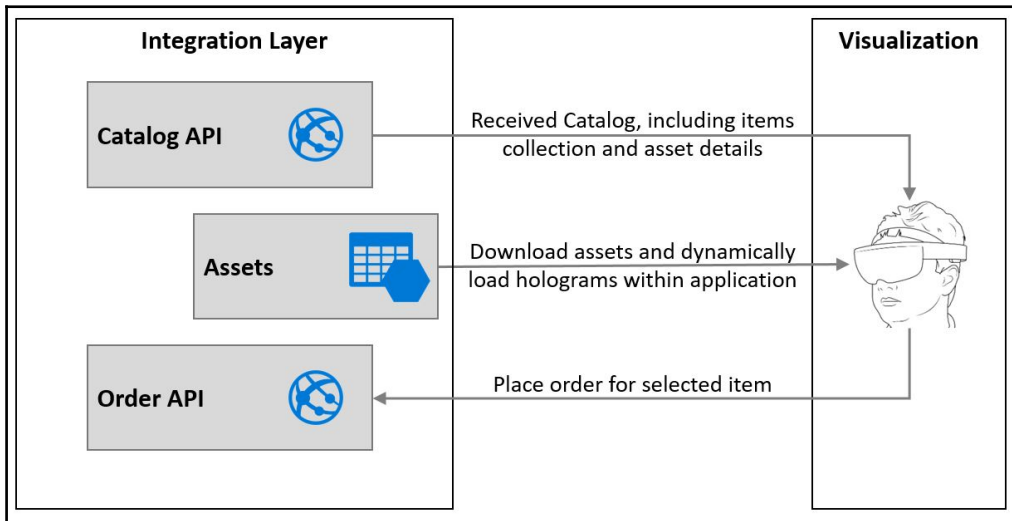
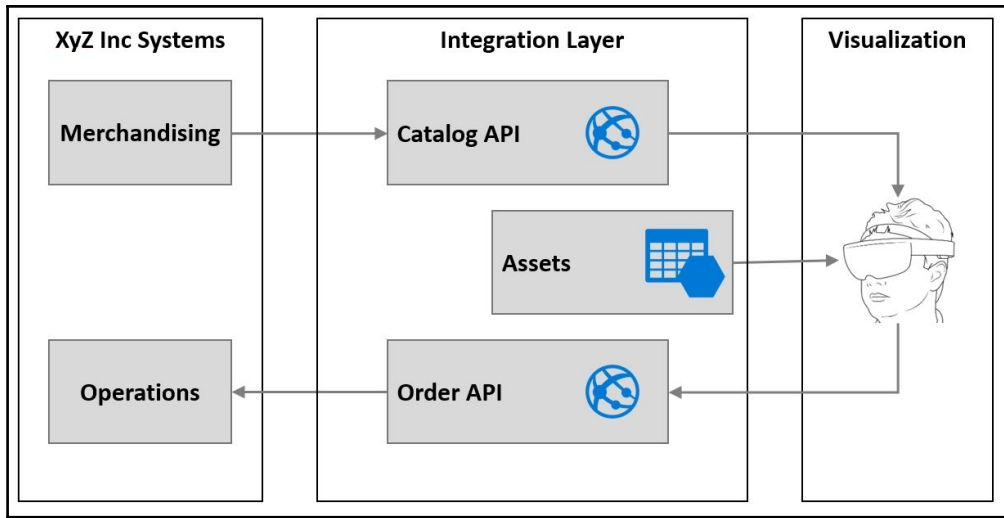
Canvas Group 

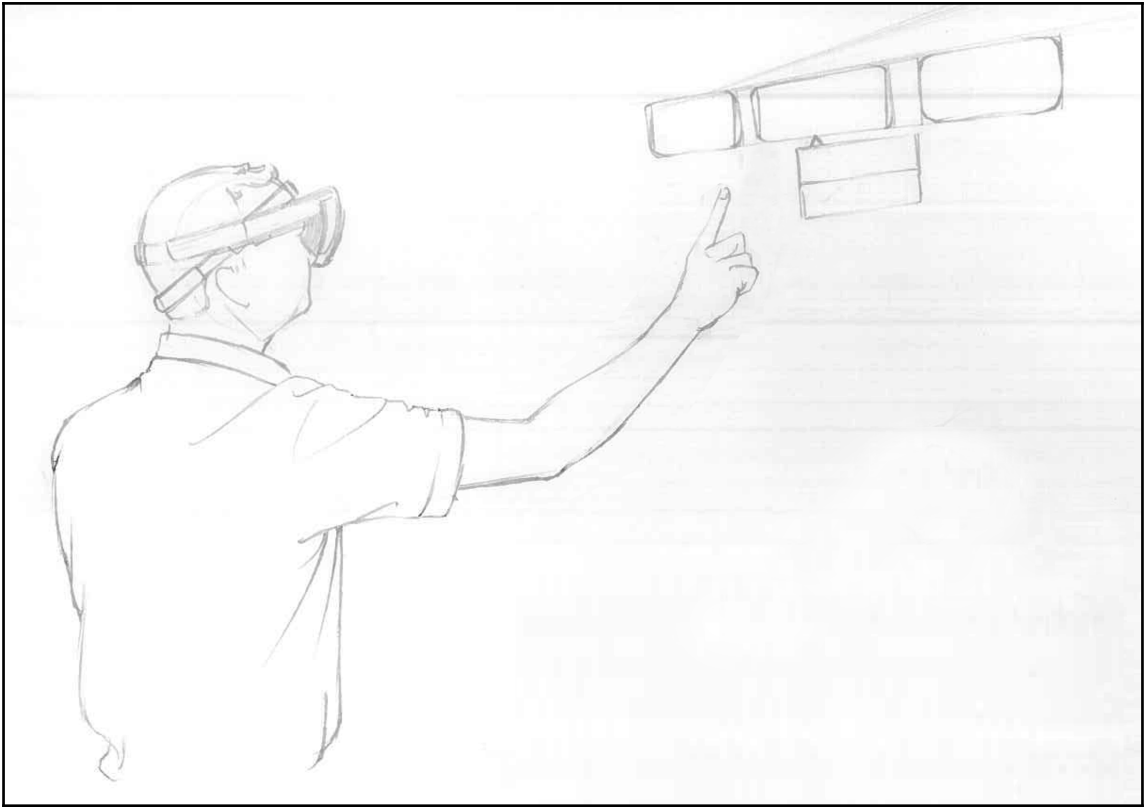
Alpha	1
Interactable	<input checked="" type="checkbox"/>
Blocks Raycasts	<input type="checkbox"/>
Ignore Parent Groups	<input type="checkbox"/>

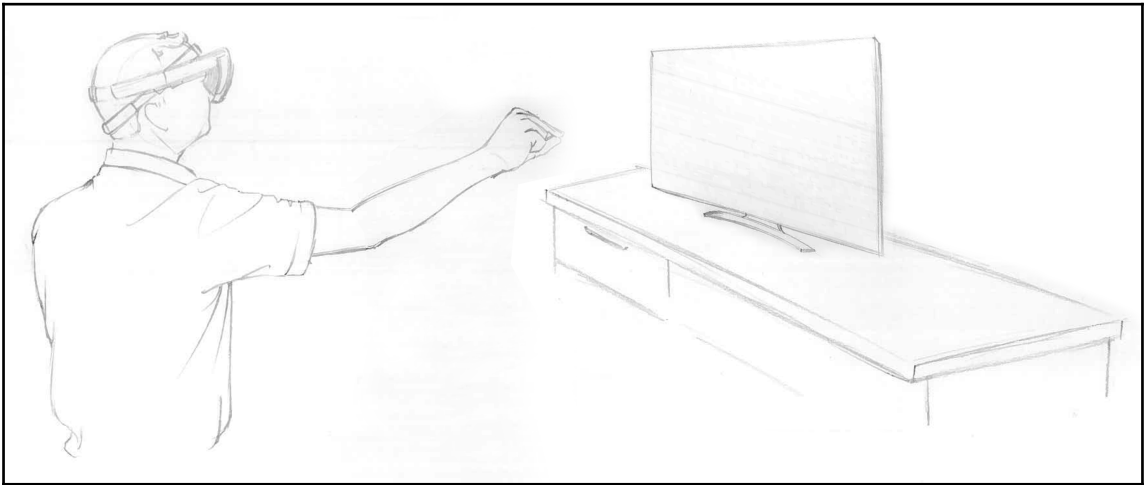
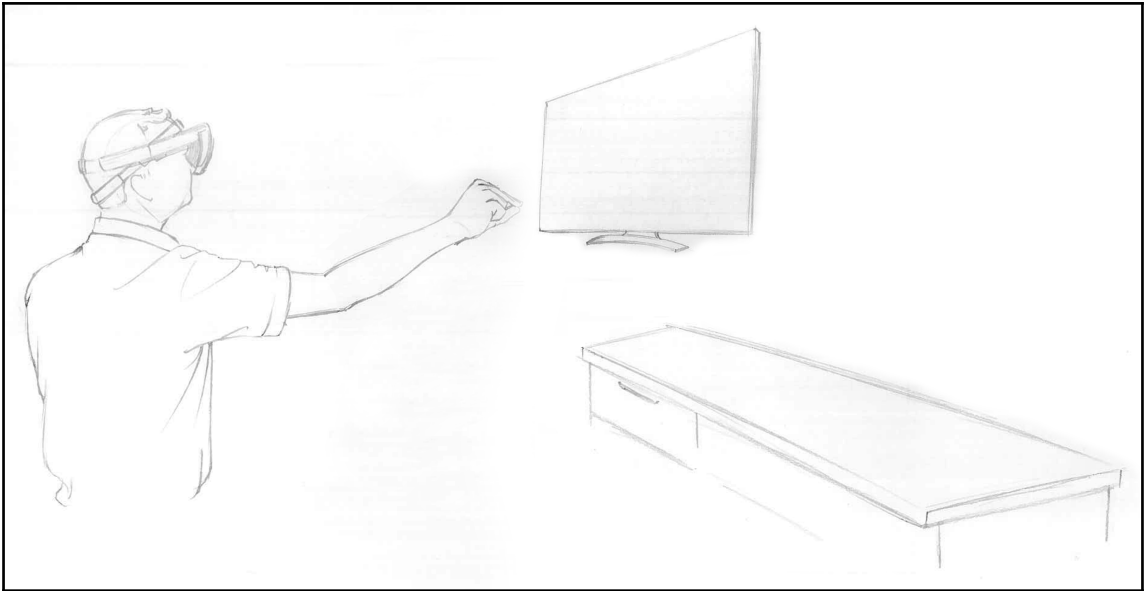


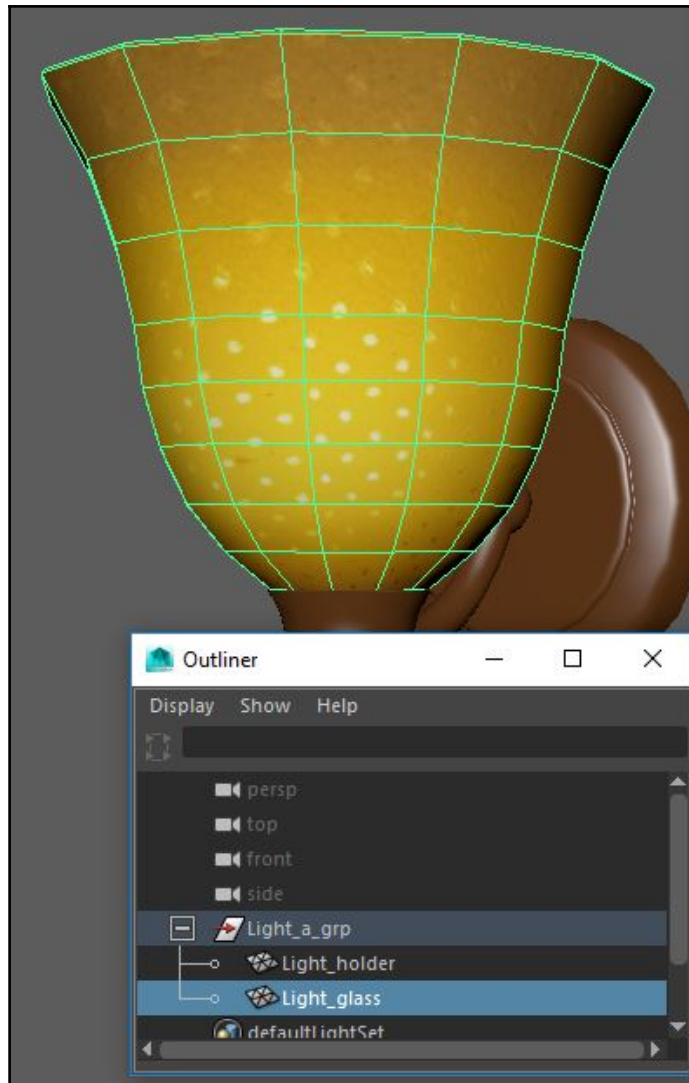
Chapter 7: Build End-to-End Retail Solution - Scenario Identification and Sketching

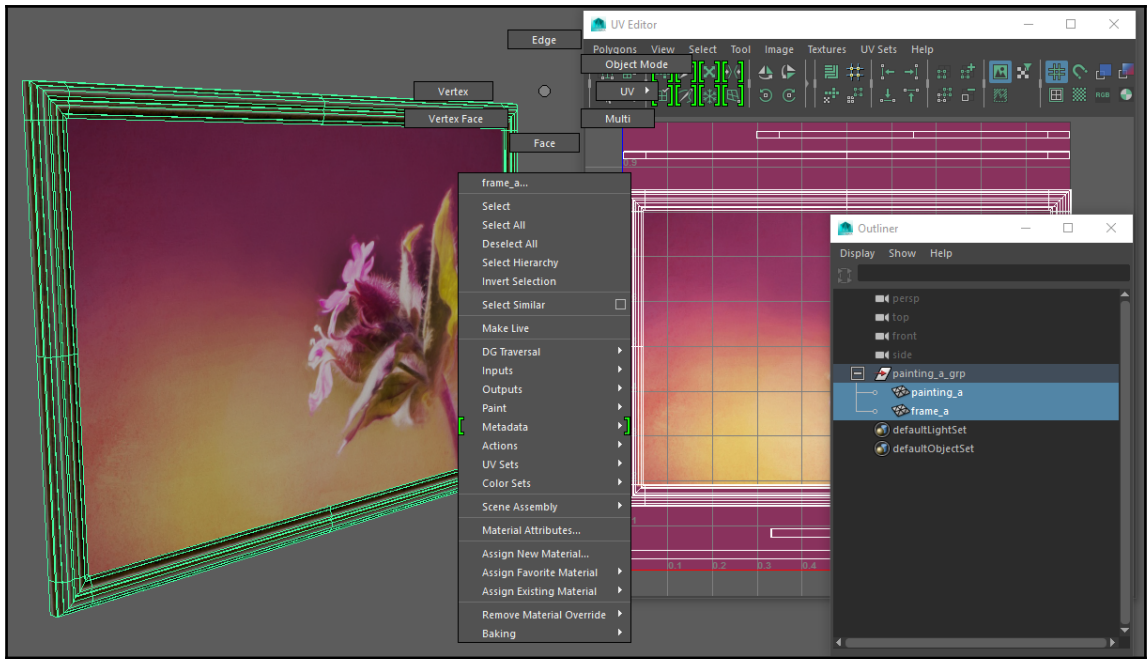




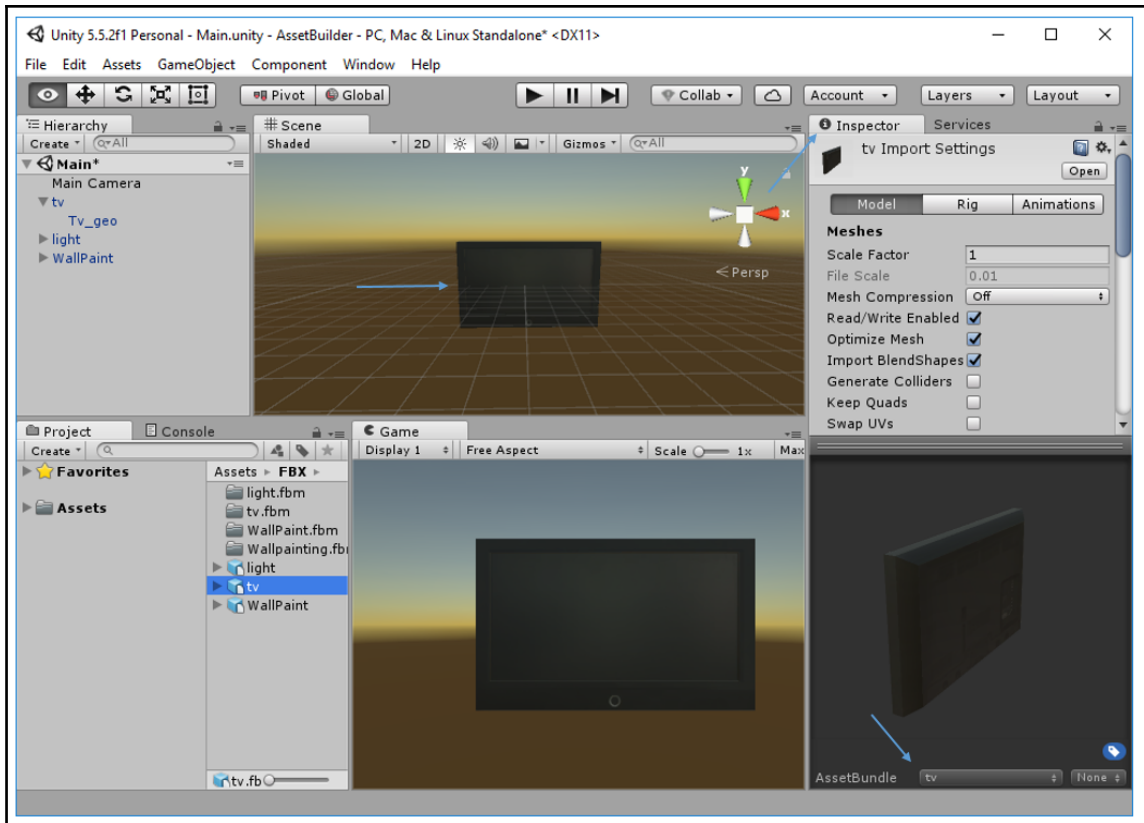


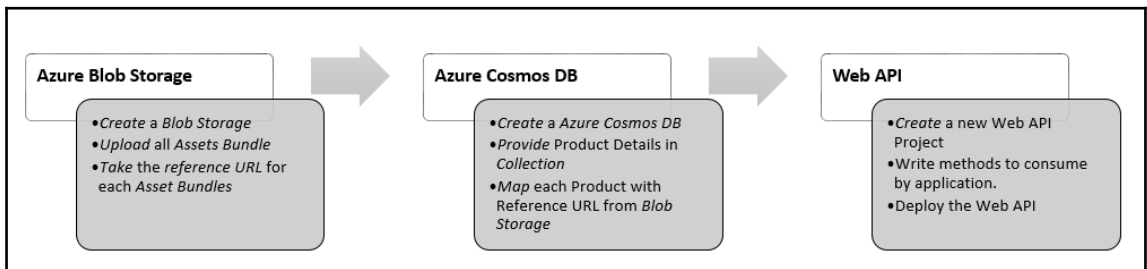
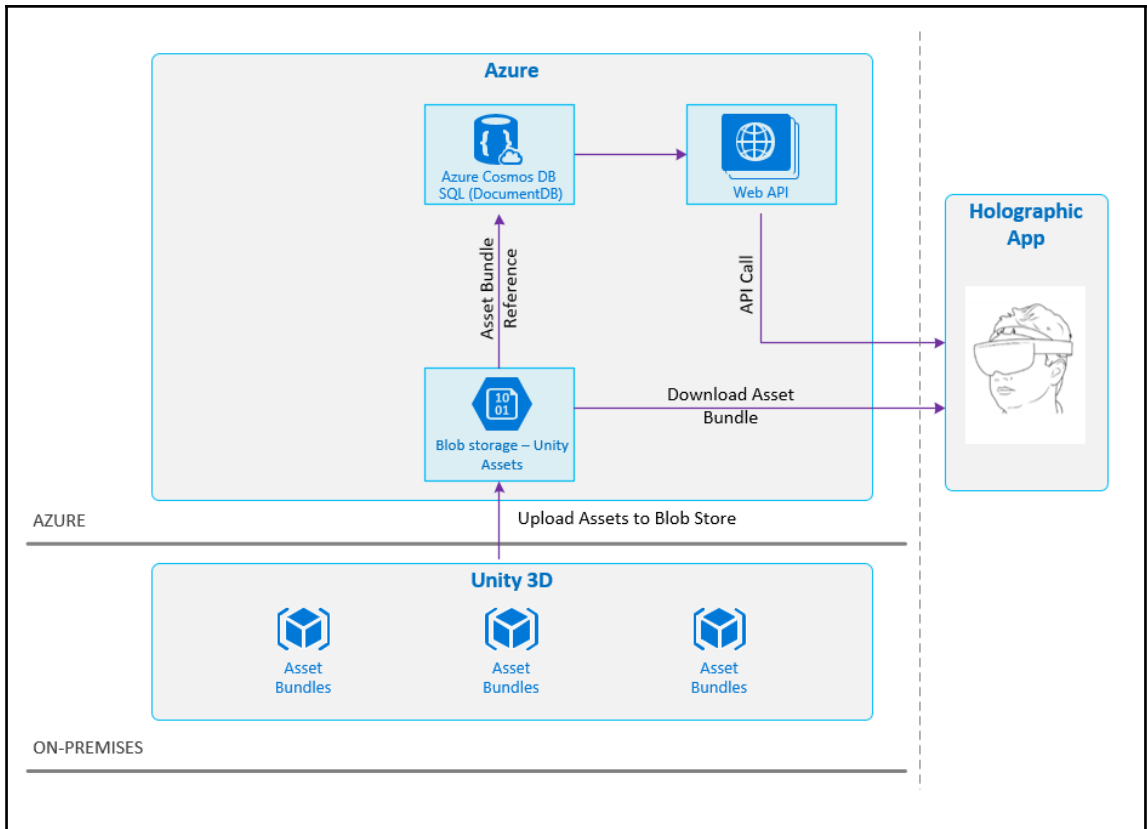






Chapter 8: Build End-to-End Retail Scenario - Developing Application and Deploying on D evice





Blob service
ch8Assets

+ Container Refresh

New container




* Name Access type **ⓘ** **▼**

OK Cancel

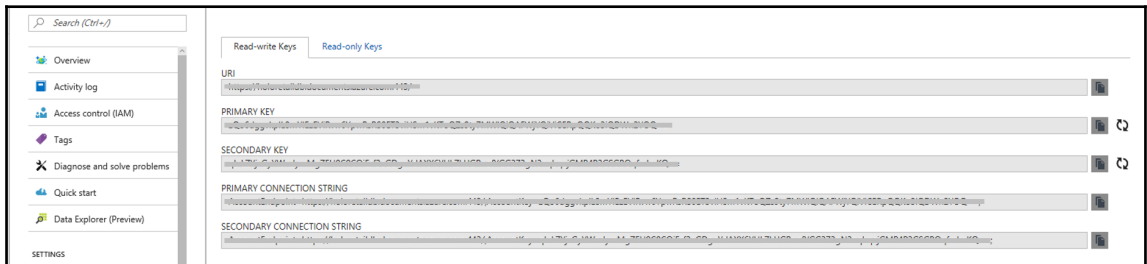
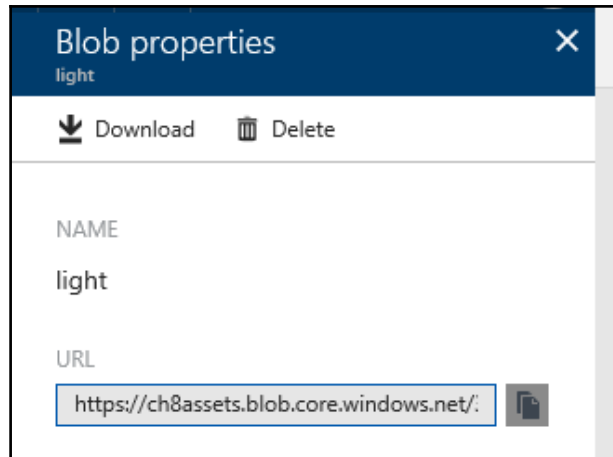
3dassets
Container

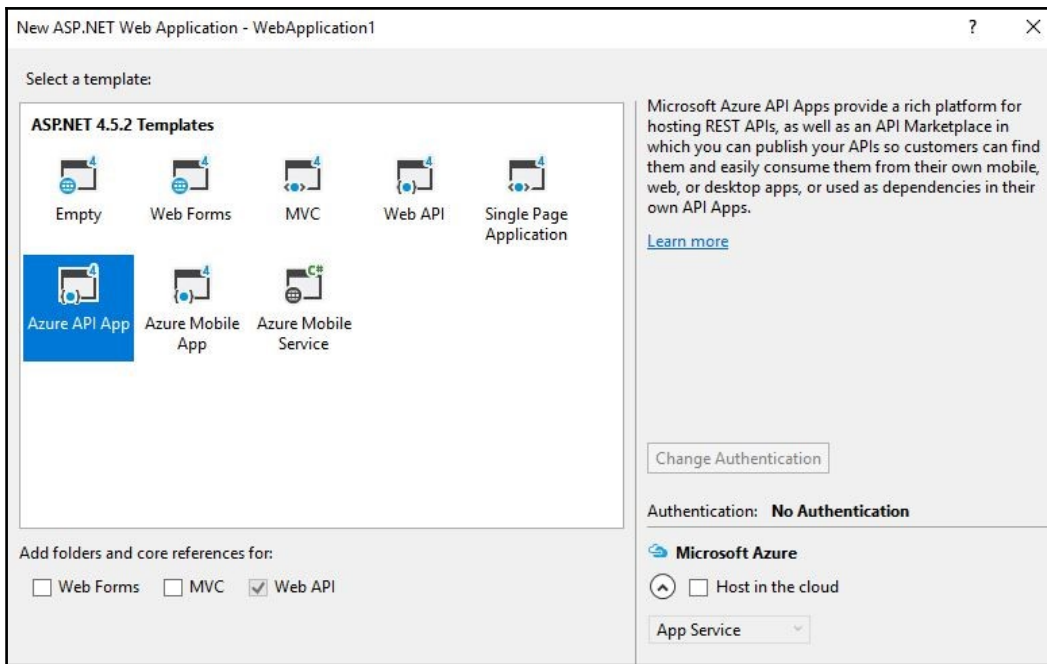
↑ Upload Refresh **🗑 Delete container** **☰ Properties** **🔑 Access policy**

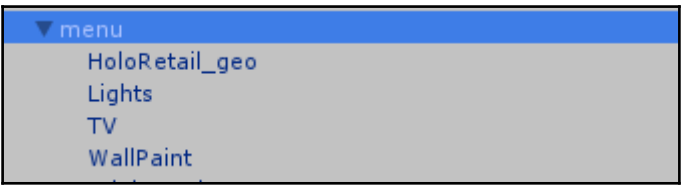
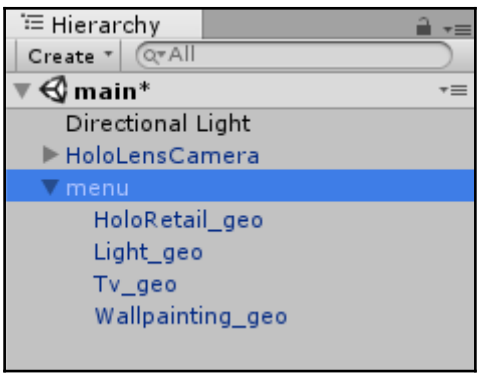
Location: 3dassets

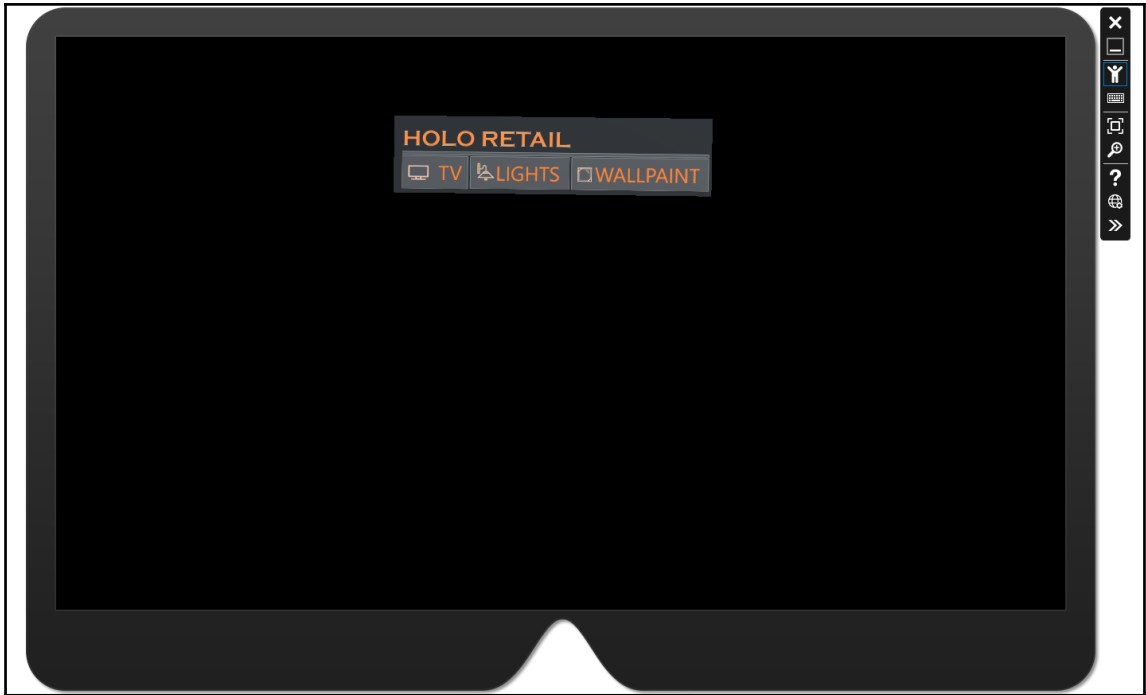
NAME
 light
 tv
 wallpaint

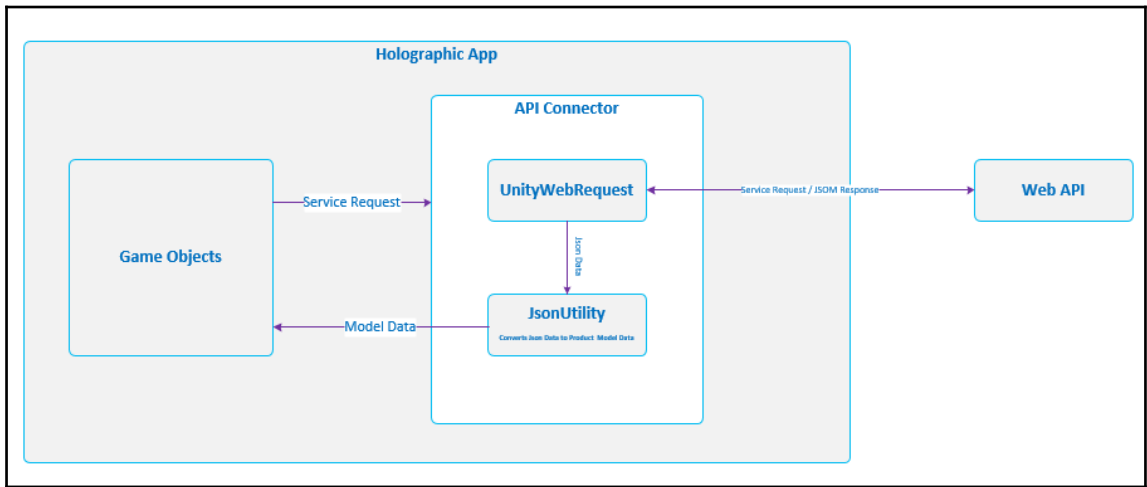
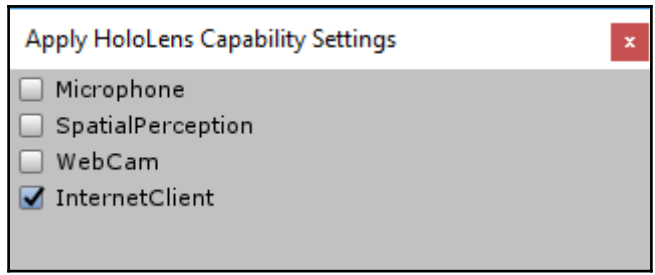


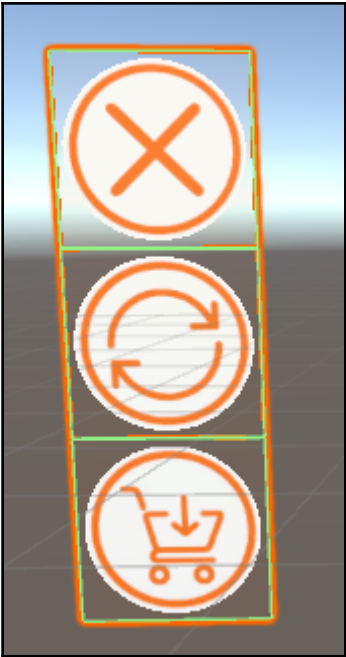










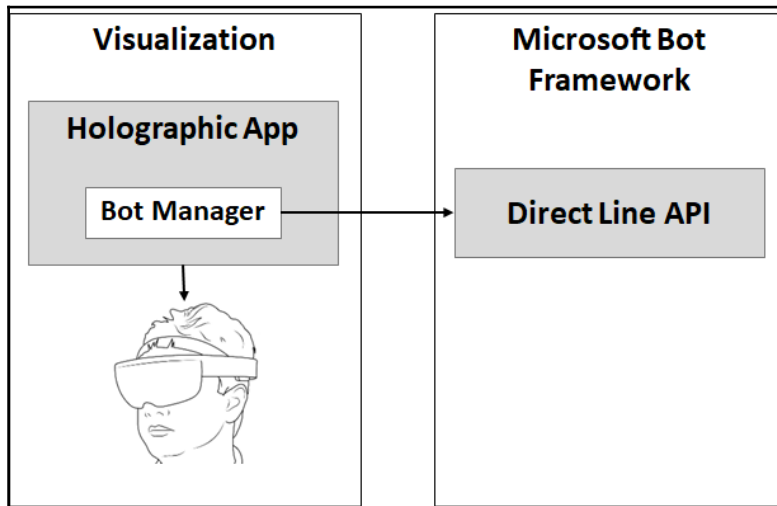
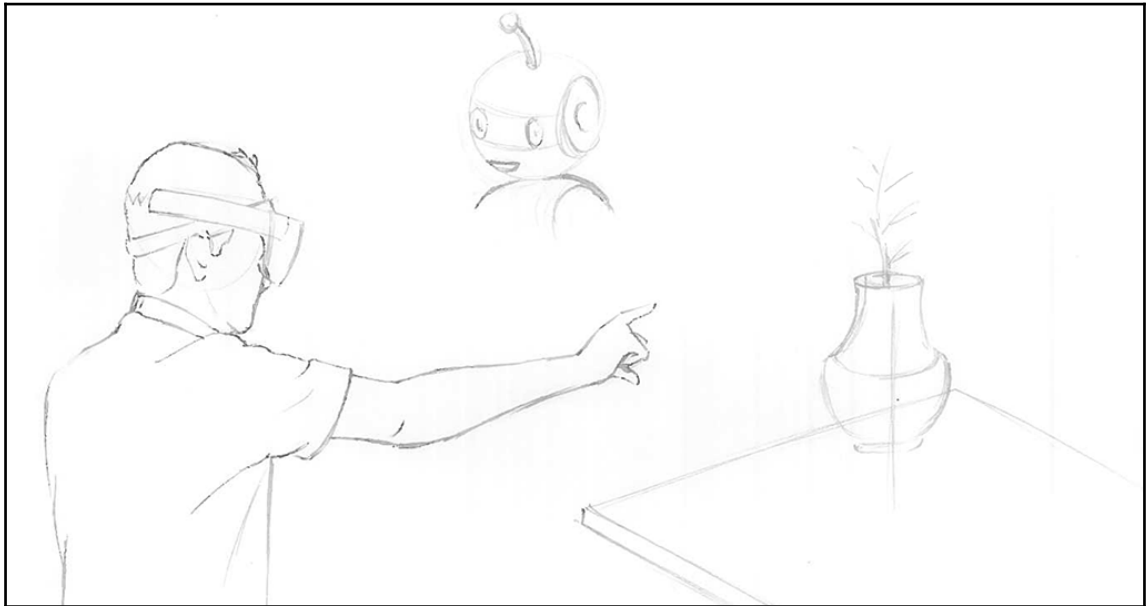


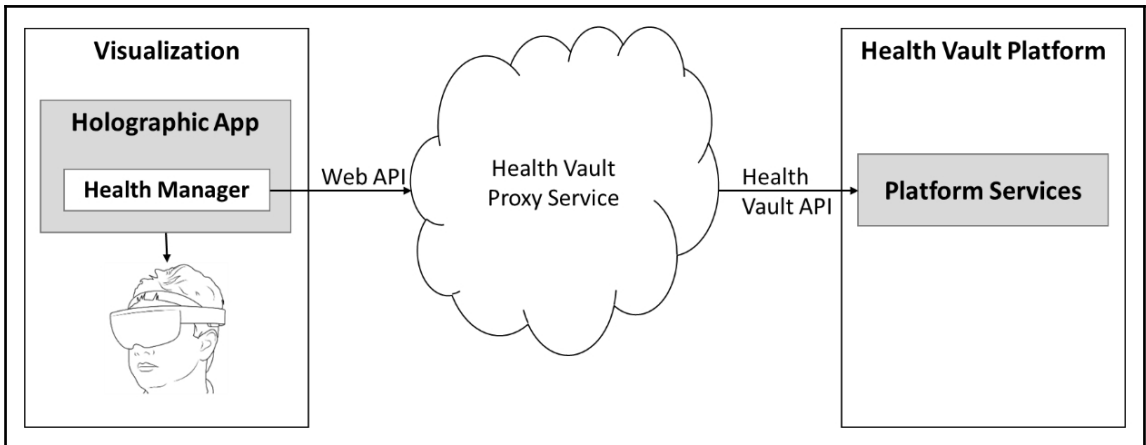
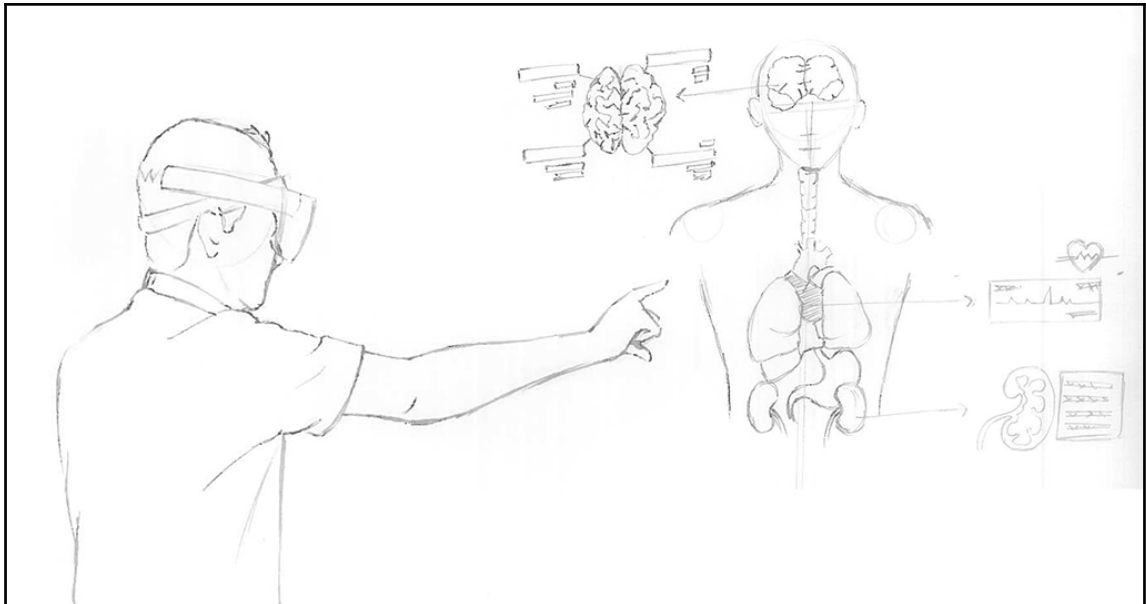


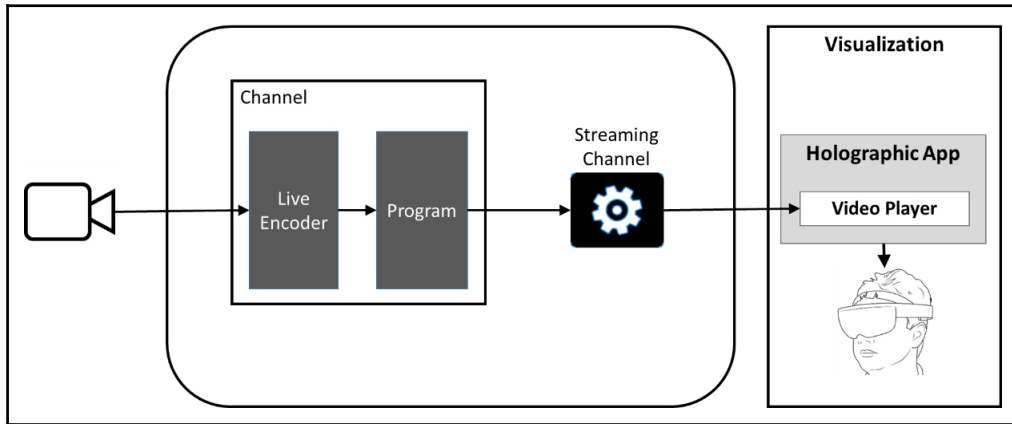
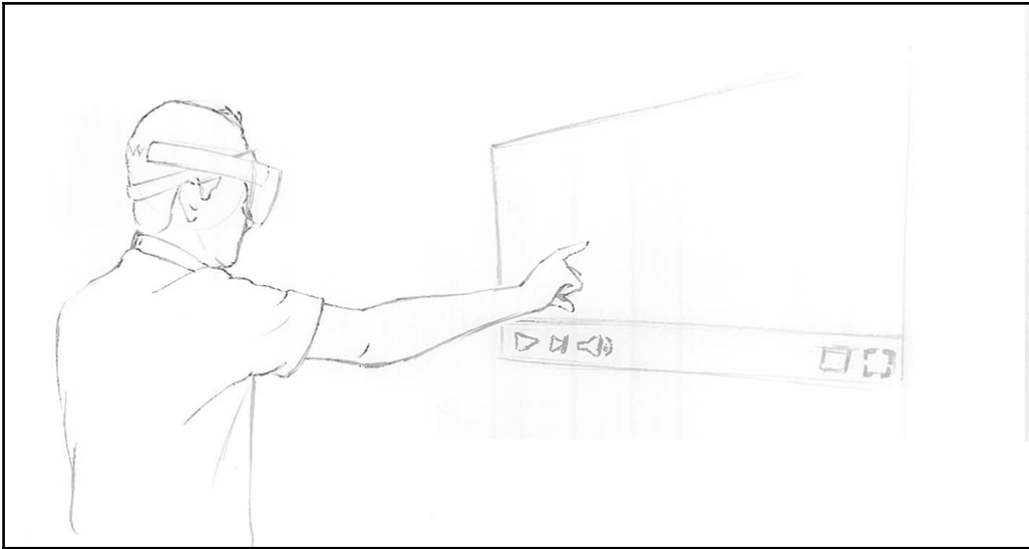




Chapter 9: Possibilities








Media service

CREATE MEDIA SERVICE ACCOUNT

- * Account Name (lowercase only)
hololivestreaming ✓
- * Subscription
[Redacted]
- * Resource Group ⓘ
 Create new Use existing
holoblueprint
- * Location
West US
- * Storage Account
holoprintstorage >

 Please note you can only choose Locally Redundant, Geo-Redundant and Read-only Access Geo-Redundant as storage type to work with Azure Media Services.

hololivestreaming - Live streaming
Media service

Search (Ctrl+I)

- Overview
- Activity log
- Access control (IAM)
- Tags
- Diagnose and solve problems

SETTINGS

- Locks
- Automation script

MEDIA SERVICES

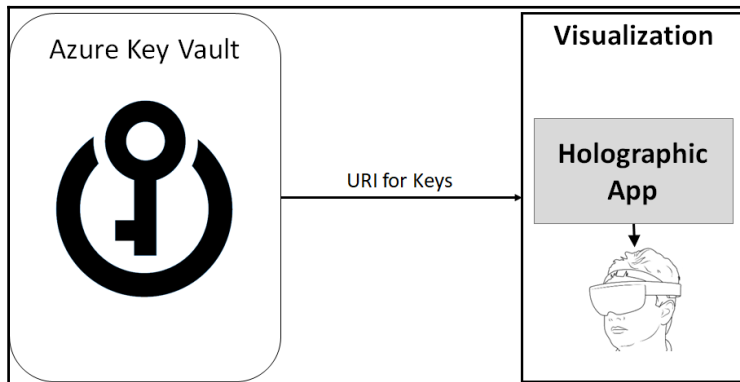
- Properties
- Account keys
- Assets
- Content protection
- Jobs
- Live streaming

+ Quick create + Custom create

Search to filter items...

CHANNEL NAME
holostreamingchannel

The image shows two side-by-side screenshots of a streaming control interface. The left screenshot is titled 'Holostreamingchannel CHANNEL' and shows a 'Live event' in 'Running' state. It lists ingest protocols (RTMP), encoding type (Pass Through), and provides fields for preview and ingest URLs. A table below shows the 'default' event is running with an 8-hour archive window. The right screenshot is titled 'Default LIVE EVENT' and shows the event name 'default', description, state 'Running', an 8-hour archive window, and an asset name 'holostreamingchannel-default-1491629298545'. It also shows a locator for 'Streaming' with a URL.



Chapter 10: Microsoft HoloLens in Enterprise

Feature	Commercial Edition	Development Edition
Mobile Device Management (MDM)	✓	✓
Windows Business Store	✓	
Enterprise WiFi access (based on certificate)	✓	
Identity – Login with Azure Active Directory	✓	✓
Identity – Login with Microsoft Account	✓	✓
Data Security – Device Encryption (BitLocker)	✓	
Virtual Private Network (VPN)	✓	

