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Chapter 1.  
HOLODECK RELEASE 2.2.1

1.1. Description

**NVIDIA Releases Version 2.2.1 of Holodeck**

NVIDIA’s latest patch release features several fixes and upgrades that enable the greater functionality.

**Optimization, Fixes, and Updates**

- Several bug fixes
- Updates to features and tools including the Measure tool and Manipulator tool

1.2. Updates, Optimizations, and Fixes

- Added a checkbox option to display shadows in the Ansel-Camera preview pane.
- Added part hiding in the Part Manipulator tool.
- Added the ability for measure lines to start or end by snapping onto an existing line.
- Added the ability to make vertical and horizontal measure lines.
- Added unit snapping when creating measure lines.
- Added the ability for Laser measure tools to be erased or grabbed by selecting the laser, rather than just selecting the tool meshes.
- Removed the invisible collision shape around the avatar.
- Removed the invisible collision shape around the hidden spawn beacons.
- Fixed situations duplicated or misplaced trace lines from a tool and pointing to a widget.
- Increased the relocation resolution of measure lines, so they can be moved by a network client properly.
・ Changed the location of output pictures from the whiteboard to %UserProfile%/Videos/NVIDIA Holodeck.

1.3. Contents

This release includes:

・ Holodeck Patch Release 2.2.1

1.4. Software requirements

Software recommendations for this release include:

・ Windows 10 TH2
・ Steam account - a verified Steam account is required to create a private Holodeck session.
・ Autodesk 3ds Max or Maya (2016, 2017, 2018)
・ Iray for 3ds Max version 1.5
・ Iray for Maya plug-in version 1.6
・ NVIDIA vMaterials
・ GPU Driver - GeForce Game Ready Driver version 399.07 or later
・ Holodeck Exporter - a plug-in to 3ds Max or Maya that generates the files Holodeck needs to import the scene and assigned materials. It is required to import your own assets into Holodeck.

1.5. Hardware requirements

・ Compatible VR HMD - HTC Vive, HTC Vive Pro, Oculus Rift

Recommended System Requirements

・ OS: Windows 10 TH2
・ Processor: Intel® Core™ i7 5930 or greater
・ Memory: 16GB RAM memory
・ Graphics: GeForce GTX 1080 Ti
・ DirectX: Version 12
・ Storage: 40 GB available storage space
Holodeck version #724 (available on Steam) requires 22GB available storage space.

For maximum performance, it's recommended to have 2 GPUs with one in dedicated PhysX mode.
Chapter 2.
HOLODECK RELEASE 2.2

2.1. Description

NVIDIA Releases Version 2.2 of Holodeck

NVIDIA’s latest patch release features several fixes and upgrades that enable the full functionality of Google Hangouts in the VR environment. Holodeck 2.2 also introduces WebVR content integration allowing applicable websites to be viewed using either the 360 Mode - viewing 3D on a 2D window or Full VR Mode, which allows the user to be completely immersed within the 3D environment.

Optimization, Fixes, and Updates

- Immersive WebVR Mode content added
- Fixes to Google Hangouts

2.2. Release Information

Holodeck Version 2.2

- Date: 8/31/2018
- Changelist: 1212196
- Reset now orients objects to their original position.
- Docs - https://docs.nvidia.com/holodeck/
- Version 2.2 highlights:
  - Immersive WebVR Mode content added
  - Fixes to Google Hangouts
2.3. Contents

This release includes:

‣ Holodeck Patch Release 2.2

2.4. Recommended Computer Specifications

‣ GPU Driver - GeForce Game Ready Driver version 399.07 or later
‣ Compatible VR HMD - HTC Vive, HTC Vive Pro, Oculus Rift

Recommended System Requirements

‣ OS: Windows 10 TH2
‣ Processor: Intel® Core™ i7 5930 or greater
‣ Memory: 16GB RAM memory
‣ Graphics: GeForce GTX 1080 Ti
‣ DirectX: Version 12
‣ Storage: 40 GB available storage space

For maximum performance, it's recommended to have 2 GPUs with one in dedicated PhysX mode.
Chapter 3.
HOLODECK RELEASE 2.1

3.1. Description

NVIDIA’s latest patch release features several fixes and upgrades to improve the multi-user experience. This patch also brings back the DayNight_Showcase level, featuring a full size Koenigsegg Regera supercar model that can be explored using Holodeck’s full set of tools and features.

3.2. Updates, Optimizations, and Fixes

- AEC Rotate Ring disappears when unequipped.
- Updated UI allows for text overflow.
- Fixed scaling issues in the HoloTable level.
- Reset now orients objects to their original position.
- Fixed clipping of objects on the HoloTable.
- Fixed features not replicating for Client in all levels.
- Fixed grouped objects transform point.
- Deletion of referenced objects are removed properly.
- Fixed material issue with the Holiday Hat object.
- Fixed loading screen not loading.
- Fixed object rotation in the HoloTable level.
- Updated Config file to include maximum display.
- Optimization Updates.
- Updated Material settings.
- Updated collision of avatar and objects.
- Added DayNight_Showcase level.
3.3. Contents

This release includes:

‣ Holodeck release 2.1
‣ Holodeck User Guide

3.4. Software requirements

Software requirements for this release include:

‣ Steam account - a verified Steam account is required to create a private Holodeck session.
‣ Autodesk 3ds Max or Maya (2016, 2017, 2018)
‣ Iray for 3ds Max version 1.5
‣ Iray for Maya plug-in version 1.6
‣ NVIDIA vMaterials
‣ Windows 10 64-bit
‣ Holodeck Exporter - a plug-in to 3ds Max or Maya that generates the files Holodeck needs to import the scene and assigned materials. It is required to import your own assets into Holodeck.

3.5. Hardware requirements

Computer system minimum requirements include:

‣ Single NVIDIA Quadro P6000, GeForce GTX 1080Ti, or Titan Xp
‣ Intel Core i7-6700k
‣ 40GB free disk space on a SSD or very fast HDD
‣ 16GB RAM memory
‣ HTC Vive headset and controllers
4.1. Description

This document describes the features and requirements of this Holodeck release. This release contains Holodeck release 2.0 and the Holodeck User Guide.

4.2. Updates and new features

New features included in this release:

- **Tools**
  - Spline draw tool with varying thickness options. Draw on surfaces.
  - Anchor whiteboards to objects and capture whiteboard annotations.
  - Capture video and 360 degree images.
  - Create teleport beacons to easily navigate around large spaces such as buildings with multiple rooms.
  - Browse web content directly from within Holodeck and Google Hangouts.

- **Workflow**
  - Import Solidworks Visualize models into Holodeck. Solidworks Visualize 2019 beta is required to use this feature.
  - Import models with larger footprints.
  - Enhanced material palettes enhanced, added user control.
  - Improved join and invite for private sessions, including optional passcode protection.

- **HoloTable**
  - Podium table to view, move, rotate, and clip models and view by model layers.
  - Place avatars in the scale model then go in to model to view full scale 1 to 1.
- Dynamically change light position around scale models.
- Scale models to preset ratios and view on a podium as if viewing scale mock up models.
- User Interface
  - ACM: Asset Context Manager: Add control per object (explode, scale, move, lock teleport).
  - Teleport to different elevations (stairs, 2nd floor, etc.).
  - Dock to control and save positions of menus.
- A large variety of productivity enhancements based on early feedback.

### 4.3. Contents

This release includes:
- Holodeck release 2.0
- Holodeck User Guide

### 4.4. Software requirements

Software requirements for this release include:
- Steam account - a verified Steam account is required to create a private Holodeck session.
- Autodesk 3ds Max or Maya (2016, 2017, 2018)
- Iray for 3ds Max version 1.5
- Iray for Maya plug-in version 1.6
- NVIDIA vMaterials
- Windows 10 64-bit
- Holodeck Exporter - a plug-in to 3ds Max or Maya that generates the files Holodeck needs to import the scene and assigned materials. It is required to import your own assets into Holodeck.

### 4.5. Hardware requirements

Computer system minimum requirements include:
- Single NVIDIA Quadro P6000, GeForce GTX 1080Ti, or Titan Xp
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- 40GB free disk space on a SSD or very fast HDD
- 16GB RAM memory
• HTC Vive headset and controllers
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