

Notwendige Voraussetzungen für die Teilnahme am Workshop „Lernen Sie die HoloLens kennen und entwickeln Sie Businessideen für Ihr Unternehmen“ :

Download and Install	Notes
Visual Studio 2017 or Visual Studio 2015 Update 3	<p>Visual Studio 2017:</p> <ul style="list-style-type: none"> ▪ Select the Universal Windows Platform development workload ▪ Select the Game Development with Unity workload <ul style="list-style-type: none"> ▪ You may deselect the Unity Editor optional component since you'll be installing a newer version of Unity from the instructions below. <p>Visual Studio 2015 Update 3:</p> <ul style="list-style-type: none"> ▪ If you choose a custom install, ensure that Tools (1.4) and Windows 10 SDK (10.0.10586) is enabled under Universal Windows App Development Tools node. <p>All editions of Visual Studio 2015 Update 3 and Visual Studio 2017 are supported (including Community).</p> <p>Note: The HoloLens Visual Studio project templates are currently only supported on Visual Studio 2015 Update 3 and are not compatible with Visual Studio 2017.</p>
HoloLens Emulator (build 10.0.14393.0) or higher	<p>The emulator allows you to run apps on Windows Holographic in a virtual machine without a HoloLens. Build 10.0.14393.0 includes the latest updates to Windows Holographic on HoloLens. If you have already installed a previous build of the emulator, this build will install side-by-side. This package also includes holographic DirectX project templates for Visual Studio.</p> <p>Notes:</p> <ul style="list-style-type: none"> ▪ Your system must support Hyper-V for the Emulator installation to succeed. Please reference the System Requirements section below for the details. ▪ If you are using Visual Studio 2017 and do not have Visual Studio 2015 installed, you must update the registry to work around a prerequisite check <ol style="list-style-type: none"> 1. Add or locate this key: HKLM\SOFTWARE\Microsoft\Analog 2. Add a REG_SZ value in that key with name: "OverrideHoloLensSDKPrerequisites", and value: "TRUE" 3. If you are on an x64 version of Windows, also add or locate this key: HKLM\SOFTWARE\Wow6432Node\Microsoft\Analog 4. Add a REG_SZ value in that key with name: "OverrideHoloLensSDKPrerequisites", and value: "TRUE"
Unity 5.5 or higher	<p>Last known release: 5.5.0f3 on November 30th, 2016</p> <p>The Unity engine is an easy way to get started building a holographic app.</p>