

● Launch Sessions

● Manage Sessions

● Register Devices

● Install Apps to Devices

1. On **My Apps** page, find the app you are launching and click **MANAGE**.
2. Check the boxes for the devices that you want to join in the session.
3. Click **LAUNCH SESSION**.
4. Click **LAUNCH** on each of the joined device
5. You may also join from the HoloLens by selecting the session from the session list after launching the app on the HoloLens device.

Ensure app(s) has been downloaded to your laptop from **Cloud Apps** page.

Ensure HoloLens devices and laptop are on the same Wi-Fi network.

Ensure the HoloLens devices are registered and have the correct version of the app installed.

› **See Register Devices**

› **See Install Apps to Devices**

Ensure the HoloLens devices are powered up.

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1. Enter session metadata such as Event, Station, Trainer and/or Technician. These can be used to search for session reports or logs in the Console **Reports** page.
2. Click the “Players” tab to see each device that joined the session. You may enter a name for each device.
3. For each device, click the eye icon to see from that device/ POV camera view.
4. Click the green camera icon on top right of the “Players” panel for default 3rd Person POV camera view.
5. Control the session manager view camera using the Q,W,E,A,S,D keys.
6. Monitor device power level, anchor status and in-app state (i.e. if device has bloomed out) using the icons below the player name field.

Scene control and navigation buttons are app specific.

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1. On **Devices** page, click the “Register Devices” tab.
2. In the Discovered Devices list, click **REGISTER** for your device and enter the device access credentials.
3. If your device is not discovered automatically, click **MANUAL**.
4. Enter the device name and IP address. Click **DISCOVER**.
5. The device will now be listed in Discovered Devices.

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1. On **Apps** page, click **MANAGE** for the app you want installed on the HoloLens devices.
2. Click **INSTALL** for the device you want the app installed.

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Ensure the HoloLens devices are registered.

› **See Register Devices**

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