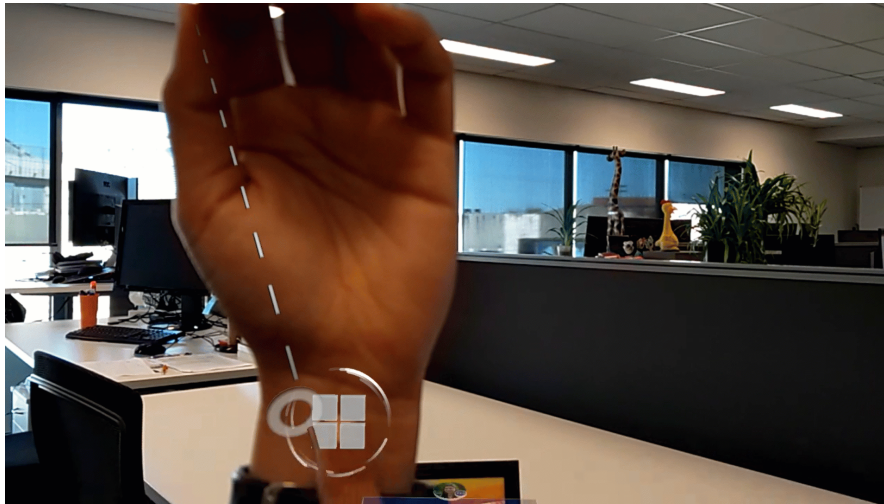# Central for HoloLens - Tips & Tricks

We expect the Central for HoloLens app to have several custom steps for installation onto Microsoft HL2 hardware. While any commercial software release would be conveniently made available through the Windows Store, for an EAP release in the mean time, we'll need manual steps to load the application onto the device.
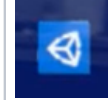
Tips & Tricks

When operating the application, there's several elements which may not be immediately obvious to users purely because there's no mouse, keyboard or touchscreen as people are typically accustomed. Our tips and tricks outline these subtleties for our users.
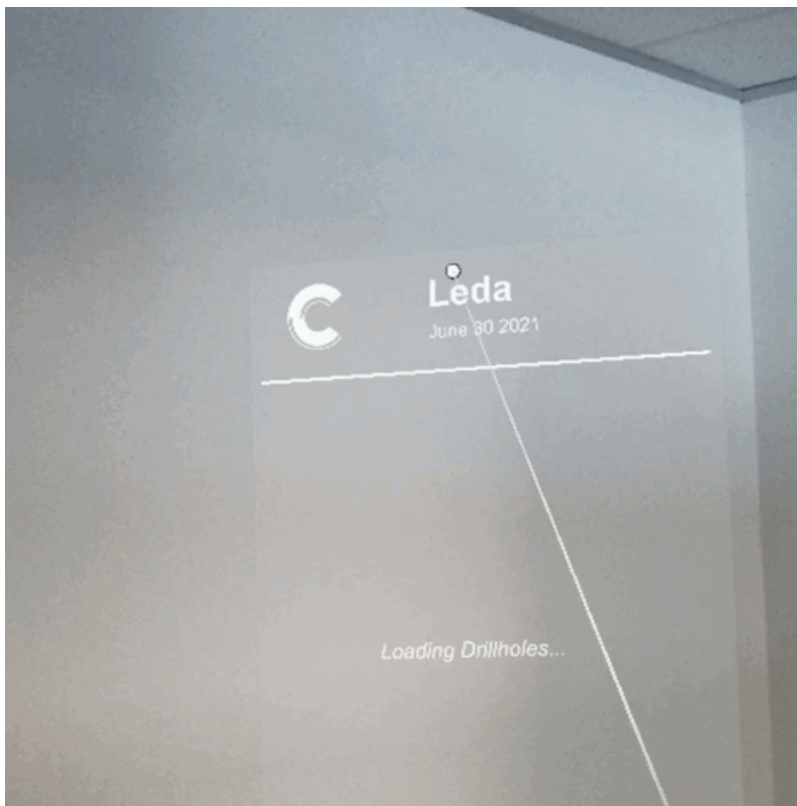

Start gesture

The Start gesture opens the **Start menu**. To perform the Start gesture, hold out your hand with your palm facing you. You'll see a **Start icon** appear over your inner wrist. Tap this icon using your other hand. The Start menu will open **where you're looking**.
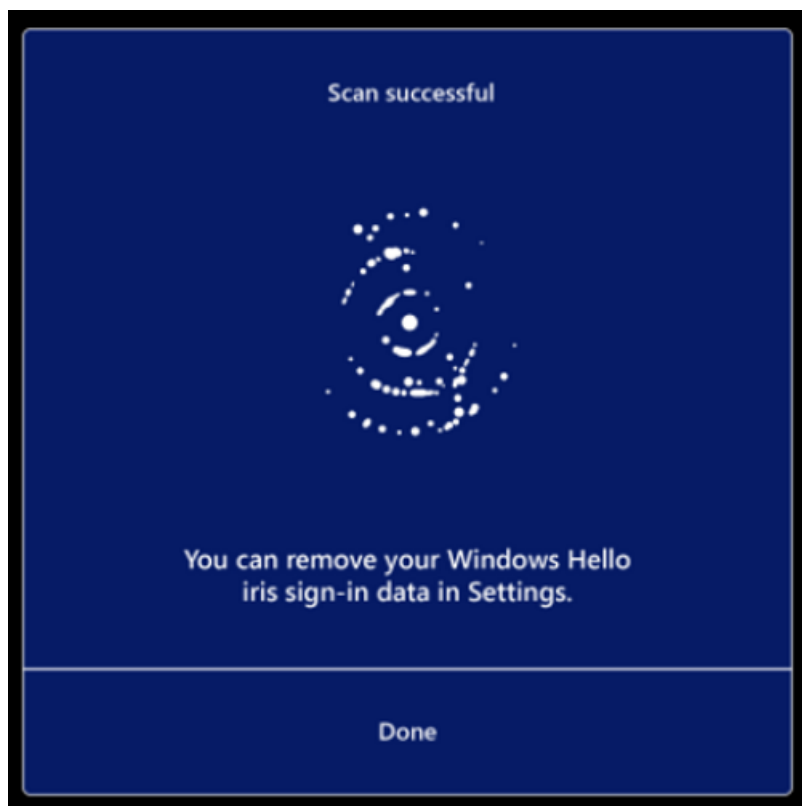
From your Start menu, click on the '

' icon (Central for HoloLens) to open the App. If you cannot find it on the Start screen, click on "All Apps" and select the app.
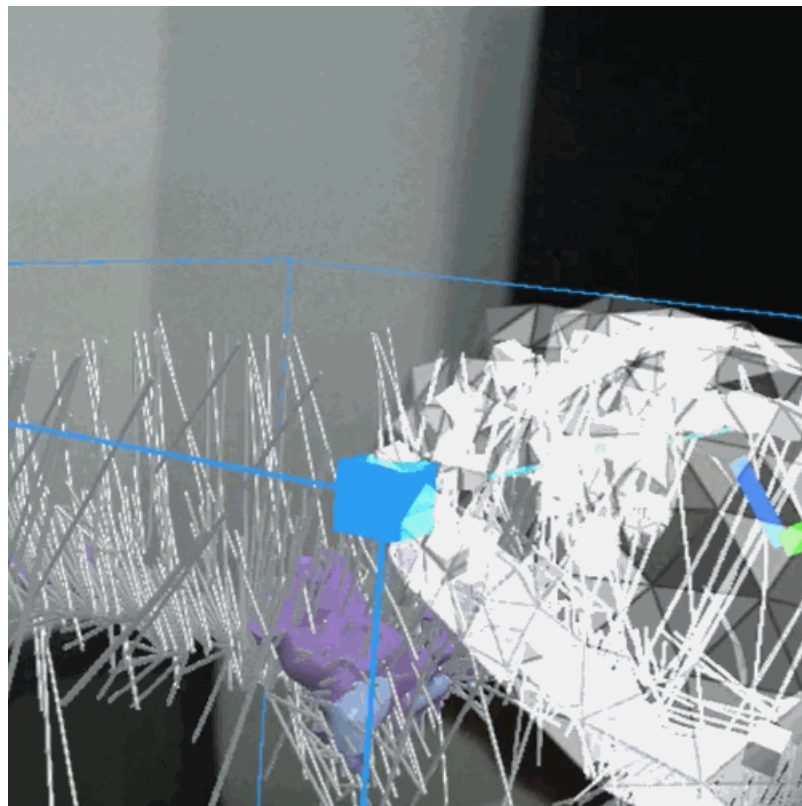

Put the Project browser to the side

In a Microsoft augmented reality environment, windows can overlap with holograms and the physical environment. For best access, we recommend you move the project browser window to one side, clear of your models. Just air-tap and drag the browser window by the title text to reposition it.
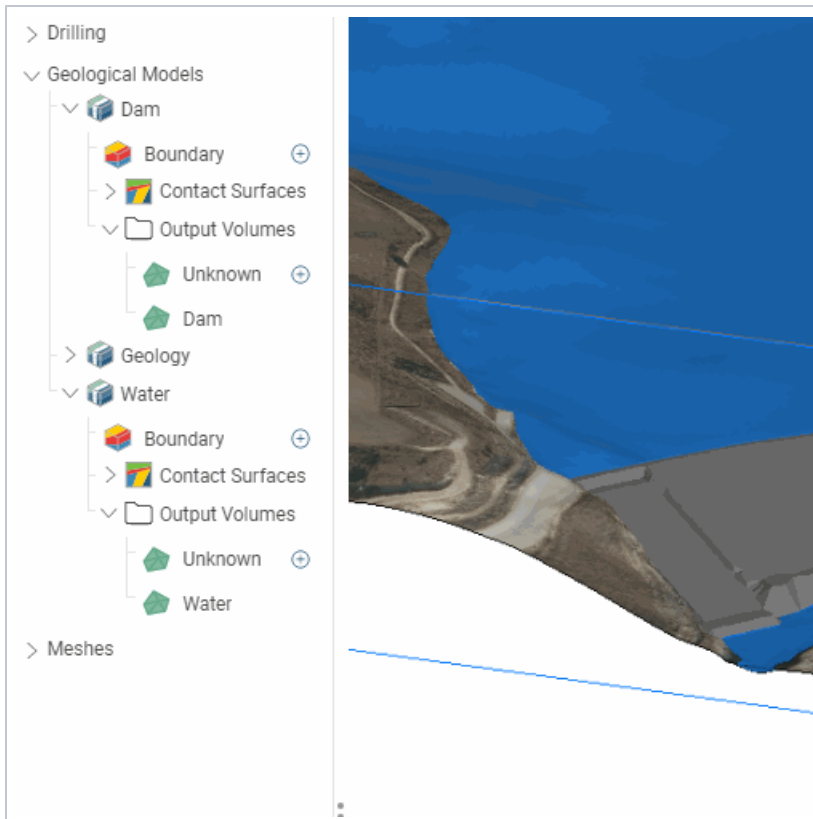
Use Windows Hello sign-in

Typing usernames and passwords is not as easy on Hololens as with a regular keyboard. We recommend talking to your IT administrator about enabling Windows Hello iris sign-in for your Windows account. This way, all your identity and regular Windows data will come with you when you use the Hololens device, including your Seequent-ID sign in.
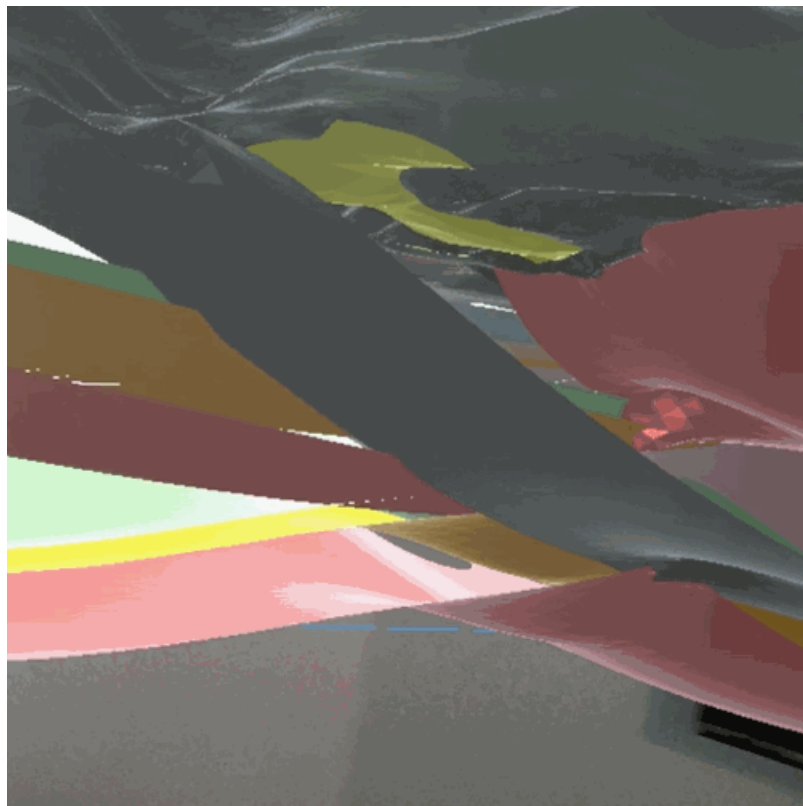

Orient yourself before you start

The direction you're facing when you start the Central app will set the default location where Holograms will appear. Before starting the app, we recommend you locate yourself to face where you want geoscience Holograms to appear.
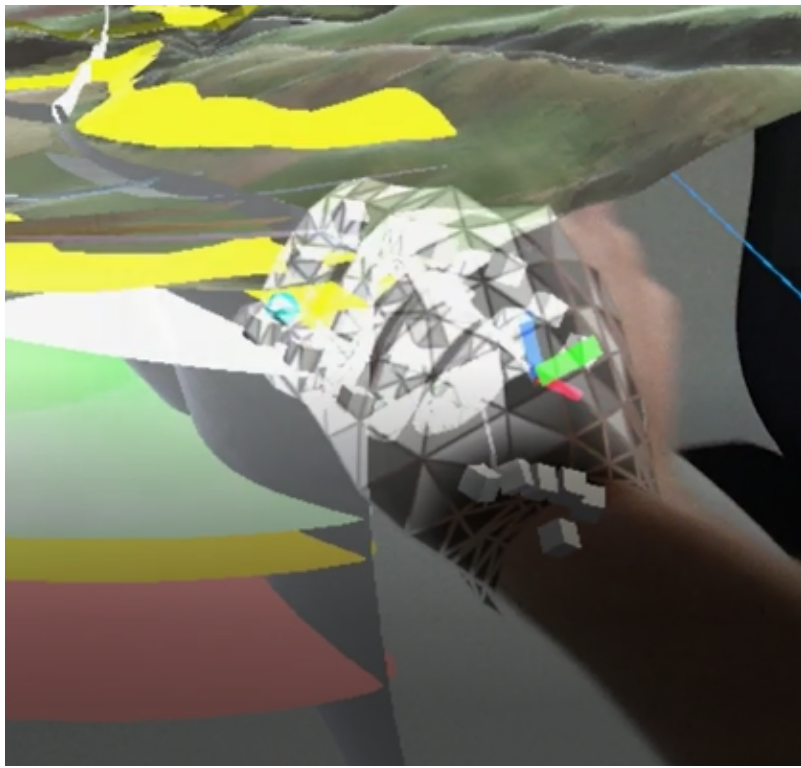
Convert objects to GMs

The Central app for Hololens supports a limited number of Central objects. If the object you to view in Hololens is not available for viewing, you can often make it visible by creating a fake geology, topography or numeric model from the data. In this example, the Dam and Water would typically be a mesh object in Central, but by converting these to Geology models, they're available to visualise in the Hololens app.
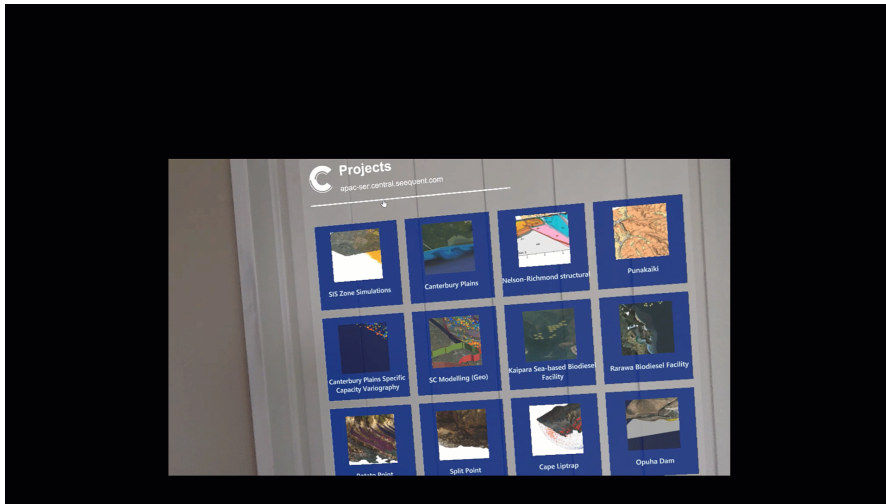

Dive into you model

Unlike with conventional desktop software, it's now possible to get right inside your model. The best way to do this is to enable the model position and resize mode, then grab and lift your model to eye height and move it for a better view.

Grab with all you fingers

New Hololens users sometime find the hand gestures difficult to master. In our experience, we've found an air-tap to be most easily recognised by the system when all fingers are brought together with one's thumb.

Closing Central on EAP version

To close Central, simply launch the start menu and click on 'Home' button.

This will minimize all the running applications. You can then close the browser window.