



EON-XR 9.5 Update1 Release Notes

Release date: August 29th, 2022

This is a maintenance release, primarily made for correcting issues found after the initial 9.5 release. The 9.5 Update 1 also includes two new updates:

1. You can set up and use multiple avatars in a lesson, which means that each 3D recording can be associated with a specific avatar.
2. 360 videos from Youtube are supported again on. Support for iOS will be implemented in a later update.

The table describes all fixes for this release:

| No | Area | Details |
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| 1. | Lesson Settings | Fixed background color changes not being saved properly. |
| 2. | Lesson Settings | Fixed shadow setting not toggling the shadow display. |
| 3. | 3D Recording | Fixed an issue where Knowledge Portal orientation in 3D recording was in wrong orientation for certain models. |
| 4. | Mouse input | On systems with multiple input systems (touch + mouse), it caused the user not being able to use right click to add annotation. This is fixed by opting for this strategy: <ul style="list-style-type: none">- Windows/MacOs: choose mouse if both touch and mouse input are available- Mobile: choose touch if both touch and mouse input are available. |
| 5. | Help | Fixed an issue on Android 12 where it was not possible to launch the online Help documentation. |
| 6. | Video | It's now possible to use Youtube 360 videos with the Video activity (except iOS). Also, when trying to upload a video not in .mp4, you will get an error prompt, explaining why. |

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| 7. | Lesson Composition | Video activity is now being counted in the lesson statistics. |
| 8. | XR Meeting | In XR meetings, the user name now appears on top of the avatar again. |
| 9. | Localization | When the app was set to Chinese language, it was not possible to launch any lesson on Android. This is now fixed. |
| 10. | 3D Recording | It's now possible to create multiple avatars on the profile page, and then choose which one to be used for a lesson. This means if you start with Avatar A and create a 3D recording, and then switch to Avatar B in the profile page before creating another 3D recording; when you playback the lesson, you will have two different avatars appearing depending on which 3D recording you playback. |
| 11. | Rendering | Fixed broken shader effect on some assets. |
| 12. | Spatial meeting | Fixed an issue in Spatial meeting where the 3D object came up in the wrong position. This happened on assets that you have manually adjusted in the Asset 1:1 editor. |
| 13. | Metaverse Builder | Fix annotations showing for all objects right after adding a new object. |
| 14. | AR | Fixed non-responsive AR anchoring because the guide text was blocking the tap. |
| 15. | Mode switching | Fixed an issue where new activities added in one mode were not seen when changing to another mode. For instance, if you were in AR mode and added some activities, and then switched to touch mode, the side panel would not show the new activities. Additionally, the mode icon now always correctly reflects what mode the app is in at the moment. |
| 16. | Metaverse Builder | Fixed an issue in the Asset browsing dialog, where it would forcefully switch to the next tab when you scroll to the last item, making it impossible to select an item on the last row. |