

What's New in Version 1.2

1. Added code for automatic relocation of the native library and default configuration.
2. Errors during OpenNI/NITE initialization are now non-intrusive and displayed on the screen.
3. Changed some body part names in AvatarControler-script: LeftUpperArm, RightUpperArm, LeftThigh, RightThigh.
4. Fixed Z-direction in the example scene and the corresponding X-movements in AvatarController-script.