“Currently, grasping objects with hands is still quite jittery. Future SDK or Leap hardware updates should improve on this hopefully.”

USB cable has been known to cause trouble

Leap has to be connected before running executable

Device has to be clean

When building .exe in Unity, have to change “Architecture” to “x86” from x86\_64” in “Build Settings”.

“Leap Service” regularly stops working which also usually crashes Unity. The service and unity both have to be restarted. Sometimes the service takes a few restarts to get working again.

* Applications using Image API must link with updated DLLs.
* The latest version of the Oculus firmware limits bandwidth for the DK2’s built-in USB port, which harms the controller’s performance. For now, we \* recommend using the free cable extender bundled with the mount to connect the controller directly to the computer.
* Tracking performance may degrade when closely facing large reflective surfaces like white walls. (This is a broader issue with V2 tracking that we’re constantly improving on.)
* Tracking degrades when arms are held directly away from the body (i.e. elbows straight).
* Some poses are not currently tracked reliably in head-mounted display (HMD) mode (e.g. pinch/rotate, 3- and 4-finger poses).
* If your application was built linked with the 2.1.0 or 2.1.1 SDK, you must update your DLLs
* avast! Antivirus can interfere with service installation (disable shields to work around)
* WebSockets TLS isn’t supported for Firefox and Linux Chrome
* Linux Chrome version 36 requires setting “Allow insecure WebSocket from https origin” under chrome://flags
* Image API not available in Objective-C
* Fist poses may be less stable (such as curling fingers and rotation)
* Tracking may not work as well with bracelets, rings, watches, sleeves, etc.
* Occasionally, a hand can briefly initialize as the wrong hand (left vs. right)
* Occasionally, a tap gesture will register when a small circle gesture is made
* CPU usage and latency is not yet optimized for skeletal tracking
* Upside-down hands initialize as right-side up (inappropriately)
* Tracking quality is lower when making a fist or with one finger extended
* The WebSocket protocol and JavaScript client library do not support setting gesture parameters.
* On Windows 7, the Chrome browser application sometimes fails to respond to emulated touch points. To fix this; click inside of the program with a mouse.
* The sphereRadius and sphereCenter functions of the Hand class are unstable when the hand is fully open.
* Linux does not support background apps or onFocus callbacks