How to Use KinectManager across Multiple Scenes

The KinectManager-component has some specifics. It is not destroyed across the scenes in a game. In this regard, if your game consists of multiple scenes, KinectManager must be added to a game object that is created only once - when the game starts up. Then it will remain persistent across all "real" scenes. You can achieve it like this:

1. Create a new scene and name it 'StartupScene'. This must be the 1st scene to run.
2. Open the StartupScene.
3. Create an empty game object and name it 'KinectControllerStartup'.
4. Add the KinectManager as component to the KinectControllerStartup. Then modify the KM settings as needed. All other managers (InteractionManager, FacetrackingManager, SpeechManager, etc.) may be added to the real scenes, if needed.
5. Add KinectDemos/MultiSceneDemo/Scripts/LoadFirstLevel-script to the KinectController. This script will load the first game scene, right after the Kinect-sensor gets initialized.
6. Save the StartupScene. Add it as 1st scene in the project's build settings.
7. Open any of the other scenes.
8. If you need avatar controllers, gesture listeners or any of the other managers in the scene (InteractionManager, FacetrackingManager, SpeechManager, etc.), set them up here, too.
9. Add KinectDemos/MultiSceneDemo/Scripts/LocateAvatarsAndGestureListeners-script to the scene's KinectController-object. It will automatically detect the avatar controllers and gesture listeners, when the scene starts up.
10. If you need access to the public API of KinectManager in your scripts, use the following code to get reference to the KinectManager:

```
KinectManager kinectManager = KinectManager.Instance;
```

To see all this in action, check the multi-scene demo in the K2-asset. Open and run 'Scene0-StartupScene', located in the KinectDemos/MultiSceneDemo-folder. Don't forget to add the 3 scenes from the demo to the 'Scenes in Build'-setting of project's 'Build settings'.

More Information, Support and Feedback

Online Documentation: https://github.com/rfilkov/k2docs/wiki
Tip and Tricks: http://rfilkov.com/2015/01/25/kinect-v2-tips-tricks-examples/
Web: http://rfilkov.com/2014/08/01/kinect-v2-with-ms-sdk/

Contact: http://rfilkov.com/about/#contact (please mention your invoice number from Asset store)
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