

MiVRy – 3D Gesture Recognition AI

v1.19



MiVRy - 3D GESTURE RECOGNITION PLUG-IN FOR UNITY

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[IMPORTANT!] This license is for the use of the MiVRy Gesture Recognition plug-in (.dll and .so files as well as the source code) and does not include the use of the asset files used in the sample scenes (pixie character model and textures etc.)

Please see the license statement at the end of this document.

If you want to use this plug-in in a commercial application, please contact us at support@marui-plugin.com for a commercial license.

Check out our YouTube channel for tutorials, demos, and news updates:

<https://www.youtube.com/playlist?list=PLYt4XosVICmWtmDmx1IS8OVGU70tmQOfv>

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1: What is 3D Gesture Recognition?

Making good user interaction for VR is hard. The number of buttons often isn't enough and memorizing button combinations is challenging for users.

Gestures are a great solution! Allow your users to wave their 3D controllers like a magic wand and have wonderful things happen. Draw an arrow to shoot a magic missile, make a spiral to summon a hurricane, shake your controller to reload your gun, or just swipe left and right to "undo" or "redo" previous operations.

MARUI has many years of experience of creating VR/AR/XR user interfaces for 3D design software. Now YOU can use its powerful gesture recognition module in Unity.

This is a highly advanced artificial intelligence that can learn to understand your 3D controller motions.

The gestures can be both direction specific ("swipe left" vs. "swipe right") or direction independent ("draw an arrow facing in any direction") - either way, you will receive the direction, position, and scale at which the user performed the gesture.

Draw a large 3d cube and there it will appear, with the appropriate scale and orientation.

Both one-handed and two-handed gestures are supported and you can even build combos of sequential gestures.

Key features:

- Real 3D gestures - like waving a magic wand in all three dimensions
- Support for multi-part gesture combinations such as two-handed gestures or sequential combinations of gestures
- Record your own gestures - simple and straightforward
- Easy to use C# classes and convenient wrapper objects
- Can have multiple sets of gestures simultaneously (for example: different sets of gestures for different buttons)
- High recognition fidelity
- Outputs the position, scale, and orientation at which the gesture was performed
- High performance (back-end written in optimized C/C++)
- Includes a Unity sample scenes that illustrate how to use the plug-in
- Save gestures to file for later loading
- Support for Windows, Android-based devices (Oculus Quest, Smartphones, ...), UWP devices (Hololens), and Linux

2: Quick Start Guide:

This guide explains the simplest way to use MiVRy in your Unity project. Necessarily, a lot of features are not fully explained here. Please read the rest of this document for more details and additional explanations of features.

2.1: Use the Gesture Manager to record your gestures:

Either open the GestureManager scene in the GestureManager/ folder in Unity or download a pre-built version of the GestureManager from <https://www.marui-plugin.com/documentation-mivry-unity/#gesturemanager>

A video tutorial on how to use the GestureManager is available on YouTube:

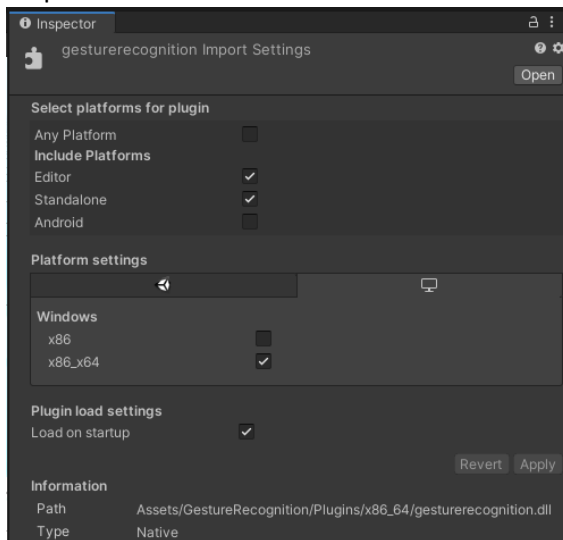
<https://www.youtube.com/watch?v=kcoobj7V2-o>

When you are happy with your recorded gestures, save the recorded gestures to a Gesture Database File (.dat file).

2.2: Import the plug-in library files and script files into your project:

Copy the .dll and .so files from the *Plugins/* folder into your own project's *Plugins/* folder. (If your project does not yet have a *Plugins/* folder just create a new folder named "Plugins").

Select the files in Unity and in the inspector ensure that they are selected as plug-ins for the respective architecture:

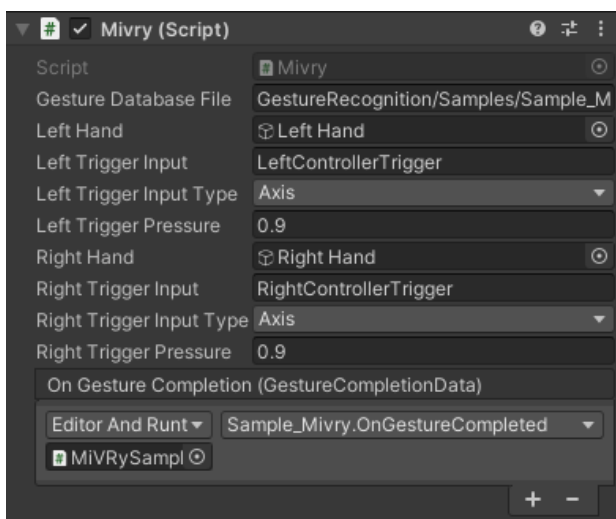


Then copy the *Mivry.cs*, *GestureRecognition.cs* and *GestureCombinations.cs* files into your own project (for example into your *Scripts/* folder).

2.3: Add Mivry Gesture Recognition to your scene:

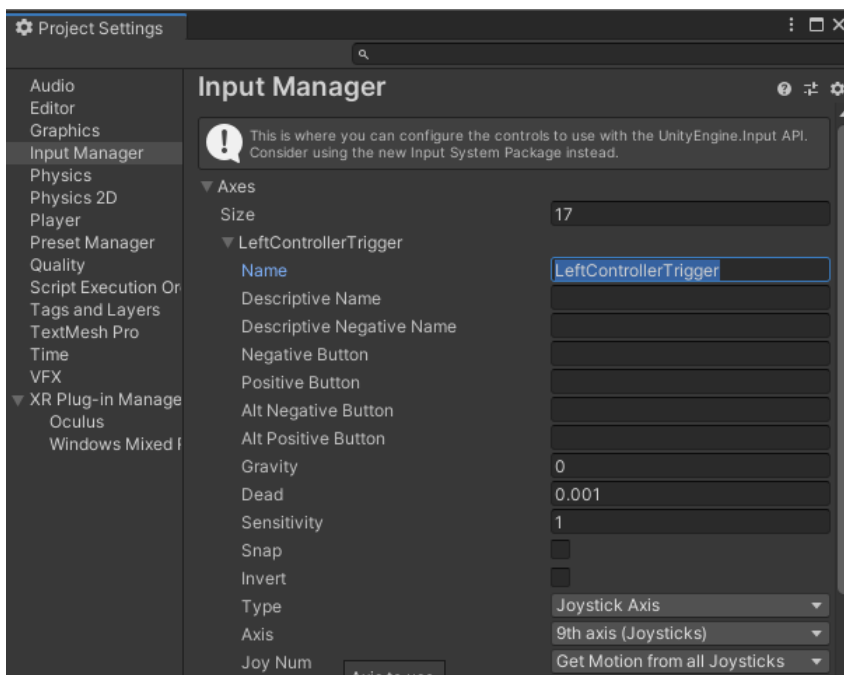
Select a GameObject in your scene (or create a new empty GameObject) and use the "Add Component" button in the Inspector to attach the Mivry component to it.

In the Inspector, set the properties of the Mivry component to comply with your project.



The “Left Hand” and “Right Hand” may be any GameObject that you want to use as the position and rotation of the left and right hand (or VR controller) respectively.

The “Left Trigger Input” and “Right Trigger Input” are the names of the inputs in the Unity Input Manager (in the Project Settings) that you wish to use as buttons to control when a gesture should start or end.



If you do not yet have inputs defined in the Input Manager, please see the Unity documentation on how to set up inputs.

For the “*On Gesture Completion*” event, add a function to one of your scripts that takes a *GestureCompletionData* object as parameter.

```
public void OnGestureCompleted(GestureCompletionData data) {  
    if (data.gestureID == 123) {  
        ...  
    }  
}
```

Then set this function as the “*On Gesture Completion*” event in the Mivry component.

Now when you run your project, press the input button that you selected as gesture trigger and perform a gesture, your *OnGestureCompleted* function will be called with details about the performed and identified gesture.

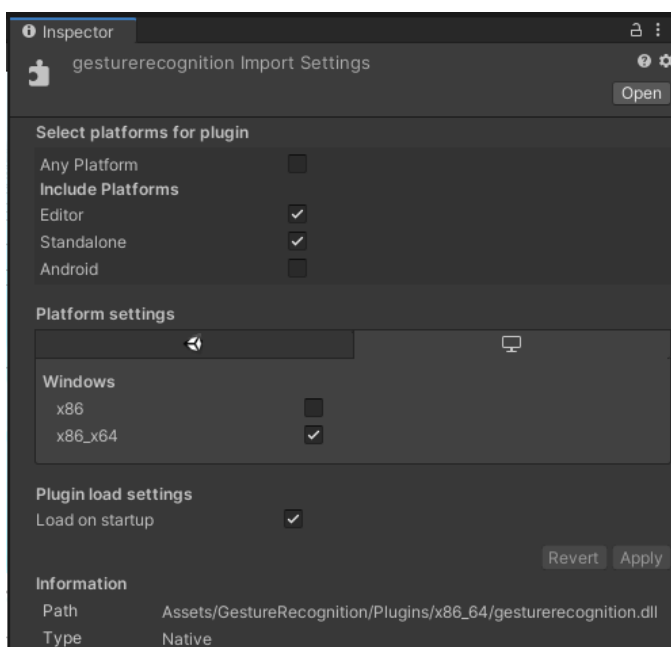
3: Package Overview:

(1) Plug-in library files (binaries):

In the Assets/GestureRecognition/Plugins/ folder you can find the plugin library files for various platforms:

- Plugins/x86/gesturerecognition.dll : plug-in library file for 32bit Windows apps
- Plugins/x86_64/gesturerecognition.dll : plug-in library file for 64bit Windows apps
- Plugins/Android/arm64-v8a/libgesturerecognition.so : plug-in library for ARM64 Android apps
- Plugins/Android/armabi-v7a/libgesturerecognition.so : plug-in library for ARM v7 Android apps
- Plugins/Android/UWP/arm_32/gesturerecognition.dll : plug-in library for UWP ARM32 apps
- Plugins/Android/UWP/arm_64/gesturerecognition.dll : plug-in library for UWP ARM64 apps
- Plugins/Android/UWP/x86_32/gesturerecognition.dll : plug-in library for UWP 32bit x86 apps
- Plugins/Android/UWP/x86_64/gesturerecognition.dll : plug-in library for UWP 64bit x86 apps

To use the plug-in in your own project, place these files (or at least the file related to the architecture that you're developing for) in your Unity project under /Assets/Plugins/ and set the Import Settings in the Inspector to make Unity load the file for the correct platform:



(2) Plug-in wrapper scripts (C#)

MiVRy provides three different script to use the plug-in library. You ever only need *one* of the three, depending on your requirements and development goals.

- GestureRecognition.cs : C# script for using one-handed one-part gestures.
- GestureCombinations.cs: C# script for using two-handed or multi-part gestures.
- Mivry.cs : Unity component for simple use of pre-recorded gestures without coding.

To use MiVRy in your own project, include these files in your Unity project (for examples under */Assets/ Scripts/*).

The *GestureRecognition.cs* and *GestureCombinations.cs* scripts are pure C# scripts and not Unity components. They allow you to use MiVRy via C# scripting in your own scripts and give the greatest amount of flexibility. However, they are also more complex to use and require scripting. The *Mivry.cs* script is a Unity component script that can just be attached to any GameObject in Unity and allows you to use pre-recorded gestures without the need for scripting. However, it is also more limited.

Here is a simple chart to decide which of the scripts to use in your project:

	GestureRecognition.cs	GestureCombinations.cs	Mivry.cs
<i>How to use:</i>	C# scripting	C# scripting	Unity Inspector (no scripting required)
<i>Use pre-recorded gesture files:</i>	Yes	Yes	Yes
<i>Record new gestures:</i>	Yes	Yes	No (use GestureManager)

(3) GestureManager:

In the *GestureManager/* folder, you will find a Unity Scene that allows easy recording and management of gesture database files (".dat" files) without any coding or development.

You can also get a pre-built version of the Gesture Manager at <https://www.marui-plugin.com/documentation-mivry-unity/#gesturemanager>

You can use the GestureManager to record your own gestures.

(4) Samples:

The *Samples/* folder offer several Unity scenes and scripts that illustrate the various use cases of MiVRy.

- Sample_MiVRy : Unity sample scene and script on how to use the Mivry component.
- Sample_OneHanded : Unity sample scene and script for one-handed gestures.
- Sample_TwoHanded : Unity sample scene and script for two-handed gestures.
- Sample_Military : Unity sample scene and script for using military tactical gestures.
- Sample_Pixie : Unity sample scene and script of a small game where you interact with a pixie.
- Sample_Continuous : Unity sample scene and script on how to use continuous-motion gestures that do not require a button push to start/end the gesture.
- Sample_Phone : Unity sample scene and script on how to use MiVRy on a mobile phone (android).

[IMPORTANT] The samples include several assets (prefabs, textures, ...). The MiVRy license does NOT include these assets! They are only included as part of the samples. You may NOT use any of the items in the *Resources* folder in your project.

4: How to use the GestureManager

There are two ways to use the GestureManager: in the Unity Inspector and in VR.

Using the GestureManager in the Unity Inspector:

The GestureManager.cs script can be attached as a component to any Unity GameObject. In the GestureManager scene, it is attached to the GameObject called “GestureManager”. You do not need to run the scene in order to use the GestureManager in the Inspector. Simply select the GestureManager GameObject (the Unity game object which has the GestureManager.cs script attached to it) and adjust the properties in the Inspector. However, in order to record new gestures, you obviously need to run the scene. Please note that starting/stopping will reset what you entered in the Inspector.

Using the GestureManager in VR:

When you run the GestureManager scene (either inside the Unity Editor or stand-alone on any device, a floating panel will appear.

You can move the panel by touching the red ball on it’s top. The ball is ‘sticky’, allowing you to move the panel. To stop dragging the panel, just pull your controller away with a sudden “yanking” motion.

A video tutorial on how to use the GestureManager in VR is available on YouTube:

<https://www.youtube.com/watch?v=kcoobj7V2-o>

Important input fields in the GestureManager (both Inspector and VR versions):

Number of Parts: How many motions – at most – comprise a gesture. A gesture consisting of one single hand motion has one part. A two-handed gesture has two parts, one for the left hand and one for the right hand. It is also possible to use gesture combinations where one hand has to perform multiple sequential motions (such as writing three letters – the individual letters are parts to a combination triplet). The number you put in this field decides the maximum. You can still also have combinations with less parts (for example: one-handed gestures among two-handed gestures).

Rotational Frame of Reference: How direction like “up”, “down”, “left”, “right”, “forward” and “back” are defined. For example, if a player is looking at the ceiling and performs a gesture in front of his face, in the “world” frame-of-reference, the gesture was performed “upward” because it was performed above the player’s head. But in the “head” frame-of-reference, the gesture was performed “forward”. This can decide which gesture is identified. For example, if you have a “punch the ceiling” gesture and a “punch the ground” gesture, you must choose a “world” frame-of-reference, but if you have a “touch my forehead” gesture and a “touch my chin” gesture, a “head” frame-of-reference may be more appropriate. The frame of reference can be selected separately for yaw (left-right / north-south), pitch (up/down) and roll (tilting the head).

Record Gesture Samples: This selects I for which gesture you want to record new samples or if you want to test the identification instead (please note that new samples do not have any effect until the “training” was performed). When you record samples, please make sure that you record the gesture many different ways. For example, if the player should be allowed to perform the gesture with a small motion and a large motion, be sure to record both small and large samples. It can also help to record gesture samples from several people to ensure that particular habits of one person don’t affect the recognition for other players.

Start Training / Stop Training: This starts or interrupts the training process where the AI tries to learn your gestures. The “Performance” value which is updated during the training indicates how many of your gestures the AI can already correctly identify. Even when the training the training is stopped prematurely the result is still preserved, so you can stop it as soon as you are satisfied. Sometimes the AI ‘misunderstands’ your intentions and the future recognition of gestures is not satisfactory. In this case, just re-run the training process. If the result still is not good, please record more gesture samples with greater variation to make it clearer to the AI what you intend.

5: How to use the MiVRy gesture recognition object

- (1) Add the Mivry.cs script as a component to one (any) object in your scene.
- (2) In one of your own scripts, add a new function to handle the event when a gesture is performed and recognized. The function should have a parameter of the type `GestureCompletionData` and return type `void`.

Example:

```
public void OnGestureCompleted(GestureCompletionData data) {  
    if (data.gestureID == 123) {  
        ...  
    }  
}
```

- (3) In the inspector, set the fields of the MiVRy script component:

- "GestureDatabaseFile":

The path to the gesture recognition database file to load.

In the editor, this will be relative to the Assets/ folder.

In stand-alone (build), this will be relative to the StreamingAssets/ folder.

- "LeftHand" / "RightHand":

A game object that will be used as the position of the left hand.

- "LeftTriggerInput" / "RightTriggerInput":

The name of the input in the Input Manager (in Project settings) which will be used to start/end the gesture.

- "LeftTriggerInputType" / "RightTriggerInputType":

The type of the input (Axis, Button, or Key) which triggers the gesture.

- "LeftTriggerPressure" / "RightTriggerPressure":

If the input type is axis, how strongly (on a scale from zero to one) does the axis have to be pressed to trigger the start of the gesture.

- "OnGestureCompletion":

Event callback functions to be called when a gesture was performed.

When these properties are set, the Mivry script will detect the push of the button defined as "trigger", track the position of the GameObject defined as "Hand" and, upon release of the "trigger" button will automatically identify the gesture and call the `OnGestureCompletion` function with details about the detected gesture.

6: How to use the GestureRecognition script (for one-handed gestures):

(1) Place the Plugins/x86_64/gesturerecognition.dll (Windows) and/or Plugins/Android/arm64-v8a/libgesturerecognition.so (Android / MobileVR / Oculus Quest) files in the /Assets/Plugins/ folder in your unity project and add the GestureRecognition.cs file to your project scripts.

(2) Create a new Gesture recognition object and register the gestures that you want to identify later.

```
GestureRecognition gr = new GestureRecognition();
int myFirstGesture = gr.createGesture("my first gesture");
int mySecondGesture = gr.createGesture("my second gesture");
```

(3) Record a number of samples for each gesture by calling startStroke(), contdStroke() and endStroke() for your registered gestures, each time inputting the headset and controller transformation.

```
Vector3 hmd_p = Camera.main.gameObject.transform.position;
Quaternion hmd_q = Camera.main.gameObject.transform.rotation;
gr.startStroke(hmd_p, hmd_q, myFirstGesture);
[...]
```

```
// repeat the following while performing the gesture with your controller:
Vector3 p = OVRInput.GetLocalControllerPosition(OVRInput.Controller.RTouch);
Quaternion q = OVRInput.GetLocalControllerRotation(OVRInput.Controller.RTouch);
gr.contdStrokeQ(p,q);
// ^ repeat while performing the gesture with your controller.

[...]
```

```
gr.endStroke();
```

Repeat this multiple times for each gesture you want to identify.
We recommend recording at least 20 samples for each gesture.

(4) Start the training process by calling startTraining().

You can optionally register callback functions to receive updates on the learning progress by calling setTrainingUpdateCallback() and setTrainingFinishCallback().

```
gr.setMaxTrainingTime(10); // Set training time to 10 seconds.
gr.startTraining();
```

You can stop the training process by calling stopTraining().

After training, you can check the gesture identification performance by calling recognitionScore() (a value of 1 means 100% correct recognition).

(5) Now you can identify new gestures performed by the user in the same way as you were recording samples:

```
Vector3 hmd_p = Camera.main.gameObject.transform.position;
Quaternion hmd_q = Camera.main.gameObject.transform.rotation;
gr.startStroke(hmd_p, hmd_q);
[...]
```

```
// repeat the following while performing the gesture with your controller:
Vector3 p = OVRInput.GetLocalControllerPosition(OVRInput.Controller.RTouch);
Quaternion q = OVRInput.GetLocalControllerRotation(OVRInput.Controller.RTouch);
gr.contdStrokeQ(p,q);
// ^ repeat while performing the gesture with your controller.
[...]
```

```
int identifiedGesture = gr.endStroke();
if (identifiedGesture == myFirstGesture) {
    // ...
}
```

(6) More than just getting the most likely candidate which gesture was performed, you can also get the similarity how much the performed motion resembles the identified gesture:

```
double similarity;
int identifiedGesture = gr.endStroke(similarity);
```

This returns a value between 0 and 1, where 0 indicates that the performed gesture is very much unlike the previously recorded gestures, and 1 indicates that performed gesture is the exact average of all previously recorded gestures and thus highly similar to the intended gesture.

(7) You can save and load your gestures to a gesture database file.

```
gr.saveToFile("C:/myGestures.dat");
// ...
gr.loadFromFile("C:/myGestures.dat");
```

7: How to use the GestureCombinations script (for two-handed gestures or gesture combos):

(1) Place the Plugins/x86_64/gesturerecognition.dll (Windows) and/or Plugins/Android/libgesturerecognition.so (Android / MobileVR / Oculus Quest) files in the /Assets/Plugins/ folder in your unity project and add the GestureCombinations.cs file to your project scripts.

(2) Create a new Gesture recognition object and register the gestures that you want to identify later. (In this example, we use gesture part "0" to mean "left hand" and gesture part "1" to mean right hand, but it could also be two sequential gesture parts performed with the same hand.)

```
GestureCombinations gc = new GestureCombinations(2);
int myFirstCombo = gc.createGestureCombination("wave your hands");
int mySecondCombo = gc.createGesture("play air-guitar");
```

Also, create the individual gestures that each combo will consist.

```
int myFirstCombo_leftHandGesture = gc.createGesture(0, "Wave left hand");
int myFirstCombo_rightHandGesture = gc.createGesture(1, "Wave right hand");
int mySecondCombo_leftHandGesture = gc.createGesture(0, "Hold guitar neck");
int mySecondCombo_rightHandGesture = gc.createGesture(1, "Hit strings");
```

Then set the Gesture Combinations to be the connection of those gestures.

```
gc.setCombinationPartGesture(myFirstCombo, 0, myFirstCombo_leftHandGesture);
gc.setCombinationPartGesture(myFirstCombo, 1, myFirstCombo_rightHandGesture);
gc.setCombinationPartGesture(mySecondCombo, 0, mySecondCombo_leftHandGesture);
gc.setCombinationPartGesture(mySecondCombo, 1, mySecondCombo_rightHandGesture);
```

(3) Record a number of samples for each gesture by calling startStroke(), contdStroke() and endStroke() for your registered gestures, each time inputting the headset and controller transformation.

```
Vector3 hmd_p = Camera.main.gameObject.transform.position;
Quaternion hmd_q = Camera.main.gameObject.transform.rotation;
gc.startStroke(0, hmd_p, hmd_q, myFirstCombo_leftHandGesture);
gc.startStroke(1, hmd_p, hmd_q, myFirstCombo_rightHandGesture);
[...]
// repeat the following while performing the gesture with your controller:
Vector3 p_left = OVRInput.GetLocalControllerPosition(OVRInput.Controller.LTouch);
Quaternion q_left = OVRInput.GetLocalControllerRotation(OVRInput.Controller.LTouch);
gc.contdStrokeQ(0, p_left, q_left);
Vector3 p_right = OVRInput.GetLocalControllerPosition(OVRInput.Controller.RTouch);
Quaternion q_right = OVRInput.GetLocalControllerRotation(OVRInput.Controller.RTouch);
gc.contdStrokeQ(1, p_right, q_right);
// ^ repeat while performing the gesture with your controller.
[...]
gc.endStroke(0);
gc.endStroke(1);
```

Repeat this multiple times for each gesture you want to identify.

We recommend recording at least 20 samples for each gesture, and have different people perform each gesture.

(4) Start the training process by calling `startTraining()`.

You can optionally register callback functions to receive updates on the learning progress by calling `setTrainingUpdateCallback()` and `setTrainingFinishCallback()`.

```
gc.setMaxTrainingTime(60); // Set training time to 60 seconds.
gc.startTraining();
```

You can stop the training process by calling `stopTraining()`. After training, you can check the gesture identification performance by calling `recognitionScore()` (a value of 1 means 100% correct recognition).

(5) Now you can identify new gestures performed by the user in the same way as you were recording samples:

```
Vector3 hmd_p = Camera.main.gameObject.transform.position;
Quaternion hmd_q = Camera.main.gameObject.transform.rotation;
gc.startStroke(0, hmd_p, hmd_q);
gc.startStroke(1, hmd_p, hmd_q);
[...]
```



```
// repeat the following while performing the gesture with your controller:
Vector3 p_left = OVRInput.GetLocalControllerPosition(OVRInput.Controller.LTouch);
Quaternion q_left = OVRInput.GetLocalControllerRotation(OVRInput.Controller.LTouch);
gc.contdStrokeQ(0, p_left, q_left);
Vector3 p_right = OVRInput.GetLocalControllerPosition(OVRInput.Controller.RTouch);
Quaternion q_right = OVRInput.GetLocalControllerRotation(OVRInput.Controller.RTouch);
gc.contdStrokeQ(1, p_right, q_right);
// ^ repeat while performing the gesture with your controller.
[...]
```



```
gc.endStroke(0);
gc.endStroke(1);
int identifiedGestureCombo = gc.identifyGestureCombination();
if (identifiedGestureCombo == myFirstCombo) {
    // ...
}
```

(6) Now you can save and load the artificial intelligence.

```
gc.saveToFile("C:/myGestureCombos.dat");
// ...
gc.loadFromFile("C:/myGestureCombos.dat");
```

8: Build instructions for Windows

(1) Make sure plug-in file (Plugins/x86_64/gesturerecognition.dll) is in the “Plugins” folder of your project

(2) In your Unity editor, select the plug-in file and in the inspector make sure it is selected as a plug-in file for the Windows platform.

(3) Place your gesture database (“.DAT”) files in a folder called “StreamingAssets” in your Unity project.

(4) In your Unity script file, use `Application.streamingAssetsPath` as base folder when loading the gesture library instead of an absolute file path. You can use the `UNITY_EDITOR` preprocessor variable to make sure your game will find the gesture recognition database file both when playing in the Unity editor and when building / exporting as a stand-alone game:

```
#if UNITY_EDITOR
gr.loadFromFile("myProject/myGestureDatabaseFile.dat");
#else
gr.loadFromFile(Application.streamingAssetsPath + "/myGestureDatabaseFile.dat");
#endif
```


9: Build instructions for Android (Mobile VR, Oculus Quest, ...)

- (1) Make sure plug-in files (Plugins/Android/arm64-v8a/libgesturerecognition.so and Plugins/Android/armeabi-v7a/libgesturerecognition.so) are in the “Plugins” folder of your project.
- (2) In your Unity editor, select the plug-in files and in the inspector make sure it is selected as a plug-in file for the Android platform for ARM64 and ARMv7 respectively.
- (3) Place your gesture database (“.DAT”) files in a folder called “StreamingAssets” in your Unity project.
- (4) In your Unity script file, use Unity’s Android Java API to get the location of the cache folder and use a UnityWebRequest to extract the gesture database file from the .apk to the cache folder and load it from there. This is necessary, because on Android all project files are packed inside the .apk file and cannot be accessed directly. You can use the UNITY_ANDROID preprocessor variable to make sure your game will find the gesture recognition database file both when playing in the Unity editor and when building / exporting as a stand-alone Android app:

```
LoadGesturesFile = "myGestures.dat";
// Find the location for the gesture database (.dat) file
#ifdef UNITY_EDITOR
// When running the scene inside the Unity editor,
// we can just load the file from the Assets/ folder:
string gesture_file_path = "Assets/GestureRecognition";
#elif UNITY_ANDROID
// On android, the file is in the .apk,
// so we need to first "download" it to the apps' cache folder.
AndroidJavaClass unityPlayer = new AndroidJavaClass("com.unity3d.player.UnityPlayer");
AndroidJavaObject activity = unityPlayer.GetStatic<AndroidJavaObject>("currentActivity");
string gesture_file_path = activity.Call
    <AndroidJavaObject>("getCacheDir").Call<string>("getCanonicalPath");
UnityWebRequest request = UnityWebRequest.Get(Application.streamingAssetsPath
    + "/" + LoadGesturesFile);
request.SendWebRequest();
while (!request.isDone) {
    // wait for file extraction to finish
}
if (request.isNetworkError)
{
    // Failed to extract sample gesture database file from apk
    return;
}
File.WriteAllBytes(gesture_file_path + "/" + LoadGesturesFile, request.downloadHandler.data);
#else
// This will be the case when exporting a stand-alone PC app.
// In this case, we can load the gesture database file from the streamingAssets folder.
string gesture_file_path = Application.streamingAssetsPath;
#endif
if (gr.loadFromFile(gesture_file_path + "/" + LoadGesturesFile) != 0)
{
    // Failed to load sample gesture database file
    return;
}
```

(5) In your project settings, make sure that your settings comply with the Oculus Quest requirements and best practices described at

<https://developer.oculus.com/documentation/unity/unity-conf-settings/>

(6) If you are building for the Quest 2, make sure to set the Color Space in the project settings android section to “Gamma”.

10 Troubleshooting and Frequently Asked Questions (FAQ):

- (1) Where in my own program do I have to create the GestureRecognition or GestureCombination object?

You can create the gesture recognition object anywhere in your project. There are no special requirements where to do it. Commonly, it is created in the XR rig or Oculus/HTC Vive VR framework where the controller input is processed, but this is just one option.

- (2) How can I get the position of VR controllers (Oculus Touch, HTC Vive Controllers, Valve Knuckles controller etc)?

As you can see in the Sample_OneHanded.unity scene, you can use the generic Unity XR rig with two objects "Left Hand" and "Right Hand" which are set to be Generic XR Controllers. So they work for any supported VR device.

Then, in the C# script you can just use

```
GameObject left_hand = GameObject.Find("Left Hand");  
gc.contdStroke(Side_Left, left_hand.transform.position, left_hand.transform.rotation);
```

or

```
GameObject right_hand = GameObject.Find("Right Hand");  
gc.contdStroke(Side_Right, right_hand.transform.position, right_hand.transform.rotation);
```

If in your project you cannot use the XR rig, please check out the Unity documentation for which commands will relate to your device:

<https://docs.unity3d.com/Manual/OpenVRControllers.html>

- (3) How can I save my own recorded gestures to use them the next time I start Unity?

In your own script, you can save your recorded gestures with

```
gr.saveToFile("C:/where/you/want/your/myGestureCombos.dat");
```

This file you can then load next time you start the program.

If you used the GestureRecognitionSample_OneHanded Unity file, then your gestures will be saved in your asset folder in

GestureRecognition\Sample_TwoHanded_MyRecordedGestures.dat

Please see the GestureRecognitionSample_OneHanded.cs script on line 429 to see how it works.

- (4) How can I open and edit gesture database (.DAT) files?

Please use the "GestureManager" scene in the Unity sample to open and edit.DAT gesture database files.

- (5) The Gesture Recognition library does not detect if a gesture is different from all recorded gestures. I want to know if the user makes the gesture I recorded or not.

The gesture recognition plug-in will always return the number of which other (known) gesture is most similar to the one you just performed.

If you want to check if the gesture you made is different from all the recorded gestures, use the following code instead of the normal “endStroke()” function:

```
double similarity;  
int identified_gesture = endStroke(ref similarity);
```

Then the similarity variable will give you a measurement of how similar the performed gesture was to the detected gesture. A value of one will indicate perfect similarity, a low value close to zero indicate great differences between the performed gesture and the recorded gesture. You can use this value to judge if the performed gesture is sufficiently similar to the recorded one.

- (6) I want to use Gesture Recognition in my commercial project. What commercial licensing options do you provide?

We offer both single-payment licenses for one project or profit-sharing licenses where we receive a part of the sales price on each unit sold.

Pricing is dependent on the size of your project.

Please contact us at support@marui-plugin.com for details.

- (7) Do I have to call “startTraining()” every time I start my game? Does it have to keep running in the background while my app is running?

No, you only need to call startTraining() after you have recorded new gesture data (samples) and want these new recordings to be used by the AI. However, you need to save the AI after training to a database file (.DAT) and load this file in your game before using the other gesture recognition functions.

While the training is running, you cannot use any of the other functions, so you cannot let training run in the background. You must start (and stop) training in between using the AI.

- (8) How long should I let the training run to achieve optimal recognition performance?

Usually, the AI will reach its peak performance within one minute of training, but if you’re using a large number of gestures and samples, it may take longer. You can check the current recognition performance from the training callback functions and see if the performance still keeps increasing. If not, feel free to stop the training.

(9) Gestures aren't recognized correctly when I look up/down/left/right or tilt my head.

*You can choose if the frame of reference for your gestures are the players point of view ("head") or the real world or game world ("world"). For example, if the player is looking up to the sky when performing a gesture towards the sky, then from a "world" frame-of-reference the direction is "up", but from players "head" point-of-view, the direction is "forward". Therefore, if you consider your gestures to be relative to the world "up" (sky) and "down" (ground) rather than the visual "upper end of the screen" and "lower end of the screen", then change the **frameOfReferenceUpDownPitch** to **FrameOfReference.World**. The same setting is available for the yaw (compass direction) and head tilt.*

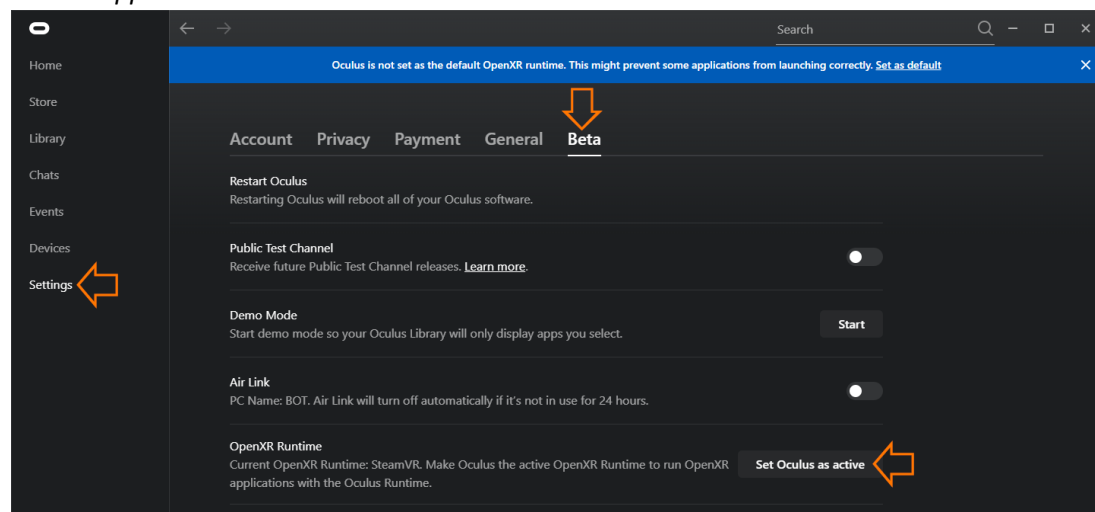
(10) I'm getting errors about using the Unity "Input" functions (such as GetAxis()).

In the Unity Project Settings in the "Player" category under "Other", please set "Active Input Handling" from "Input System Package" to "Both".

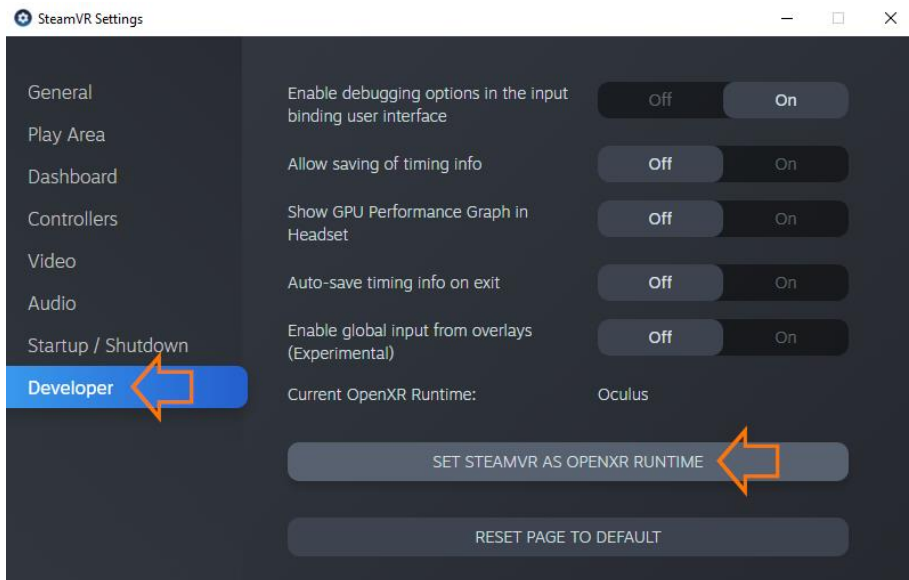
(11) I see the VR mirror window on the desktop, but not in the VR headset.

This can happen if you're using the Unity "OpenXR Plugin" for VR (as the GestureManager and Samples do). In this case, please make sure that OpenXR is enabled in your VR app's settings:

Oculus App:



SteamVR:



11 Software license statement (EULA):

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[IMPORTANT!] This license is for the gesture recognition plug-in (.dll and .so files and source code) and does NOT include any permission to use the asset and resource files used in the samples ("Pixie" 3D character model and textures etc.)