How to Run the Leap Motion Example

1. Download and install the Leap Motion Software/Service as described in the next section, if you haven't installed it already.
2. Open and run scene 'LeapMotionExample', located at Assets -folder.
3. Navigate the character on screen by pointing any of your fingers (over the Leap-sensor) in a desired direction. Take your hand back to stop the character.
4. Use any of the recognized gestures to perform actions – Circle to jump, Swipe to wave, Screen-tap to start running or Key-tap to stop running. The description of Leap-gestures can be found here: https://developer.leapmotion.com/documentation/Languages/CSharpandUnity/Guides/Leap_Overview.html#gestures
5. Try to control the cursor movement on screen with your hand.
6. Hold the cursor on a GUI-button to click it and perform the action.
7. Open and run DragDropExample-scene.
8. Use pinch/release to drag and drop the graphical objects.
9. Hold the cursor over an object to select it (Click-gesture).
10. Swipe your hand to move it left, right, up, down, forward or back (HandSwipe-gesture).
11. Make a fist and hold it for a while to put the objects back into their positions (Fist-gesture).

Installation of Leap Sensor Software

1. Download the Leap Motion Software. Here is the download page: http://www.leapmotion.com/setup
2. Run the installer. The installation of Leap Motion Software is quite simple and straightforward.
3. Connect the Leap Motion sensor.
4. Take a look at the Visualizer-apps to make sure that your Leap Motion Sensor is working properly.

How to Reuse the Leap Motion Manager in Your Own Unity Project

1. Copy folder 'LeapMotionScripts' from Assets-folder of the example to the Assets-folder of your project.
2. Copy folder 'Resources' from Assets-folder of the example to the Assets-folder of your project. This folder contains the native libraries, needed by your Unity-project.
3. Add 'LeapManager'-script to the MainCamera. If you use multiple cameras, create an empty GameObject and add the script to it.
4. Use the public functions of 'LeapManager'-script in your scripts. For an example, take a look at the beginning of FixedUpdate()-function of 'BotControlScript' – a component of the Dude-object.

Support and Feedback

E-mail: rumen.filkov@gmail.com; Skype, Twitter: roumenf