

How to Run the Leap Motion Examples

1. Download and install the Leap Motion Installer, as described in the next section.
2. Open and run 'LeapAvatarControl'-scene, located in 'Assets/AvatarControlDemo' -folder.
3. Navigate the avatar on screen by pointing with one of your fingers in the desired direction.
4. You can use the Leap gestures to perform actions – Circle to jump, Swipe right to wave, Key-tap to stop running or Screen-tap to start running. The description of the gestures can be found here:
https://developer.leapmotion.com/documentation/Languages/CSharpandUnity/Guides/Leap_Overview.html#gestures
5. Take your hand back (remove it from the field of view of the sensor) to stop the avatar.
6. Try to control the cursor on the screen with your hand. Move it left, right, up or down.
7. Hold the cursor over a GUI-button to click it and perform the action.
8. Try several hand grips and releases, and control the Grip-flag in the Debug-camera window.
9. Open and run LeapGesturesDemo-scene, located in 'Assets/GesturesDemo'-folder.
10. Use left and right swipes to spin the presentation cube left or right.

Installation of Leap Sensor Installer

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. Run the Leap Motion Visualizer to make sure that your 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. This folder contains the LeapManager and some other needed scripts.
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, look at the beginning of FixedUpdate()-function of 'BotControlScript' – a component of Dude-object in the LeapAvatarControl-scene.

How to Use the Playmaker Leap Actions

To install the LeapMotion actions for Playmaker unzip the PlaymakerLeapActions.zip into the same folder - Assets/PlaymakerLeapActions. After that, the new actions can be found under “LeapMotion Actions” category. In order for LeapMotion actions to work properly, you need to have the LeapManager attached as component of the MainCamera or other game object.

Support and Feedback

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