

## What's New in Version 1.2

1. Added recognition of two more gestures: ZoomOut and ZoomIn. See the Readme for details.
2. Added switchable filters to KinectManager to smooth out the Kinect sensor data.
3. Added optional skeleton lines to the user map (depth image).
4. Added DetectedGestures-collection to KinectManager to simplify the gesture recognition management.
5. Added CalibrationPose-settings to KinectManager to allow gesture calibration for players.

## What's New in Version 1.1

1. Added recognition of hand gestures: RaiseHand, Psi, Wave, SweepLeft, SweepRight, Click.
2. Added cursor control via pseudo gestures: RightHandCursor, LeftHandCursor.
3. Added error messages for easier understanding of NUI error codes.
4. Changed some body part names in AvatarControler-script: LeftUpperArm, RightUpperArm, LeftThigh, RightThigh.
5. Fixed z-coordinates in sensor data, from negative to positive values.