

How to Use KinectManager across Multiple Scenes

In order to use KinectManager across multiple scenes, it must be added as component to a game object that is created once during the game, and then remains available in all scenes. In this case the MainCamera is not a good choice. You can do as follows:

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 'KinectController'.
4. Add the KinectManager as component to the KinectController.
5. Add KinectScripts/Samples/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 or gesture listeners, add them as components of the respective game objects.
9. Add KinectScripts/Samples/SetSceneAvatars-script to the MainCamera. It will automatically detect the avatar controllers and gesture listeners, when the scene starts up.
10. If you need access to the public functions of KinectManager in your scripts, use the following code to get reference to the KinectManager:

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

Support, Examples and Feedback

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