

What's New in Version 1.3

1. Added x64 native Unity interface for Windows.
2. Added x64 native Unity interface for Mac (mirrored, because of the freenect driver).
3. Added calibration poses for player 1 and player 2.
4. Moved Kinect-related classes to KinectController-game objects.
5. Moved demo scenes to KinectDemos-folder.

What's New in Version 1.2

1. Added gestures and gesture recognition functions.
2. Added gesture demo scene – simple presentation cube, controlled by hand swipes - left and right.
3. Added tutorial on how to use gestures and how to create your own gestures.
4. Added tutorial on how to use KinectManager across multiple scenes.
5. Added Point/Cube-man to visualize the raw sensor data regarding body parts' movements.
6. Fixed body movement in X-direction.
7. Fixed skeleton states in the native wrapper when a user is lost.

What's New in Version 1.1

1. Added native library and package support for Mac OS X.
2. Added auto-scan for existing avatars in the scene, if there are none added to KinectManager.
3. Fixed avatar movement in X-direction.