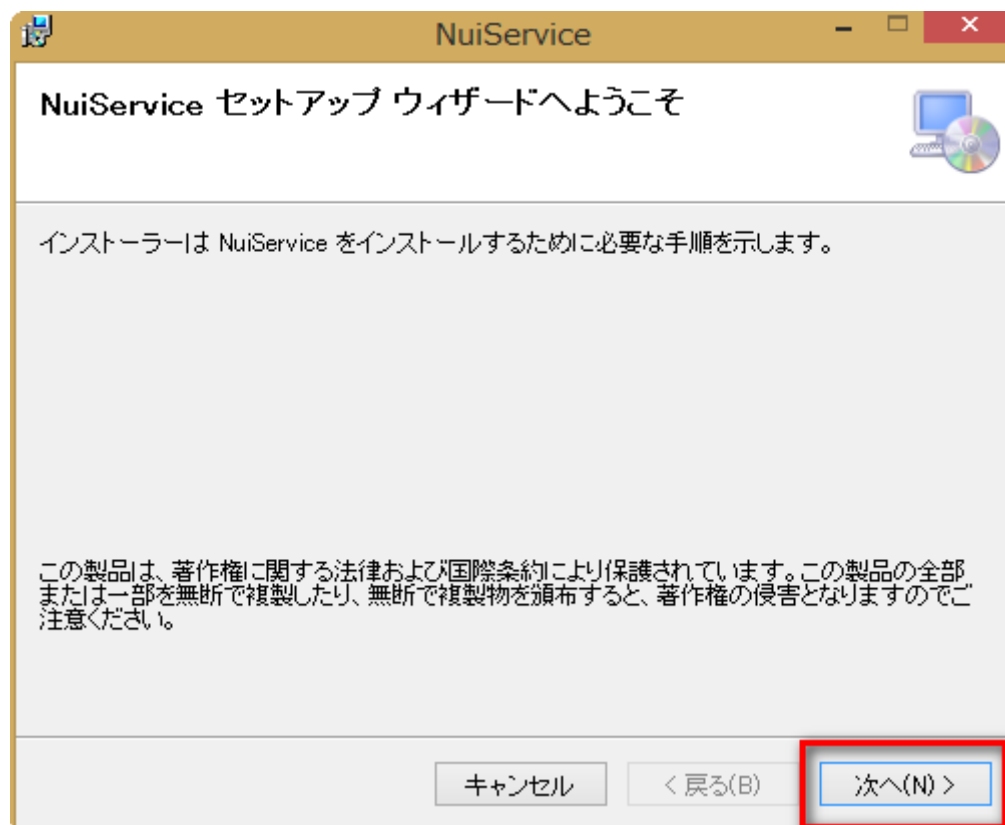# Free KinectV2 Bone

1.1. Setup

1.1.1. Setup Service program
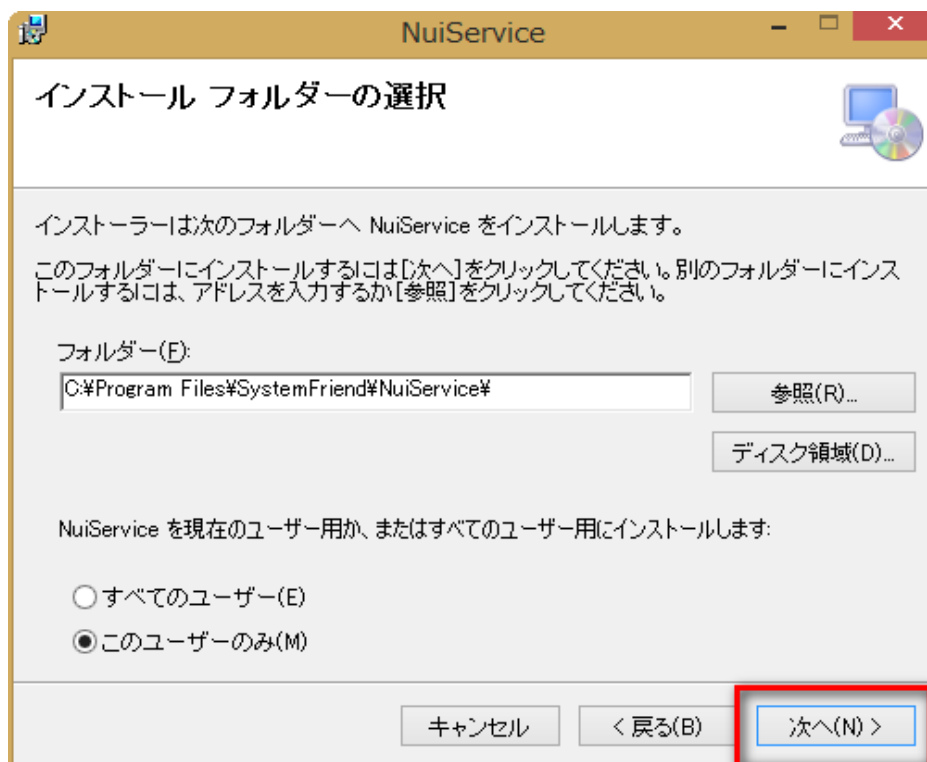
Please execute the setup.exe from here.

Assets/SfNuiControl/ NuiServiceSetup.msi
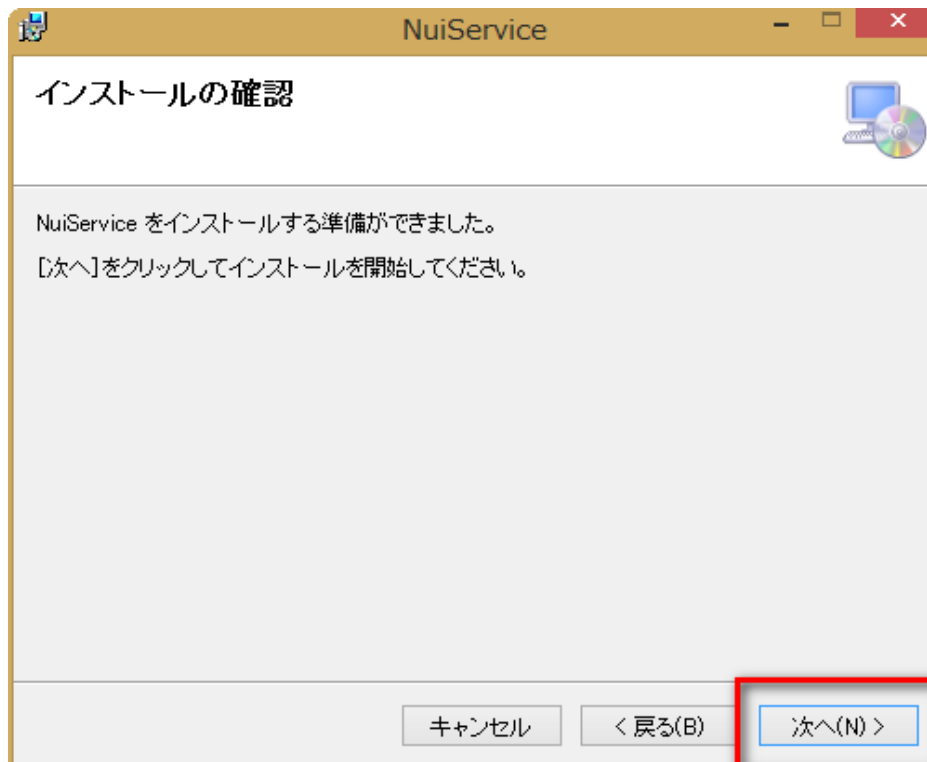
1.1.2. Installation of service program

Start the setup.exe, please complete the set up according to the instructions on the screen.
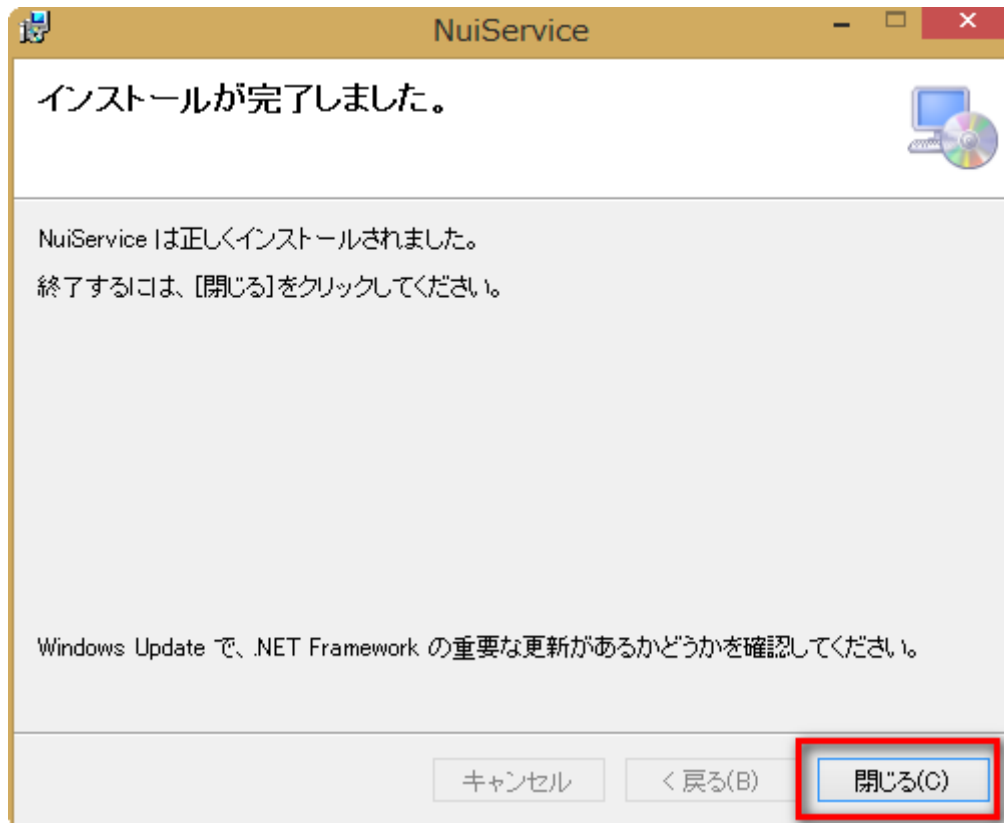

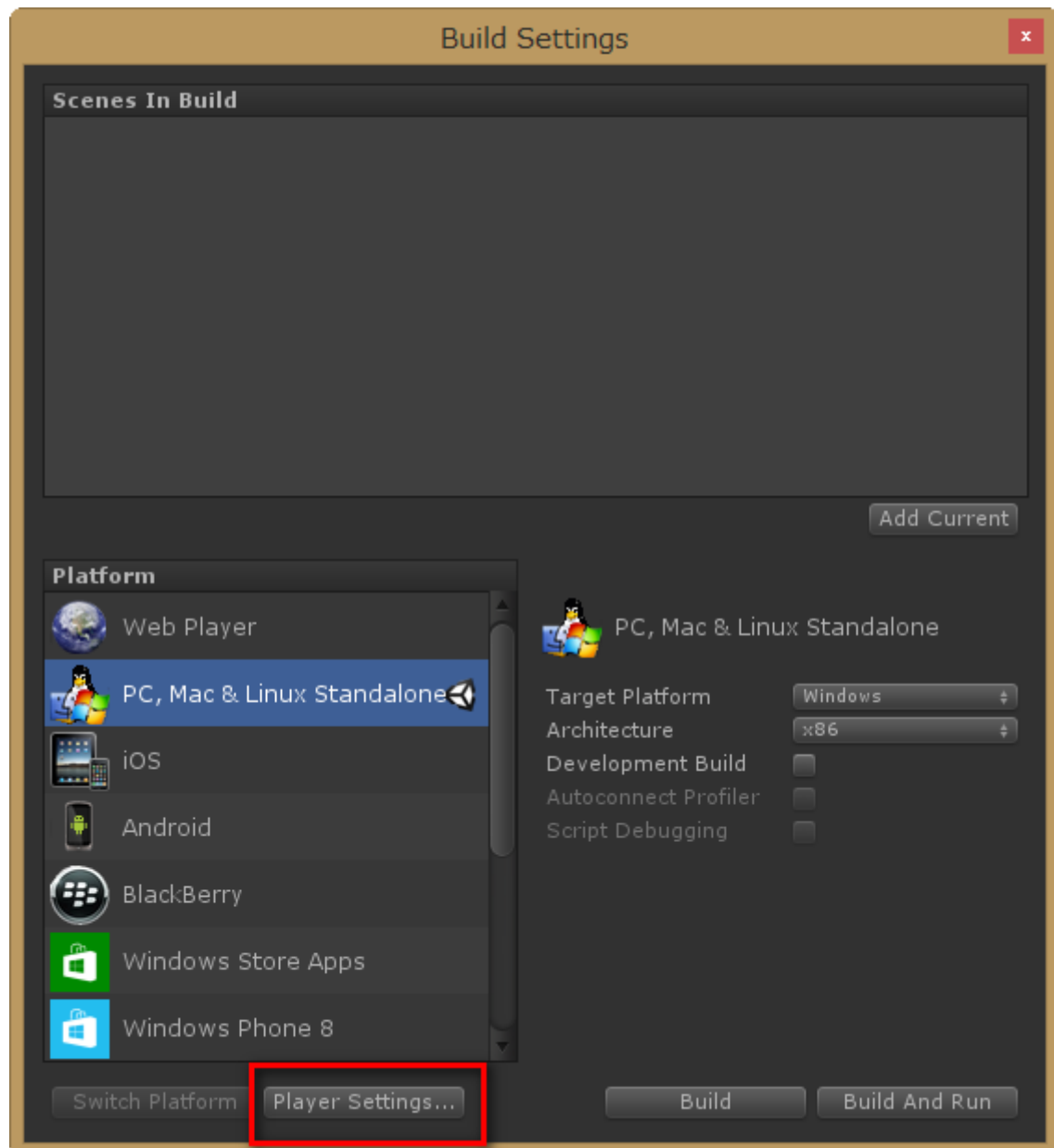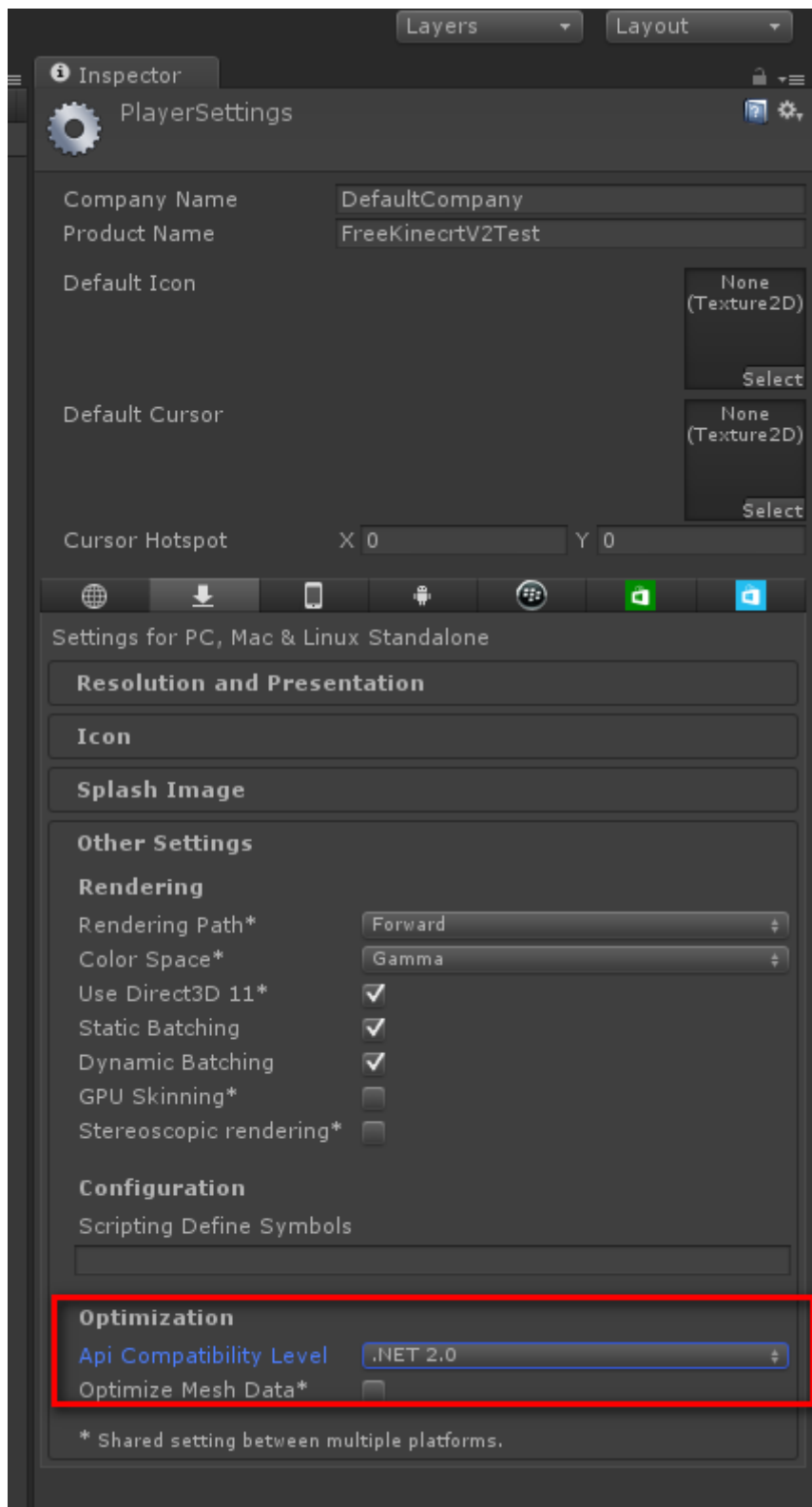Please click "Next"

Please click "Next"

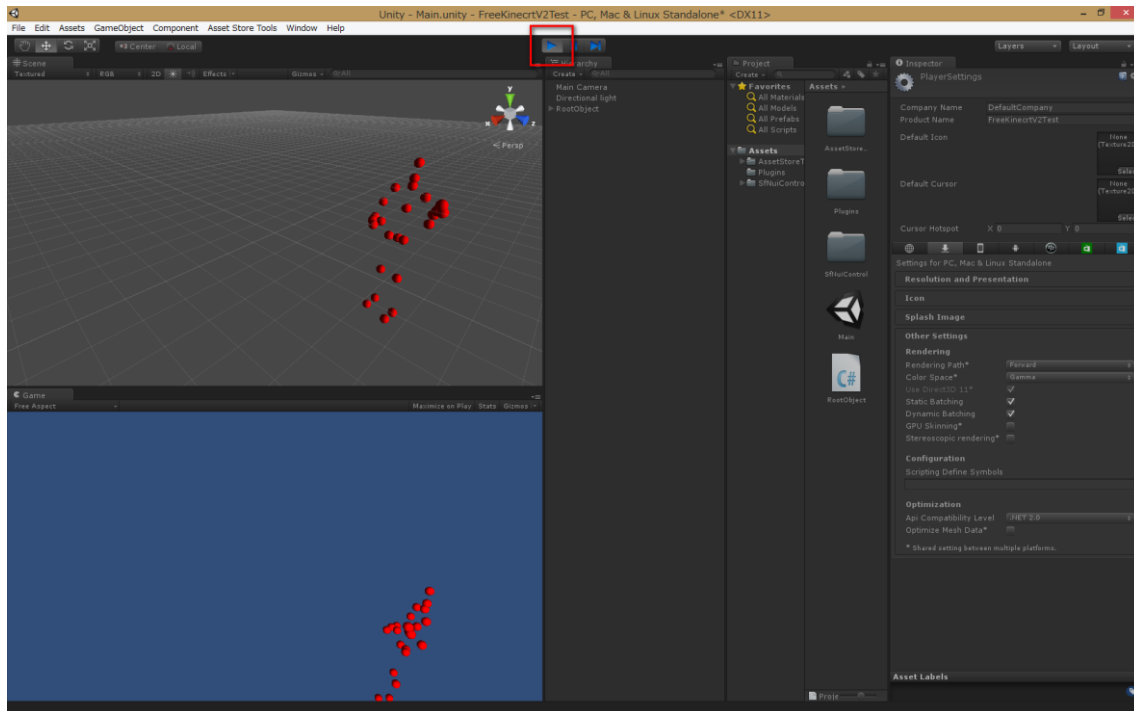

Please click "Next"

Click "Close".

1.2. Tutorial

1.2.1. Using Sample

1. Open the Main scene.

2. Please Change Api Compatibility Level to. NET2.0.

ⓘ Inspector

PlayerSettings

Company Name	DefaultCompany
Product Name	FreeKinecrtV2Test

Default Icon

None
(Texture2D)

Select

Default Cursor

None
(Texture2D)

Select

Cursor Hotspot   X 0   Y 0

Settings for PC, Mac & Linux Standalone

Resolution and Presentation

Icon

Splash Image

Other Settings

Rendering

Rendering Path*	Forward ♦
Color Space*	Gamma ♦
Use Direct3D 11*	☑
Static Batching	☑
Dynamic Batching	☑
GPU Skinning*	☐
Stereoscopic rendering*	☐

Configuration

Scripting Define Symbols

Optimization

Api Compatibility Level	.NET 2.0 ♦
Optimize Mesh Data*	☐

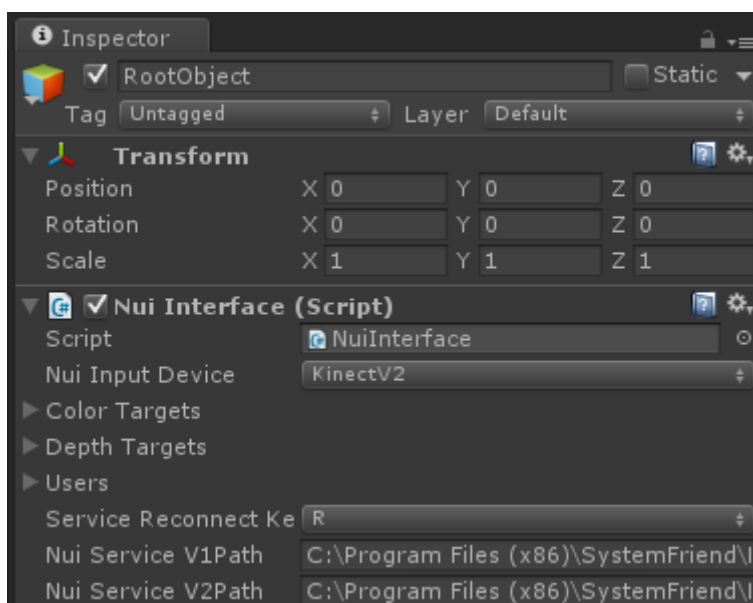* Shared setting between multiple platforms.

3. Bone will move to match the pose of you when you click the Play button!
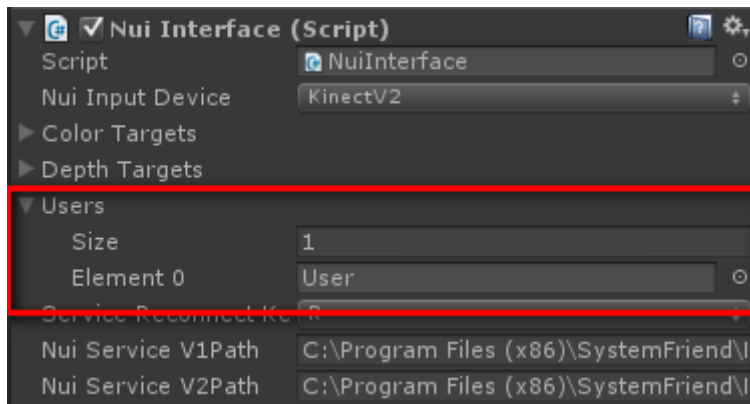

1.2.2. Integration into existing projects

1. Please add "Assets/SfNuiControl/Script/NuiInterface.cs" script
    GameObject To incorporate this into an existing project.

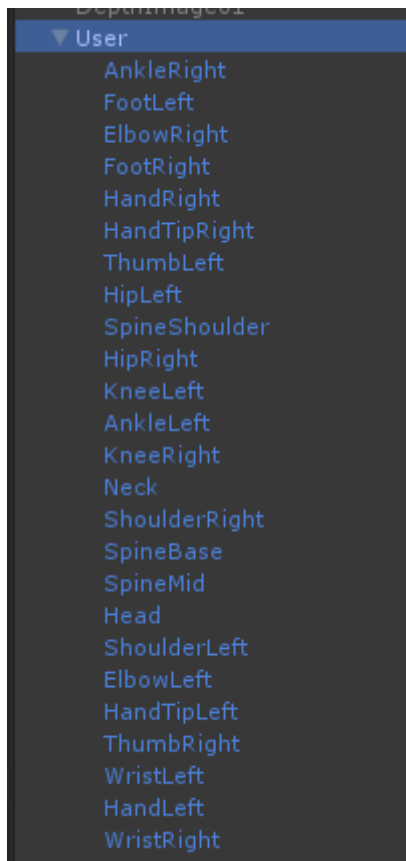2. Please add to the scene "Assets / SfNuiControl / User" prefabricated.

Please set to the Users property of NuiInterface the User that you added to the scene.
This is all!

1.2.3. Description of the user object

User object has a child object of each joint.

Please use an application to these positions.

2.1. Contact

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info@systemfriend.co.jp