LeapPinchDetector

MonoBehaviour

LeapPinchDetector

- \# _activatePinchDist: float = 0.3f
- \# _deactivatePinchDist: float = 0.4f
- \# _didChange: bool = false
- \+ _handModel: IHandModel
- \# _isPinching: bool = false
- \# _lastPinchTime: float = 0.0f
- \# _lastUnpinchTime: float = 0.0f
- \# _lastUpdateFrame: int = -1
- \# _pinchPos: Vector3
- \# _pinchRotation: Quaternion
- \# canGrowIndex: bool = true
- \# canGrowMiddle: bool = true
- \# canGrowPinky: bool = true
- \# canGrowRing: bool = true
- \# canPinch: bool = false
- \# fingers: List<Finger>
- \# grabCounter: int = 0
- \# handType: Hand
- \# MM_TO_M: float = 0.001f
- \+ text: Text

- \# Awake() : void
- \+ CannotPinch() : void
- \+ CanPinch() : void
- \# changePinchState(bool) : void
- \# ensurePinchInfoUpToDate() : void
- \# FingerTips(Hand) : void
- \# GetDistanceToThumb(Dictionary<string, Vector3>, int, int) : float
- \# OnValidate() : void
- \# SetCounterIndex() : void
- \# SetCounterMiddle() : void
- \# SetCounterPinky() : void
- \# SetCounterRing() : void
- \# Update() : void

«property»
- \+ DidChangeFromLastFrame() : bool
- \+ DidEndPinch() : bool
- \+ DidStartPinch() : bool
- \+ HandType() : Hand
- \+ IsPinching() : bool
- \+ LastPinchTime() : float
- \+ LastUnpinchTime() : float
- \+ Position() : Vector3
- \+ Rotation() : Quaternion

LeapGrabDetector

MonoBehaviour

LeapGrabDetector

- \+ _handModel: IHandModel
- \# canGrab: bool = false
- \# canGrow: bool = false
- \# grabCounter: int = 0
- \+ text: Text

- \# Awake() : void
- \+ CanGrab() : void
- \+ CannotGrab() : void
- \# ensureGrabInfo() : void
- \# grabDetection(List<Finger>) : void
- \# OnValidate() : void
- \# SetCounter() : void
- \- Update() : void

«property»
- \+ GrabCounter() : int

LeapRotationDetector

MonoBehaviour

LeapRotationDetector

- \+ _handModel: IHandModel
- \# canGrow: bool = false
- \# canRoll: bool = false
- \# grabCounter: int = 0
- \+ text: Text

- \# Awake() : void
- \+ CannotRoll() : void
- \+ CanRoll() : void
- \# ensureRollInfo() : void
- \# OnValidate() : void
- \# SetCounter() : void
- \- Start() : void
- \# ToDegrees(float) : float
- \- Update() : void

ManagerScript

MonoBehaviour

ManagerScript

- \- leftHand: LeapPinchDetector
- \- rightHand: LeapPinchDetector

- \# handType(Hand) : void
- \- Start() : void
- \- Update() : void

«property»
- \+ LeftHand() : LeapPinchDetector
- \+ RightHand() : LeapPinchDetector

-1   +1

-1   +1