handDetector module

handDetector.**distance**(*a, b*)   [source]

   Calculate euclidian distance beetween two points.

Parameters:	• **a** – First point.
	• **state** (*float.*) – Second Point.
Returns:	float – the distance beetween a and b.

class handDetector.**handsDetector**(*hold_time=1.5*)   [source]

   Bases: **object**

   Class to handle the finger action.

> ### Note:
>
> This class needs the MediaPipe Hands library.

getBoardPosition()   [source]

   Get the board position of the index finger tip. It process the movement of the fingers and detects if
   the index finger tip is holded for a while

   Returns: list – x,y coordinates of the board

getHandAction(*frame*)   [source]

   Gets the action of the hand. It process the movement of the fingers and detects if the index finger
   tip is holded for a while

   Parameters: **a** – frame.