What's New in Version 1.8

1. Added support for x32/x64 architecture at runtime.
2. Improved face tracking – fixed native routine responsible for skeleton selection.
3. Updated mouse cursor control to match the game window.
4. Updated speech error handling to display messages instead of error codes.
5. Renamed Extras-folder to Samples to match the respective folder of "Kinect with MS-SDK"

What's New in Version 1.7

1. Added background removal functions demo scene (beta).
2. Added options to use different stream resolutions and to turn on or off the near-mode.
3. Added public function to InteractionManager, to get the number of users and user Id by index.
4. Minor fixes and wrapper/marshaling improvements.
5. Converted package to Unity 4.5.

What's New in Version 1.6

1. Added public function to InteractionManager, to set the primary user ID into the wrapper.
2. Added hand-press gesture detection functions to InteractionManager.
3. Fixed minor issues in the example scenes and scripts.
4. Converted package to Unity 3.4.3.

What's New in Version 1.5

1. Added Mouse-control option to the Interaction manager (hand grips and released are converted to drags and drops).
2. Added Push-gesture to the Interaction manager.
3. Added multi-user Interaction functions to the InteractionWrapper. Added by Karl Jones. Big thanks!
4. Added option for Mirrored/non-mirrored head movement to the Facetracking manager.
5. Added 3D face-model functions to the Facetracking manager. Added by Takefumi. Big thanks!
6. Added PlaymakerKinectExtrasActions-manual and Howto-Use-KinectManager-Across-Multiple-Scenes-manual.

What's New in Version 1.4

1. Added Playmaker custom actions for KinectExtras – Grip/Release, Speech Recognition and Facetracking. Big thanks to Jonathan O'Duffy and Andrew Jones!
2. Added detection of the closest user in the scene for Kinect Interaction. Big thanks to Greg Brill!

3. Added LeftHandPull and RightHandPull gestures for Kinect Interaction. Big thanks to Greg Brill!
4. Added calculation of UpperEyelid and LowerEyeLid AUs for Facetracking.
5. Fixed the bug in the native wrapper, when KinectManager is integrated with SpeechRecognition only.

What's New in Version 1.3

1. Added Kinect Face-tracking support and Facetracking example.
2. Added possibility to load new grammar to SpeechRecognition manager.
3. Added Z-position (PressExtent) to KinectInteraction manager and example.
4. Fixed the lag in the native Update-functions of KinectInteraction and SpeechRecognition.

What's New in Version 1.2

1. Added possibility for integration with Kinect Manager ("Kinect with MsSDK" package) - https://www.assetstore.unity3d.com/#/content/7747
2. Improved cursor control in the Kinect Interaction example.
3. Removed Necromancer GUI from Kinect Speech Recognition example.

What's New in Version 1.1

1. Fixed multiple errors in the integration of the native libraries with Kinect-Interaction example.
2. Added Kinect Speech Recognition example.