

How to Use KinectManager across Multiple Scenes

In order to use KinectManager across multiple scenes, it must be attached to a game object that is created only once during the game, not destroyed and available in all scenes. In this case the MainCamera is not a good choice. If this is your case, do as follows:

1. Create a new scene and name it 'StartupScene'. Set it as the 1st scene to be executed, in the project's build settings.
2. Open the StartupScene.
3. Create an empty game object and name it 'KinectObject'.
4. Attach the KinectManager there and modify its settings as needed. You can also attach the InteractionManager, SpeechManager or FacetrackingManager, if you need them.
5. Attach KinectScripts/Extras/LoadMainLevel-script to KinectObject. This script will simply load the next scene, right after Kinect-sensor has been initialized.
6. Save StartupScene.
7. Open any of the other scenes.
8. Make sure KinectManager (and all other Managers) are removed from MainCamera.
9. If you need avatars in your scene, set up the avatars as in the example. Don't forget to attach KinectScripts/AvatarController-script to each avatar. Additionally attach KinectScripts/Extras/SetSceneAvatars-script to the MainCamera. It will automatically add the scene avatars to the Player-1 avatars' list of KinectManager at the scene start-up.
10. If you need to invoke a public function from KinectManager in your scripts, use the following line to get reference to KinectManager: `KinectManager kinectManager = KinectManager.Instance;`. You can get reference to the the InteractionManager, SpeechManager or FacetrackingManager in the same way.

Support, Examples and Feedback

E-mail: rumen.filkov@gmail.com, Skype, Twitter: roumenf, Whats App: on request