**Planned Features for NIUI**

* User Interface Support (IE using hand as cursor etc).
* Network based threading to hold user calibration through loading screens.
* Mocap support (both recording and play-back).
* Streaming the images onto UDK textures (not sure if this is possible)
* Removal of frame-clamping requirement (IE making the NIUI update asynchronous).
* Thorough documentation.
* Optimised c++ backend.