

Noitom Hi5 Unity SDK
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Chapter 1

Namespace Index

1.1 Packages

Here are the packages with brief descriptions (if available):

HI5	5
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Chapter 2

Class Index

2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

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Chapter 3

Namespace Documentation

3.1 HI5 Namespace Reference

Classes

- class [HI5_BindInfoManager](#)
Manage the binded optical device information.
- class [HI5_BVHDataQuene](#)
- class [HI5_Calibration](#)
HI5 Calibration Class.
- class [HI5_DataTransform](#)
Transform data among Unity, Hi5 and HTC VIVE.
- class [HI5_GloveStatus](#)
Manage all the status of HI5 glove.
- class [HI5_Manager](#)
Manage the basic functions of HI5.
- class [HI5_Source](#)
Manage the received data of HI5 glove

Enumerations

- enum [HI5_Pose](#) { [HI5_Pose.Unknown](#) = -1, [HI5_Pose.BPose](#) = 0, [HI5_Pose.PPose](#) }
HI5 calibration pose.
- enum [GloveStatus](#) {
[GloveStatus.Unknown](#) = -1, [GloveStatus.NoDongle](#), [GloveStatus.NoGlove](#), [GloveStatus.LeftGloveAvailable](#),
[GloveStatus.RightGloveAvailable](#), [GloveStatus.BothGloveAvailable](#) }
The connecting status of HI5 glove.
- enum [Bones](#) {
[Bones.ForeArm](#) = 0, [Bones.Hand](#) = 1, [Bones.HandThumb1](#), [Bones.HandThumb2](#),
[Bones.HandThumb3](#), [Bones.InHandIndex](#), [Bones.HandIndex1](#), [Bones.HandIndex2](#),
[Bones.HandIndex3](#), [Bones.InHandMiddle](#), [Bones.HandMiddle1](#), [Bones.HandMiddle2](#),
[Bones.HandMiddle3](#), [Bones.InHandRing](#), [Bones.HandRing1](#), [Bones.HandRing2](#),
[Bones.HandRing3](#), [Bones.InHandPinky](#), [Bones.HandPinky1](#), [Bones.HandPinky2](#),
[Bones.HandPinky3](#), [Bones.NumOfHI5Bones](#) }
HI5 bones reference.

- enum [OPTDeviceType](#) { [OPTDeviceType.Unknown](#) = -1, [OPTDeviceType.HTC_VIVE_Tracker](#), [OPTDeviceType.HTC_VIVE_Cor](#) }
The type of optical tracked device.
- enum [PowerLevel](#) { [PowerLevel.Unknown](#) = -1, [PowerLevel.Full](#) = 0, [PowerLevel.Normal](#), [PowerLevel.Low](#) }
The different level of the glove power.
- enum [MagneticStatus](#) { [MagneticStatus.Unknown](#) = -1, [MagneticStatus.Good](#) = 0, [MagneticStatus.Fair](#), [MagneticStatus.Bad](#) }
Magnetic field environment status.
- enum [Hand](#) { [Hand.LEFT](#) = 0, [Hand.RIGHT](#) }
The left or right type of hand.

3.1.1 Enumeration Type Documentation

3.1.1.1 Bones

```
enum HI5.Bones [strong]
```

[HI5](#) bones reference.

Enumerator

ForeArm	The fore arm joint.
Hand	The hand joint.
HandThumb1	The metacarpal joint of thumb finger.
HandThumb2	The proximal joint of thumb finger.
HandThumb3	The distal joint of thumb finger.
InHandIndex	The metacarpal joint of index finger.
HandIndex1	The proximal joint of index finger.
HandIndex2	The middle joint of index finger.
HandIndex3	The distal joint of index finger.
InHandMiddle	The metacarpal joint of middle finger.
HandMiddle1	The proximal joint of middle finger.
HandMiddle2	The middle joint of middle finger.
HandMiddle3	The distal joint of middle finger.
InHandRing	The metacarpal joint of ring finger.
HandRing1	The proximal joint of ring finger.
HandRing2	The middle joint of ring finger.
HandRing3	The distal joint of ring finger.
InHandPinky	The metacarpal joint of pinky finger.
HandPinky1	The proximal joint of pinky finger.
HandPinky2	The middle joint of pinky finger.
HandPinky3	The distal joint of pinky finger.
NumOfHI5Bones	The number of joints of HI5 bones.

3.1.1.2 GloveStatus

```
enum HI5.GloveStatus [strong]
```

The connecting status of [HI5](#) glove.

Enumerator

Unknown	The unknown status of glove.
NoDongle	No dongle connected.
NoGlove	No glove connected.
LeftGloveAvailable	The left glove is available.
RightGloveAvailable	The right glove is available.
BothGloveAvailable	Both gloves are available.

3.1.1.3 Hand

```
enum HI5.Hand [strong]
```

The left or right type of hand.

Enumerator

LEFT	Left hand.
RIGHT	Right hand.

3.1.1.4 HI5_Pose

```
enum HI5.HI5_Pose [strong]
```

[HI5](#) calibration pose.

Enumerator

Unknown	Unknown pose.
BPose	Buddha Pose
PPose	Pinch Pose.

3.1.1.5 MagneticStatus

```
enum HI5.MagneticStatus [strong]
```

Magnetic field environment status.

Enumerator

Unknown	Unknown status .
Good	Status is good.
Fair	Status is fair.
Bad	Status is bad.

3.1.1.6 OPTDeviceType

```
enum HI5.OPTDeviceType [strong]
```

The type of optical tracked device.

Enumerator

Unknown	Unknown type.
HTC_VIVE_Tracker	Type of HTC VIVE tracker.
HTC_VIVE_Controller	Type of HTC VIVE controller.

3.1.1.7 PowerLevel

```
enum HI5.PowerLevel [strong]
```

The different level of the glove power.

Enumerator

Unknown	Unknown power level.
Full	Full power level.
Normal	Normal power level.
Low	Low power level.

Chapter 4

Class Documentation

4.1 HI5_HI5_BindInfoManager Class Reference

Manage the binded optical device information.

Static Public Member Functions

- static bool [IsGloveBinded](#) ([Hand](#) handType)
Check the specific glove is binded on any optical device.
- static bool [CheckDeviceBinded](#) ([Hand](#) handType, string serialNumber)
Check whether the device was binded on left or right glove.
- static void [SaveItems](#) ()
Save the binded optical device serial number of both hand locally.
- static bool [LoadItems](#) ()
Load the binded optical device serial number of both hand locally.

Static Public Attributes

- static HI5_BindInfo [BindInfo](#) = new HI5_BindInfo()
The instance of HI5_Bind Info class, saved binded optical device informations.

Properties

- static int [LeftID](#) [get, set]
Get or set the ID of tracked device binded on left glove.
- static int [RightID](#) [get, set]
Get or set the ID of tracked device binded on right glove.
- static bool [IsLeftGloveBinded](#) [get]
Get the bind state of left glove. True, the left glove is binded on one optical device. False, the left glove is not binded any optical devcie.
- static bool [IsRightGloveBinded](#) [get]
Get the bind state of right glove. True, the right glove is binded on one optical device. False, the right glove is not binded any optical devcie.
- static string [DefaultPath](#) [get]
Get the default path of saving and reading binded device information file.

4.1.1 Detailed Description

Manage the binded optical device information.

4.1.2 Member Function Documentation

4.1.2.1 CheckDeviceBinded()

```
static bool HI5.HI5_BindInfoManager.CheckDeviceBinded (
    Hand handType,
    string serialNumber ) [static]
```

Check whether the device was binded on left or right glove.

Parameters

<i>handType</i>	The type of HI5.Hand .
<i>serialNumber</i>	The serial number of the device.

Returns

True, the device was binded on specific glove. False, the device was not binded on specific glove.

4.1.2.2 IsGloveBinded()

```
static bool HI5.HI5_BindInfoManager.IsGloveBinded (
    Hand handType ) [static]
```

Check the specific glove is binded on any optical device.

Parameters

<i>handType</i>	The type of HI5.Hand
-----------------	--------------------------------------

Returns

True, the specific glove is binided. False, the specific glove is not binided.

4.1.2.3 LoadItems()

```
static bool HI5.HI5_BindInfoManager.LoadItems ( ) [static]
```

Load the binded optical device serail number of both hand locally.

Returns

True, successfully load the device serial number. False, failed load the device serial number.

4.1.2.4 SaveItems()

```
static void HI5.HI5_BindInfoManager.SaveItems ( ) [static]
```

Save the binded optical device serial number of both hand locally.

b_pos save

4.1.3 Member Data Documentation**4.1.3.1 BindInfo**

```
HI5_BindInfo HI5.HI5_BindInfoManager.BindInfo = new HI5_BindInfo() [static]
```

The instance of HI5_Bind Info class, saved binded optical device informations.

4.1.4 Property Documentation**4.1.4.1 DefaultPath**

```
string HI5.HI5_BindInfoManager.DefaultPath [static], [get]
```

Get the default path of saving and reading binded device information file.

4.1.4.2 IsLeftGloveBinded

```
bool HI5.HI5_BindInfoManager.IsLeftGloveBinded [static], [get]
```

Get the bind state of left glove. True, the left glove is binded on one optical device. False, the left glove is not binded any optical devcie.

4.1.4.3 IsRightGloveBinded

```
bool HI5.HI5_BindInfoManager.IsRightGloveBinded [static], [get]
```

Get the bind state of right glove. True, the right glove is binded on one optical device. False, the right glove is not binded any optical device.

4.1.4.4 LeftID

```
int HI5.HI5_BindInfoManager.LeftID [static], [get], [set]
```

Get or set the ID of tracked device binded on left glove.

4.1.4.5 RightID

```
int HI5.HI5_BindInfoManager.RightID [static], [get], [set]
```

Get or set the ID of tracked device binded on right glove.

4.2 HI5.HI5_BVHDataQuene Class Reference

Static Public Member Functions

- static Queue< GloveBVHData > **GetBvhData** ()
- static void **WriteBvhData** (GloveBVHData data)

4.3 HI5.HI5_Calibration Class Reference

[HI5](#) Calibration Class.

Static Public Member Functions

- static void [ResetCalibration](#) ()
Call it before doing B-pose calibration.
- static void [StartCalibration](#) ([HI5_Pose](#) pose)
Start B/P-pose calibration.
- static int [GetCalibrationProgress](#) ([HI5_Pose](#) pose)
Get the percent of B/P-pose calibration.
- static bool [SaveCalibrationData](#) ()
Save calibration data to default path.
- static string [GetBindedTrackedObjectSerialNumber](#) ([Hand](#) handType)
Get the serial number of tracked object binded on left/right hand.
- static [OPTDeviceType](#) [GetBindedTrackedObjectType](#) ([Hand](#) handType)
Get the type of tracked object binded on left/right hand.
- static void [SetTrackedObjectBindState](#) ([Hand](#) handType, string serialNumber, [OPTDeviceType](#) deviceType)
Set the serial number of tracked object binded on left/right hand. This function called only after loading the PairInfo file successfully.
- static bool [LoadCalibrationData](#) ()
Load the previous calibration data.

Static Public Attributes

- static Action< [HI5_Pose](#) > [OnCalibrationComplete](#)
Call it when B-pose or P-pose calibration complete.

Properties

- static bool [IsCalibratingBPose](#) [get]
Is doing calibration B-pose or not.
- static bool [IsCalibratingPPose](#) [get]
Is doing calibration P-pose or not.
- static string [DefaultPath](#) [get]
Get the default path of saving the calibration data.
- static string [DefaultPathAndName](#) [get]

4.3.1 Detailed Description

[HI5](#) Calibration Class.

4.3.2 Member Function Documentation

4.3.2.1 GetBindedTrackedObjectSerialNumber()

```
static string HI5.HI5_Calibration.GetBindedTrackedObjectSerialNumber (
    Hand handType ) [static]
```

Get the serial number of tracked object binded on left/right hand.

Parameters

<i>handType</i>	The type of HI5.Hand .
-----------------	--

Returns

The serial number of device.

4.3.2.2 GetBindedTrackedObjectType()

```
static OPTDeviceType HI5.HI5_Calibration.GetBindedTrackedObjectType (
    Hand handType ) [static]
```

Get the type of tracked object binded on left/right hand.

Parameters

<i>handType</i>	The type of HI5.Hand .
-----------------	--

Returns

The type of optical device.

4.3.2.3 GetCalibrationProgress()

```
static int HI5.HI5_Calibration.GetCalibrationProgress (
    HI5_Pose pose ) [static]
```

Get the percent of B/P-pose calibration.

Parameters

<i>pose</i>	The type of calibration pose by HI5.HI5_Pose .
-------------	--

Returns

The progress of the related calibration. The value is provided by percent number.

4.3.2.4 LoadCalibrationData()

```
static bool HI5.HI5_Calibration.LoadCalibrationData ( ) [static]
```

Load the previous calibration data.

Returns

True, successfully loaded the calibration data. False, failed loaded the calibration data.

4.3.2.5 ResetCalibration()

```
static void HI5.HI5_Calibration.ResetCalibration ( ) [static]
```

Call it before doing B-pose calibration.

4.3.2.6 SaveCalibrationData()

```
static bool HI5.HI5_Calibration.SaveCalibrationData ( ) [static]
```

Save calibration data to default path.

Returns

True, successfull saved calibration data to default path. False, failed saved calibration data to default path.

4.3.2.7 SetTrackedObjectBindState()

```
static void HI5.HI5_Calibration.SetTrackedObjectBindState (
    Hand handType,
    string serialNumber,
    OPTDeviceType deviceType ) [static]
```

Set the serial number of tracked object binded on left/right hand. This function called only after loading the PairInfo file successfully.

Parameters

<i>handType</i>	The type of HI5.Hand .
<i>serialNumber</i>	The serial number of the binded device. Input by System.String.
<i>deviceType</i>	The type of HI5.OPTDeviceType .

4.3.2.8 StartCalibration()

```
static void HI5.HI5_Calibration.StartCalibration (
    HI5_Pose pose ) [static]
```

Start B/P-pose calibration.

Parameters

<i>pose</i>	The type of calibration pose by HI5.HI5_Pose .
-------------	--

4.3.3 Member Data Documentation

4.3.3.1 OnCalibrationComplete

Action<HI5_Pose> HI5.HI5_Calibration.OnCalibrationComplete [static]

Call it when B-pose or P-pose calibration complete.

4.3.4 Property Documentation

4.3.4.1 DefaultPath

string HI5.HI5_Calibration.DefaultPath [static], [get]

Get the default path of saving the calibration data.

4.3.4.2 IsCalibratingBPose

bool HI5.HI5_Calibration.IsCalibratingBPose [static], [get]

Is doing calibration B-pose or not.

4.3.4.3 IsCalibratingPPose

bool HI5.HI5_Calibration.IsCalibratingPPose [static], [get]

Is doing calibration P-pose or not.

4.4 HI5.HI5_DataTransform Class Reference

Transform data among Unity, Hi5 and HTC VIVE.

Static Public Member Functions

- static Vector3 [ToUnityPosition](#) (Vector3 pos)
Transform received [HI5](#) position data to Unity position data.
- static Vector3 [ToUnityEulerAngles](#) (Vector3 eulerAngles)
Transform received [HI5](#) rotation data in euler angles to Unity euler angles.
- static void [PushOpticalData](#) (string serialNumber, [OPTDeviceType](#) deviceType, Vector3 pos, Quaternion rot)
Push received optical devices data into Hi5 data stream.

4.4.1 Detailed Description

Transform data among Unity, Hi5 and HTC VIVE.

4.4.2 Member Function Documentation

4.4.2.1 PushOpticalData()

```
static void HI5.HI5_DataTransform.PushOpticalData (
    string serialNumber,
    OPTDeviceType deviceType,
    Vector3 pos,
    Quaternion rot ) [static]
```

Push received optical devices data into Hi5 data stream.

Parameters

<i>serialNumber</i>	The serial number of the device. Input by System.String.
<i>deviceType</i>	The type of HI5.OPTDeviceType .
<i>pos</i>	The position data of the device by UnityEngine.Vector3.
<i>rot</i>	The rotation data of the device by UnityEngine.Quaternion.

4.4.2.2 ToUnityEulerAngles()

```
static Vector3 HI5.HI5_DataTransform.ToUnityEulerAngles (
    Vector3 eulerAngles ) [static]
```

Transform received [HI5](#) rotation data in euler angles to Unity euler angles.

Parameters

<i>eulerAngles</i>	Received Hi5 euler angles by UnityEngine.Vector3.
--------------------	---

Returns

Euler angles in Vector3.

4.4.2.3 ToUnityPosition()

```
static Vector3 HI5.HI5_DataTransform.ToUnityPosition (
    Vector3 pos ) [static]
```

Transform received [HI5](#) position data to Unity position data.

Parameters

<i>pos</i>	Received Hi5 position data by UnityEngine.Vector3.
------------	--

Returns

Position data in Vector3.

4.5 HI5.HI5_GloveStatus Class Reference

Manage all the status of [HI5](#) glove.

Public Member Functions

- void **StartCalibrationBpos** ()
- bool **isGloveBPosSuccess** ()
Get the Calibration Bpos Result.
- [PowerLevel](#) **GetPowerLevel** ([Hand](#) handType)
Get the power level of left/right glove.
- [MagneticStatus](#) **GetMagneticState** ([Hand](#) handType)
Get the magnetic field status of left/right glove.
- bool **IsGloveAvailable** ([Hand](#) handType)
Check whether left/right glove is available
- void **MainThreadUpdate** ()

Public Attributes

- Action< [GloveStatus](#) > **OnStatusChanged**
Call when glove connecting status changed.

Static Public Attributes

- static object **_lockercurrentStatus** = new object()

Properties

- [PowerLevel](#) **LeftPower** [get]
The power level of left glove.
- [PowerLevel](#) **RightPower** [get]
The power level of right glove.
- [MagneticStatus](#) **LeftMagneticStatus** [get]
The magnetic field status around left glove.
- [MagneticStatus](#) **RightMagneticStatus** [get]
The magnetic field status around right glove.
- bool **IsLeftGloveAvailable** [get]
Check whether the left glove is available.
- bool **IsRightGloveAvailable** [get]
Check whether the right glove is available.
- [GloveStatus](#) **Status** [get]
Get the current glove status.
- bool **IsCalibrationBposSuccess** [get, set]
///
- bool **BposReceiveResult** [get, set]
- [BPoseCalibrationErrors](#) **BposErr** [get, set]

4.5.1 Detailed Description

Manage all the status of [HI5](#) glove.

4.5.2 Member Function Documentation

4.5.2.1 GetMagneticState()

```
MagneticStatus HI5.HI5_GloveStatus.GetMagneticState (
    Hand handType )
```

Get the magnetic field status of left/right glove.

Parameters

<i>handType</i>	The type of HI5.Hand .
-----------------	--

Returns

The related magnetic field status of left/right glove.

4.5.2.2 GetPowerLevel()

```
PowerLevel HI5.HI5_GloveStatus.GetPowerLevel (
    Hand handType )
```

Get the power level of left/right glove.

Parameters

<i>handType</i>	The type of HI5.Hand .
-----------------	--

Returns

The related power level of left/right glove.

4.5.2.3 IsGloveAvailable()

```
bool HI5.HI5_GloveStatus.IsGloveAvailable (
    Hand handType )
```

Check whether left/right glove is available

Parameters

<i>handType</i>	The type of HI5.Hand .
-----------------	--

Returns

True, the specific glove is available. False, the specific glove is inavailable.

4.5.2.4 isGloveBPosSuccess()

```
bool HI5.HI5_GloveStatus.isGloveBPosSuccess ( )
```

Get the Calibration Bpos Result.

4.5.2.5 MainThreadUpdate()

```
void HI5.HI5_GloveStatus.MainThreadUpdate ( )
```

4.5.3 Member Data Documentation

4.5.3.1 OnStatusChanged

```
Action<GloveStatus> HI5.HI5_GloveStatus.OnStatusChanged
```

Call when glove connecting status changed.

4.5.4 Property Documentation

4.5.4.1 IsCalibrationBposSuccess

```
bool HI5.HI5_GloveStatus.IsCalibrationBposSuccess [get], [set]
```

```
///
```

Get the Calibration Bpos Result.

4.5.4.2 IsLeftGloveAvailable

```
bool HI5.HI5_GloveStatus.IsLeftGloveAvailable [get]
```

Check whether the left glove is available.

4.5.4.3 IsRightGloveAvailable

```
bool HI5.HI5_GloveStatus.IsRightGloveAvailable [get]
```

Check whether the right glove is available.

4.5.4.4 LeftMagneticStatus

```
MagneticStatus HI5.HI5_GloveStatus.LeftMagneticStatus [get]
```

The magnetic field status around left glove.

4.5.4.5 LeftPower

```
PowerLevel HI5.HI5_GloveStatus.LeftPower [get]
```

The power level of left glove.

4.5.4.6 RightMagneticStatus

```
MagneticStatus HI5.HI5_GloveStatus.RightMagneticStatus [get]
```

The magnetic field status around right glove.

4.5.4.7 RightPower

```
PowerLevel HI5.HI5_GloveStatus.RightPower [get]
```

The power level of right glove.

4.5.4.8 Status

`GloveStatus` `HI5.HI5_GloveStatus.Status` [get]

Get the current glove status.

4.6 Hi5_Log Class Reference

Static Public Member Functions

- static void **Log** (string logContent)
- static void **LogError** (string logContent)
- static void **LogWarning** (string logContent)

Properties

- static bool `IsVisibleLog` [get, set]
Get whether the Hi5 Log is visible.

4.6.1 Property Documentation

4.6.1.1 IsVisibleLog

`bool` `Hi5_Log.IsVisibleLog` [static], [get], [set]

Get whether the Hi5 Log is visible.

4.7 HI5.HI5_Manager Class Reference

Manage the basic functions of `HI5`.

Static Public Member Functions

- static void `Connect` ()
Connect the Hi5 device.
- static void `Disconnect` ()
Disconnect the Hi5 device.
- static `HI5_GloveStatus` `GetGloveStatus` ()
Get the instance of `HI5_GloveStatus` class.
- static `HI5_Source` `GetHI5Source` ()
Get the instance of `HI5_Source` class.
- static bool `IsDongleAvailable` ()
Check whether the `HI5` dongle is available.
- static void `EnableLeftVibration` (int time)
Control the vibration on left glove.
- static void `EnableRightVibration` (int time)
Control the vibration on right glove.
- static void `EnableBothGlovesVibration` (int leftTime, int rightTime)
Control the vibration on both gloves.
- static void **Update** ()

Static Public Attributes

- static bool **modifyThreadSave** = true

Properties

- static bool **IsConnected** [get]
Get whether the Hi5 dongle is connected.
- static Vector3 **LeftOffset** [get]
Get the left glove position offset related to binded optical device.
- static Vector3 **RightOffset** [get]
Get the right glove position offset related to binded optical device.

4.7.1 Detailed Description

Manage the basic functions of **HI5**.

4.7.2 Member Function Documentation

4.7.2.1 Connect()

```
static void HI5.HI5_Manager.Connect ( ) [static]
```

Connect the Hi5 device.

4.7.2.2 Disconnect()

```
static void HI5.HI5_Manager.DisConnect ( ) [static]
```

Disconnect the Hi5 device.

4.7.2.3 EnableBothGlovesVibration()

```
static void HI5.HI5_Manager.EnableBothGlovesVibration (
    int leftTime,
    int rightTime ) [static]
```

Control the vibration on both gloves.

Parameters

<i>leftTime</i>	Input the vibration time by milliseconds on left glove.
<i>rightTime</i>	Input the vibration time by milliseconds on right glove.

4.7.2.4 EnableLeftVibration()

```
static void HI5.HI5_Manager.EnableLeftVibration (  
    int time ) [static]
```

Control the vibration on left glove.

Parameters

<i>time</i>	Input the vibration time by milliseconds.
-------------	---

4.7.2.5 EnableRightVibration()

```
static void HI5.HI5_Manager.EnableRightVibration (  
    int time ) [static]
```

Control the vibration on right glove.

Parameters

<i>time</i>	Input the vibration time by milliseconds.
-------------	---

4.7.2.6 GetGloveStatus()

```
static HI5\_GloveStatus HI5.HI5_Manager.GetGloveStatus ( ) [static]
```

Get the instance of [HI5_GloveStatus](#) class.

Returns

[HI5_GloveStatus](#) class instance

4.7.2.7 GetHI5Source()

```
static HI5_Source HI5.HI5_Manager.GetHI5Source ( ) [static]
```

Get the instance of [HI5_Source](#) class.

Returns

[HI5_Source](#) class instance

4.7.2.8 IsDongleAvailable()

```
static bool HI5.HI5_Manager.IsDongleAvailable ( ) [static]
```

Check whether the [HI5](#) dongle is available.

Returns

True, the [HI5](#) dongle is available. False, the [HI5](#) dongle is inavailable.

4.7.3 Property Documentation

4.7.3.1 IsConnected

```
bool HI5.HI5_Manager.IsConnected [static], [get]
```

Get whether the Hi5 dongle is connected.

4.7.3.2 LeftOffset

```
Vector3 HI5.HI5_Manager.LeftOffset [static], [get]
```

Get the left glove position offset related to binded optical device.

4.7.3.3 RightOffset

```
Vector3 HI5.HI5_Manager.RightOffset [static], [get]
```

Get the right glove position offset related to binded optical device.

4.8 HI5.HI5_Source Class Reference

Manage the received data of [HI5](#) glove

Public Member Functions

- [Vector3](#) [GetReceivedRotation](#) (int boneIndex, [Hand](#) handType)
Get received rotation data of left/right hand specific bones. The index is referenced to [Bones](#) enum.
- [Vector3](#) [GetReceivedPosition](#) (int boneIndex, [Hand](#) handType)
Get received position data of left/right hand specific bones. The index is referenced to [Bones](#) enum.

Public Attributes

- [Vector3](#) [] [L_BonePos](#) = new [Vector3](#)[(int)[Bones.NumOfHI5Bones](#)]
The position data array of left hand bones. The array is referenced to [Bones](#) enum.
- [Vector3](#) [] [R_BonePos](#) = new [Vector3](#)[(int)[Bones.NumOfHI5Bones](#)]
The position data array of right hand bones. The array is referenced to [Bones](#) enum.
- [Vector3](#) [] [L_BoneRot](#) = new [Vector3](#)[(int)[Bones.NumOfHI5Bones](#)]
The rotation data array of left hand bones. The array is referenced to [Bones](#) enum.
- [Vector3](#) [] [R_BoneRot](#) = new [Vector3](#)[(int)[Bones.NumOfHI5Bones](#)]
The rotation data array of right hand bones. The array is referenced to [Bones](#) enum.

4.8.1 Detailed Description

Manage the received data of [HI5](#) glove

4.8.2 Member Function Documentation

4.8.2.1 [GetReceivedPosition\(\)](#)

```
Vector3 HI5.HI5_Source.GetReceivedPosition (
    int boneIndex,
    Hand handType )
```

Get received position data of left/right hand specific bones. The index is referenced to [Bones](#) enum.

Parameters

<i>boneIndex</i>	The index of the specific bone. Reference by HI5.Bones .
<i>handType</i>	The type of HI5.Hand .

Returns

The received position of specific bone by `UnityEngine.Vector3`.

4.8.2.2 GetReceivedRotation()

```
Vector3 HI5.HI5_Source.GetReceivedRotation (
    int boneIndex,
    Hand handType )
```

Get received rotation data of left/right hand specific bones. The index is referenced to `Bones` enum.

Parameters

<i>boneIndex</i>	The index of the specific bone. Reference by HI5.Bones .
<i>handType</i>	The type of HI5.Hand .

Returns

The received rotation of specific bone by `UnityEngine.Vector3`.

4.8.3 Member Data Documentation**4.8.3.1 L_BonePos**

```
Vector3 [] HI5.HI5_Source.L_BonePos = new Vector3[(int)Bones.NumOfHI5Bones]
```

The position data array of left hand bones. The array is referenced to `Bones` enum.

4.8.3.2 L_BoneRot

```
Vector3 [] HI5.HI5_Source.L_BoneRot = new Vector3[(int)Bones.NumOfHI5Bones]
```

The rotation data array of left hand bones. The array is referenced to `Bones` enum.

4.8.3.3 R_BonePos

```
Vector3 [] HI5.HI5_Source.R_BonePos = new Vector3[(int)Bones.NumOfHI5Bones]
```

The position data array of right hand bones. The array is referenced to `Bones` enum.

4.8.3.4 R_BoneRot

```
Vector3 [] HI5.HI5_Source.R_BoneRot = new Vector3[(int)Bones.NumOfHI5Bones]
```

The rotation data array of right hand bones. The array is referenced to `Bones` enum.

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