Hi5_Unity_Interaction_SDK_Sample _Readme

--V1.1.0.35

Before starting your development, please import SteamVR plugin, Hi5_Unity_Sdk and Hi5_Interaction_Sdk.

Instruction:

1. Sample Environment:
   Windows 7 Version or above
   SteamVR（1539100633）Version or above
   Hi5_Unity_SDK_1_0_0_655_16 Version
2. Shortcut key:
   Press "1" to load TableScene and press "2" to load Calibration scene.

3. Instruction:
   The TableScene shows the sdk main functions:
   a) Pinching, Grabbing, Lifting and Clapping Object.
   b) Gesture Recognition: including Okay, Flat Palm, Fist and Pointing (index finger) gestures.