

# Tracking4All Changelog

*Early Access*

## Version 1.02: The Settings and Stability Update

- Make Settings Menu functional + settings architecture, you can now modify detection settings at runtime and arbitrarily add settings to be populated in the window.
  - Expose: camera index, detection confidence values, and model complexity.
  - Automatically restarts the solutions and applies changes at runtime.
- Add NormalizedLandmark support officially (see docs).
  - Add experimental 2d root motion on Avatars powered by NormalizedLandmarks. An improved full 3D version is coming. Might need to play around with settings for it to work in your environment (since it's experimental).
- Modify package to suppress *some* warnings from third-party packages.
- Avatar and Puppet refractoring to better support runtime parameterization and stability:
  - Reset() on Avatar allows runtime parameterization with a puppet/joint provider.
  - Automatically seek any puppet if you don't provide one (useAnyPuppet must be true on the Avatar).
  - Avatars can bind to Puppets during runtime fuss free now.
  - Enforce that Avatar depends on AvatarAnimator and Unity's Animator.
  - Avatars gracefully fail when missing bones now (i.e. it gives a warning but tries its best even if missing information).
  - NOTE: Puppets and Avatars must still be spawned facing the world forward, they can be transformed on/after Start.
- Update Providers to be easier to use in a scripting context.
  - Add HasInterface and Null fields to check if a provider is valid.
  - Add IsAlive and TimeSinceLastUpdate fields (check HasInterface first).
  - Add Set() and Reset() to InterfaceProviders, allow you to modify what interface the provider points to at runtime.
  - Added section in documentation discussing the subtleties involved in using IProviders.

## Version 1.01: The Avatar Update

- Experimental avatar integration using puppet approach and manually calculating angles.
- Add Unity-chan! 3d model package to be the test character for avatar tracking.
- Add option to enable/disable modifiers by a flag.
- Add preprocessing step option to modifiers.
- Add experimental pin modifier.
- Rescale solutions to be closer to proper Unity units.

## Version 1.00

- Base project: including cross-platform pose and hand tracking.
- Verified support for major platforms.
- Project architecture.