What's New in Version 1.7

1. Added Playmaker custom actions for Kinect. Big thanks to Jonathan O'Duffy and Andrew Jones!
2. Added Push and Pull gestures. See the Readme-file for details. Big thanks to Amirul Rostam!
3. Added detection of the closest user in the scene. Big thanks to Kevin Harper!
4. Added Kinect gestures demo scene.
5. Improved the processing of some gestures and the minimum time between.

What's New in Version 1.6

1. Added possibility for integration with Kinect Face-tracking ("Kinect Extras" package) - https://www.assetstore.unity3d.com/#/content/10492
2. Added auto-scan for existing avatars in the scene, if there are none added to KinectManager.
3. Improved gesture recognition by adding minimum time between gestures.
4. Fixed swipe-gesture names.

What's New in Version 1.5

1. Added possibility for integration with Kinect Interaction & Kinect Speech Recognition("Kinect Extras" package) - https://www.assetstore.unity3d.com/#/content/10492
2. Added recognition of two more gestures: Jump and Squat. Big thanks to Louis Wong!
3. Optimized depth/user-map routine. Big thanks to Mat Loz!

What's New in Version 1.4

1. Added recognition of two more gestures: SweepUp & SweepDown. See the Readme for details.
2. Added GestureCancelled()-event to AvatarController.
3. Updated cursor movement routine to make pointing and clicking smoother.
4. Fixed side movements of the legs during bending forward, etc.
5. The Kinect Interaction example and Kinect Speech Recognition example are placed into a separate KinectExtras package - https://www.assetstore.unity3d.com/#/content/10492

What's New in Version 1.3

1. Added recognition of two more gestures: Stop and Wheel. See the Readme for details.
2. Added tracking-state filter and a setting to "Ignore Inferred Joints". Turned on by default.
3. Added joint constraints in order to prevent the unnatural joint rotations.
4. Added settings for separate computation and display of the depth- and color-textures.
5. Fixed "Two Users"-mode to support one or two users in this mode.

6. Added "Mirrored Movement"-setting to the PointManController.
7. Example for Grip/Release functionality in Unity, based on code by Yunkyu Choi, is available separately at the moment. Please ask.

What's New in Version 1.2

1. Added recognition of two more gestures: ZoomOut and ZoomIn. See the Readme for details.
2. Added switchable filters to KinectManager to smooth out the Kinect sensor data.
3. Added optional skeleton lines to the user map (depth image).
4. Added DetectedGestures-collection to KinectManager to simplify the gesture recognition management.
5. Added CalibrationPose-settings to KinectManager to allow gesture calibration for players.

What's New in Version 1.1

1. Added recognition of hand gestures: RaiseHand, Psi, Wave, SweepLeft, SweepRight, Click.
2. Added cursor control via pseudo gestures: RightHandCursor, LeftHandCursor.
3. Added error messages for easier understanding of NUI error codes.
4. Changed some body part names in AvatarControler-script: LeftUpperArm, RightUpperArm, LeftThigh, RightThigh.
5. Fixed z-coordinates in sensor data, from negative to positive values.