**Name**: Hololens Input Public

**Version**: 1.0

**Purpose**:

This is a package containing easy to use implementations of the Hololens specific inputs for use by people new to writing applications for the device. This version contains no Hololens-specific code and can therefore be used by un-tented users.

**Description**:

A collection of wrappers for Hololens-specific input methods. Most of these inputs are remapped so that they can be used in editor. WASD moves the camera, mouse movements look, and mouse buttons will simulate various gestures.

**Setup Instructions**:

SpeechManager: Place on an empty gameobject in your scene, and call registerKeyword from your own scripts to have the device listen for that. **DOES NOT WORK IN THIS VERSION! THIS IS HOLOLENS SPECIFIC!**

HandConnected: Simply place on a GameObject and it will match your hand’s position in space. **DOES NOT WORK IN THIS VERSION! THIS IS HOLOLENS SPECIFIC!**

GazeManager: Place in the scene and it will send Raycasts from your main camera. **WASD moves the camera, mouse movement changes rotation.**

HoloButton: Extend this class and fill in the abstract methods to have something which reacts to GazeManager.

GestureManager: Place on a gameobject, call Register\* to give it a method to be called on various gestures. **Left Mouse Button: Air tap. Right mouse button: Hold gesture. Return: Double air tap**

**Example Scenes**:

The included scene includes each of the scripts, and an example extension to HoloButton which will grow when you look at it and change colors when you air tap it.

**Sources**:

None

**Version Changes**: