Noitom Hi5 Unity SDK

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Chapter 1

Namespace Index

1.1 Packages

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Namespace Index

Chapter 2

Class Index

2.1 Class List

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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_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, OPTDevice←-Type.HTC_VIVE_Controller }

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.

Classes

- class **DeviceInfo**

  Both binded tracked 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 serail number of both hand locally. •
static bool LoadItems ()

  Load the binded optical device serail 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

handType	The type of HI5.Hand.
serialNumber	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

handType	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

serail 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 devcie.

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_Calibration Class Reference

HI5 Calibration Class.

4.2 HI5.HI5_Calibration Class Reference

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]

4.2.1 Detailed Description

HI5 Calibration Class.

4.2.2 Member Function Documentation

4.2.2.1 GetBindedTrackedObjectSerialNumber() static string

HI5.HI5_Calibration.GetBindedTrackedObjectSerialNumber (Hand *handType*) [static]

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

Parameters

handType	The type of HI5.Hand.

Returns

The serial number of device.

4.2.2.2 GetBindedTrackedObjectType()

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

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

Parameters

handType	The type of HI5.Hand.

Returns

The type of optical device.

4.2.2.3 GetCalibrationProgress() static int

HI5.HI5_Calibration.GetCalibrationProgress

(HI5_Pose *pose*) [static]

Get the percent of B/P-pose calibration.

Parameters

pose	The type of calibration pose by HI5.HI5_Pose.

Returns

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

4.2.2.4 LoadCalibrationData()

static bool HI5.HI5_Calibration.LoadCalibrationData ( ) [static] Load the previous calibration data.

4.2 HI5.HI5_Calibration Class Reference

Returns

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

4.2.2.5 ResetCalibration()

static void HI5.HI5_Calibration.ResetCalibration ( ) [static] Call it before doing B-pose calibration.

4.2.2.6 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.

4.2.2.7 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

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

4.2.2.8 StartCalibration() static void

HI5.HI5_Calibration.StartCalibration (HI5_Pose

pose) [static]

Start B/P-pose calibration.

Parameters

pose	The type of calibration pose by HI5.HI5_Pose.

4.2.3 Member Data Documentation

4.2.3.1 OnCalibrationComplete

Action<HI5_Pose> HI5.HI5_Calibration.OnCalibrationComplete [static] Call it when B-pose or P-pose calibration complete.

4.2.4 Property Documentation

4.2.4.1 DefaultPath

string HI5.HI5_Calibration.DefaultPath [static], [get] Get the default path of saving the calibration data.

4.2.4.2 IsCalibratingBPose

bool HI5.HI5_Calibration.IsCalibratingBPose [static], [get] Is doing calibration B-pose or not.

4.2.4.3 IsCalibratingPPose

bool HI5.HI5_Calibration.IsCalibratingPPose [static], [get] Is doing calibration P-pose or not.

4.3 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.

4.3.1 Detailed Description

Transform data among Unity, Hi5 and HTC VIVE.

4.3.2 Member Function Documentation

4.3.2.1 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

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

4.3.2.2 ToUnityEulerAngles() static Vector3

HI5.HI5_DataTransform.ToUnityEulerAngles (Vector3

eulerAngles) [static]

Transform received HI5 rotation data in euler angles to Unity euler angles.

Parameters

eulerAngles	Received Hi5 euler angles by UnityEngine.Vector3.

4.4 HI5.HI5_GloveStatus Class Reference

Returns

Euler angles in Vector3.

4.3.2.3 ToUnityPosition() static Vector3

HI5.HI5_DataTransform.ToUnityPosition (Vector3 *pos*)

[static]

Transform received HI5 position data to Unity position data.

Parameters

pos	Received Hi5 position data by UnityEngine.Vector3.

Returns

Position data in Vector3.

4.4 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*

Public Attributes

- Action< GloveStatus > OnStatusChanged *Call when glove connecting status changed.*

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.

4.4.1 Detailed Description

Manage all the status of HI5 glove.

4.4.2 Member Function Documentation

4.4.2.1 GetMagneticState()

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

Get the magnetic field status of left/right glove.

Parameters

handType	The type of HI5.Hand.

Returns

The related magnetic field status of left/right glove.

4.4.2.2 GetPowerLevel()

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

Get the power level of left/right glove.

Parameters

handType	The type of HI5.Hand.

Returns

The related power level of left/right glove.

4.4.2.3 IsGloveAvailable() bool

HI5.HI5_GloveStatus.IsGloveAvailable

(Hand *handType*)

Check whether left/right glove is available

Parameters

handType	The type of HI5.Hand.

Returns

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

4.4.2.4 isGloveBPosSuccess()

bool HI5.HI5_GloveStatus.isGloveBPosSuccess ( ) Get the Calibration Bpos

Result.

4.4.3 Member Data Documentation

4.4.3.1 OnStatusChanged

Action<GloveStatus> HI5.HI5_GloveStatus.OnStatusChanged Call when glove

connecting status changed.

4.4.4 Property Documentation

4.4.4.1 IsLeftGloveAvailable

bool HI5.HI5_GloveStatus.IsLeftGloveAvailable [get] Check whether the left glove

is available.

4.4.4.2 IsRightGloveAvailable

bool HI5.HI5_GloveStatus.IsRightGloveAvailable [get] Check whether the right glove

is available.

4.4.4.3 LeftMagneticStatus

MagneticStatus HI5.HI5_GloveStatus.LeftMagneticStatus [get] The magnetic field status around left glove.

4.4.4.4 LeftPower

PowerLevel HI5.HI5_GloveStatus.LeftPower [get] The power level of left glove.

4.4.4.5 RightMagneticStatus

MagneticStatus HI5.HI5_GloveStatus.RightMagneticStatus [get] The magnetic field status around right glove.

4.4.4.6 RightPower

PowerLevel HI5.HI5_GloveStatus.RightPower [get]

The power level of right glove.

4.5 Hi5_Log Class Reference

4.4.4.7 Status

GloveStatus HI5.HI5_GloveStatus.Status [get] Get the current glove status.

4.5 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.*

4.5.1 Property Documentation

4.5.1.1 IsVisibleLog

bool Hi5_Log.IsVisibleLog [static], [get], [set] Get whether the Hi5 Log is

visible.

4.6 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.*

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.

4.6.1 Detailed Description Manage

the basic functions of HI5.

4.6.2 Member Function Documentation

4.6.2.1 Connect()

static void HI5.HI5_Manager.Connect ( ) [static] Connect the Hi5 device.

4.6.2.2 DisConnect()

static void HI5.HI5_Manager.DisConnect ( ) [static] Disconnect the Hi5 device.

4.6.2.3 EnableBothGlovesVibration()

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

Control the vibration on both gloves.

Parameters

leftTime	Input the vibration time by milliseconds on left glove.
rightTime	Input the vibration time by milliseconds on right glove.

4.6.2.4 EnableLeftVibration() static void

HI5.HI5_Manager.EnableLeftVibration (int *time*)

[static]

Control the vibration on left glove.

Parameters

time	Input the vibration time by milliseconds.

4.6.2.5 EnableRightVibration() static void

HI5.HI5_Manager.EnableRightVibration (int *time*)

[static]

Control the vibration on right glove.

Parameters

time	Input the vibration time by milliseconds.

4.6.2.6 GetGloveStatus()

static HI5_GloveStatus HI5.HI5_Manager.GetGloveStatus ( ) [static] Get the instance of

HI5_GloveStatus class.

Returns

HI5_GloveStatus class instance

4.6.2.7 GetHI5Source()

static HI5_Source HI5.HI5_Manager.GetHI5Source ( ) [static] Get the instance of HI5_Source class.

Returns

HI5_Source class instance **4.6.2.8 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.

4.6.3 Property Documentation

4.6.3.1 IsConnected

bool HI5.HI5_Manager.IsConnected [static], [get] Get whether the Hi5 dongle is connected.

4.6.3.2 LeftOffset

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

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

4.6.3.3 RightOffset

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

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

4.7 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)

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.

4.7.1 Detailed Description

Manage the received data of HI5 glove

4.7.2 Member Function Documentation

4.7.2.1 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

boneIndex	The index of the specific bone. Reference by HI5.Bones.
handType	The type of HI5.Hand.

Returns

The received position of specific bone by UnityEngine.Vector3.

4.7.2.2 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

boneIndex	The index of the specific bone. Reference by HI5.Bones.
handType	The type of HI5.Hand.

Returns

The received rotation of specific bone by UnityEngine.Vector3.

4.7.3 Member Data Documentation

4.7.3.1 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.

4.7.3.2 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.

4.7.3.3 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.

4.7.3.4 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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