

Hi5_Interaction_SDK

1.1.0.35

Generated by Doxygen 1.8.13

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Chapter 1

Namespace Index

1.1 Packages

Here are the packages with brief descriptions (if available):

Hi5_Interaction_Core	7
Hi5_Interaction_Interface	8

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

Hi5_Interaction_Core.Hi5_Glove_Interaction_Hand_Event_Data	9
Hi5_Interaction_Core.Hi5_Glove_Interaction_Object_Event_Data	9
MonoBehaviour	
Hi5_Interaction_Interface.Hi5_Interface_Hand	11
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Hi5_Interaction_Interface.Hi5_Interface_Button	10
Hi5_Reset_Button	14
Hi5_Interaction_Interface.Hi5_Interface_Object	12
Hi5_Interaction_Interface.Hi5_Interface_Object_Manager	13

Chapter 3

Class Index

3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

Hi5_Interaction_Core.Hi5_Glove_Interaction_Hand_Event_Data	9
Hi5_Interaction_Core.Hi5_Glove_Interaction_Object_Event_Data	9
Hi5_Interaction_Interface.Hi5_Interface_Button	10
Hi5_Interaction_Interface.Hi5_Interface_Hand	11
Hi5_Interaction_Interface.Hi5_Interface_Object	12
Hi5_Interaction_Interface.Hi5_Interface_Object_Base	13
Hi5_Interaction_Interface.Hi5_Interface_Object_Manager	13
Hi5_Reset_Button	14

Chapter 4

Namespace Documentation

4.1 Hi5_Interaction_Core Namespace Reference

Classes

- class [Hi5_Glove_Interaction_Hand_Event_Data](#)
- class [Hi5_Glove_Interaction_Object_Event_Data](#)

Enumerations

- enum [EHandType](#) { **ENone** = 0, **EHandLeft**, **EHandRight** }
- enum [EObject_Type](#) { **ECommon** = 0, **EButton** = 1 }
- enum [EEventObjectType](#) { **ENone** = 0, **EClap**, **EPoke**, **EPinch**, **EMove**, **ELift**, **EStatic** }
- enum [EEventHandType](#) { **ENone** = 0, **EClap**, **EPoke**, **EPinch**, **EThrow**, **ELift**, **ERelease** }
- enum [E_Object_State](#) { **EStatic** = -1, **EPinch** = 3, **EMove** = 2, **EClap** = 4, **EFlyLift** = 5, **EPoke** = 6 }
- enum [E_Interface_Hand_State](#) { **ERelease** = -1, **EPinch** = 2, **ELift** = 4 }

4.1.1 Enumeration Type Documentation

4.1.1.1 E_Interface_Hand_State

```
enum Hi5\_Interaction\_Core.E\_Interface\_Hand\_State [strong]
```

Enumeration of hand state interface.

4.1.1.2 E_Object_State

enum [Hi5_Interaction_Core.E_Object_State](#) [strong]

Enumeration of object state.

4.1.1.3 EEventHandType

enum [Hi5_Interaction_Core.EEventHandType](#) [strong]

Enumeration of hand event types.

4.1.1.4 EEventObjectType

enum [Hi5_Interaction_Core.EEventObjectType](#) [strong]

Enumeration of object event types.

4.1.1.5 EHandType

enum [Hi5_Interaction_Core.EHandType](#) [strong]

Enumeration of hand types.

4.1.1.6 EObject_Type

enum [Hi5_Interaction_Core.EObject_Type](#) [strong]

Enumeration of object types.

4.2 Hi5_Interaction_Interface Namespace Reference

Classes

- class [Hi5_Interface_Button](#)
- class [Hi5_Interface_Hand](#)
- class [Hi5_Interface_Object](#)
- class [Hi5_Interface_Object_Base](#)
- class [Hi5_Interface_Object_Manager](#)

Chapter 5

Class Documentation

5.1 Hi5_Interaction_Core.Hi5_Glove_Interaction_Hand_Event_Data Class Reference

Static Public Member Functions

- static [Hi5_Glove_Interaction_Hand_Event_Data](#) **Instance** (int ObjectId, [EHandType](#) handType, [EEventHandType](#) eventType)

Public Attributes

- int **mObjectId** = -1
- [EEventHandType](#) **mEventType** = EEventHandType.ENone
- [EHandType](#) **mHandType** = EHandType.EHandLeft

The documentation for this class was generated from the following file:

- F:/program/Hi5_Interaction_sdk/Hi5_Interaction/Assets/Hi5_Interaction_SDK/Scripts/Interface/Hi5_Glove_Interaction_Interface_Data.cs

5.2 Hi5_Interaction_Core.Hi5_Glove_Interaction_Object_Event_Data Class Reference

Static Public Member Functions

- static [Hi5_Glove_Interaction_Object_Event_Data](#) **Instance** (int ObjectId, [EObject_Type](#) objectType, [EHandType](#) handType, [EEventObjectType](#) eventType)

Public Attributes

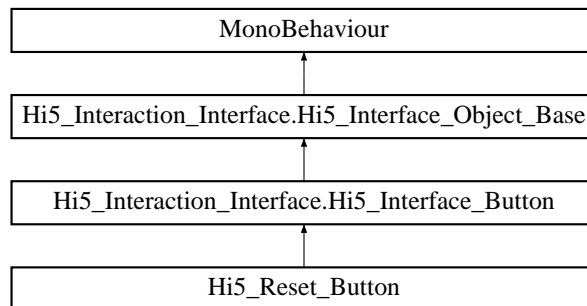
- int **mObjectId** = -1
- [EObject_Type](#) **mObjectType** = EObject_Type.ECommon
- [EHandType](#) **mHandType** = EHandType.EHandLeft
- [EEventObjectType](#) **mEventType** = EEventObjectType.ENone

The documentation for this class was generated from the following file:

- F:/program/Hi5_Interaction_sdk/Hi5_Interaction/Assets/Hi5_Interaction_SDK/Scripts/Interface/Hi5_Glove_Interaction_Interface_Data.cs

5.3 Hi5_Interaction_Interface.Hi5_Interface_Button Class Reference

Inheritance diagram for Hi5_Interaction_Interface.Hi5_Interface_Button:



Public Member Functions

- virtual void [MessageFun](#) (string messageKey, object param1, object param2)

Protected Member Functions

- void **OnEnable** ()
- void **Update** ()
- void **OnDisable** ()

Additional Inherited Members

5.3.1 Member Function Documentation

5.3.1.1 MessageFun()

```

virtual void Hi5_Interaction_Interface.Hi5_Interface_Button.MessageFun (
    string messageKey,
    object param1,
    object param2 ) [virtual]
  
```

Get button state evnet event.

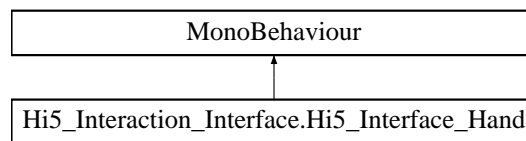
Reimplemented in [Hi5_Reset_Button](#).

The documentation for this class was generated from the following file:

- F:/program/Hi5_Interaction_sdk/Hi5_Interaction/Assets/Hi5_Interaction_SDK/Scripts/Interface/Hi5_↔
Interface_Button.cs

5.4 Hi5_Interaction_Interface.Hi5_Interface_Hand Class Reference

Inheritance diagram for Hi5_Interaction_Interface.Hi5_Interface_Hand:



Public Member Functions

- [E_Interface_Hand_State](#) [GetHandState](#) (out int interactionObjectId)
- Hi5_Glove_Gesture_Recognition_State [GetRecognitionState](#) ()

Protected Member Functions

- void **OnEnable** ()
- void **Update** ()
- void **OnDisable** ()

Protected Attributes

- Hi5_Hand_Visible_Hand **mHand** = null

Properties

- Hi5_Hand_Visible_Hand **Hand** [get]
- [E_Interface_Hand_State](#) [HandState](#) [get]

5.4.1 Member Function Documentation

5.4.1.1 GetHandState()

```

E\_Interface\_Hand\_State Hi5_Interaction_Interface.Hi5_Interface_Hand.GetHandState (
    out int interactionObjectId )
  
```

Get hand state and hand pinch or lift interacted object.

5.4.1.2 GetRecognitionState()

```

Hi5_Glove_Gesture_Recognition_State Hi5_Interaction_Interface.Hi5_Interface_Hand.GetRecognition<↵
State ( )
  
```

Get hand gesture recognition status.

5.4.2 Property Documentation

5.4.2.1 HandState

`E_Interface_Hand_State` `Hi5_Interaction_Interface.Hi5_Interface_Hand.HandState` [get]

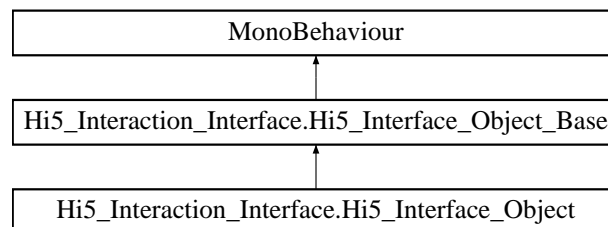
Get hand state.

The documentation for this class was generated from the following file:

- `F:/program/Hi5_Interaction_sdk/Hi5_Interaction/Assets/Hi5_Interaction_SDK/Scripts/Interface/Hi5_Interface_Hand.cs`

5.5 Hi5_Interaction_Interface.Hi5_Interface_Object Class Reference

Inheritance diagram for `Hi5_Interaction_Interface.Hi5_Interface_Object`:



Protected Member Functions

- void **OnEnable** ()
- void **Update** ()
- void **OnDisable** ()

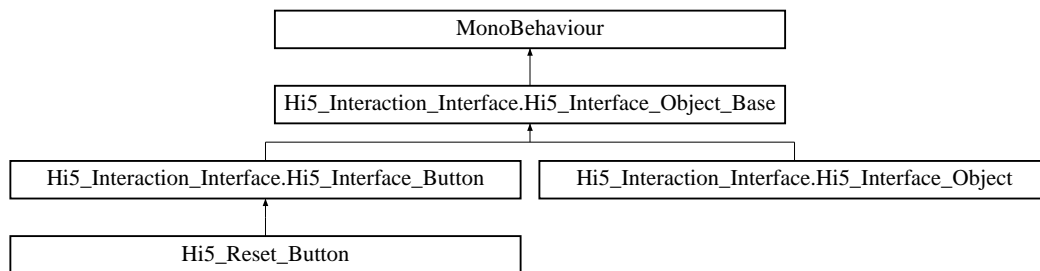
Additional Inherited Members

The documentation for this class was generated from the following file:

- `F:/program/Hi5_Interaction_sdk/Hi5_Interaction/Assets/Hi5_Interaction_SDK/Scripts/Interface/Hi5_Interface_Object.cs`

5.6 Hi5_Interaction_Interface.Hi5_Interface_Object_Base Class Reference

Inheritance diagram for Hi5_Interaction_Interface.Hi5_Interface_Object_Base:



Protected Member Functions

- int **GetObjectId** ()

Protected Attributes

- Hi5_Glove_Interaction_Item **mlItem** = null

Properties

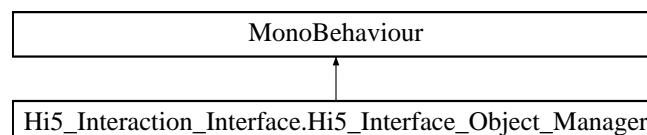
- Hi5_Glove_Interaction_Item **ObjectItem** [get]
- [E_Object_State](#) **GetObjectItemState** [get]

The documentation for this class was generated from the following file:

- F:/program/Hi5_Interaction_sdk/Hi5_Interaction/Assets/Hi5_Interaction_SDK/Scripts/Interface/Hi5_↔
Interface_Object_Base.cs

5.7 Hi5_Interaction_Interface.Hi5_Interface_Object_Manager Class Reference

Inheritance diagram for Hi5_Interaction_Interface.Hi5_Interface_Object_Manager:



Public Member Functions

- void **GetItemObject**< T > (int objectId, out T backValue)

Static Public Member Functions

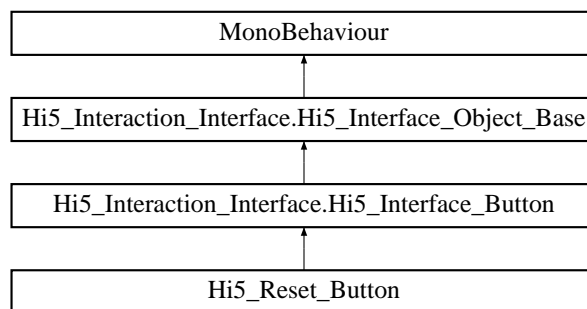
- static [Hi5_Interface_Object_Manager](#) **GetObjectManager** ()

The documentation for this class was generated from the following file:

- F:/program/Hi5_Interaction_sdk/Hi5_Interaction/Assets/Hi5_Interaction_SDK/Scripts/Interface/Hi5_↵
Interface_Object_Manager.cs

5.8 Hi5_Reset_Button Class Reference

Inheritance diagram for Hi5_Reset_Button:



Public Member Functions

- override void [MessageFun](#) (string messageKey, object param1, object param2)

Additional Inherited Members

5.8.1 Member Function Documentation

5.8.1.1 MessageFun()

```

override void Hi5_Reset_Button.MessageFun (
    string messageKey,
    object param1,
    object param2 ) [virtual]
  
```

Get button state evnet event.

Reimplemented from [Hi5_Interaction_Interface.Hi5_Interface_Button](#).

The documentation for this class was generated from the following file:

- F:/program/Hi5_Interaction_sdk/Hi5_Interaction/Assets/Hi5_Interaction_SDK/Scripts/Interface/Hi5_Reset↵
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