

# Unity UI for Leap

By



# Babilin Applications

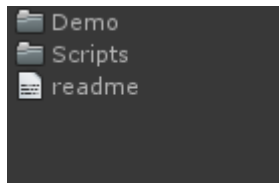
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[Documentation starts on next page]

## Getting Started:

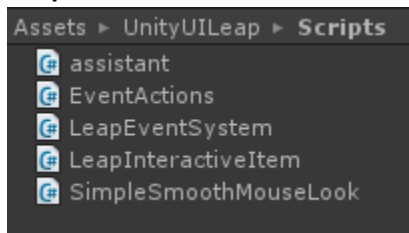
*“To have this asset work properly, you must have the Unity Leap assets from: <https://developer.leapmotion.com/downloads/unity5-core-assets>”*

When you import the package, your project should look like this



The Folder most importance are:

### Scripts

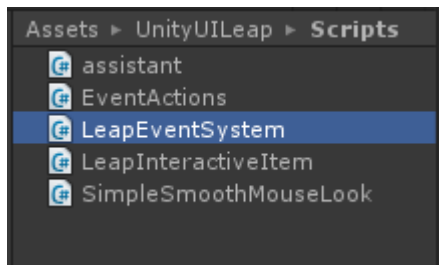


### File: ReadMe.txt

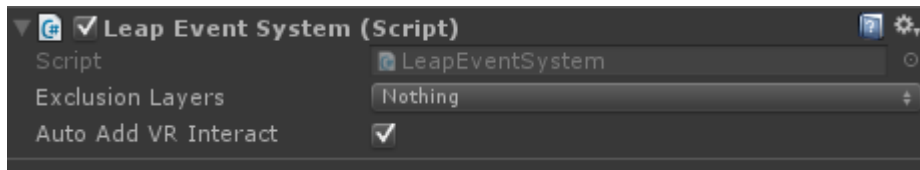
*“To have this asset work properly, you must have the Unity Leap assets from: <https://developer.leapmotion.com/downloads/unity5-core-assets>”*

## Gaze Set Up

Drag and drop the **‘LeapEventSystem’** onto an object in the scene



### Leap Event System:

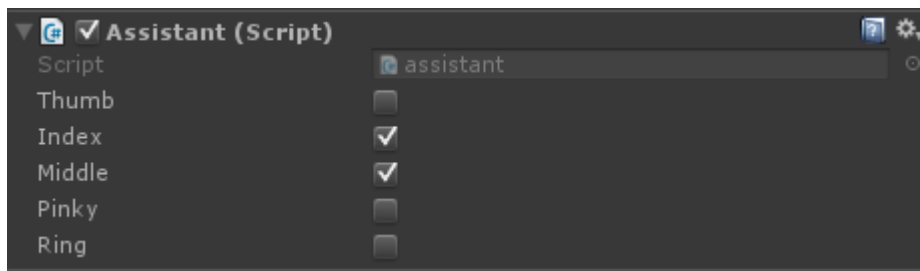


**Exclusion Layers:** Layers excluded from the raycast.

**Auto Click Time:** Time that has to pass to click event.

### Assistant:

Drag and drop the '**assistant**' onto the '**HandController**' prefab provided by '**The Leap Asset Pack**'



**Finger names:** Choose which fingers to make intractable.

### Contact:

If you need more help let me know. I will be happy to email, Skype, or Google Hangout.

Adrian Babilinski

[contact@babilinapps.com](mailto:contact@babilinapps.com)

<http://babilinapps.com/contact/>