



SoftKinetic™
The Interface is You

UNITY IISU QUICK START GUIDE

1.1 Samples

Several Unity samples are available with iisu 3 to get you started right away. Depending on which type of application you are planning to develop, you can choose to start with a sample that fits your needs best.

Every sample consists of an `IisuInputProvider` class, which contains all the iisu related code. For every sample, this class is a good starting point.

List of samples:

The following two samples are recommended to start with. They are available through the Sample Browser application.

SkeletonBubblemanSample

Tutorial on how to use the Skeleton and Bubbleman. It is recommended to use this sample to get started, as it covers the most common uses of iisu: skeleton, bubbleman and displaying the depthmap + usermask

UISample

Tutorial on how to use the UI layer of iisu. The UI layer is ideal for developing gesture based 2D interfaces.





The following samples cover several functionalities of the iisu SDK. They are available through the SoftKinetic website, www.softkinetic.com. Prior to downloading the samples, you have to register (free) on the website.

IIDSample

Tutorial on how to use data exported from Interaction Designer inside Unity.

EventsSample

Tutorial on how to catch iisu events (such as "user_activated", "activation_gesture", etc.)

CalibrationSample

Tutorial on how you can integrate a calibration phase in your game. This tutorial also demonstrates how to use commands.

RecordingSample

Tutorial on how to record movies from your application. This tutorial also demonstrates the use of commands.

ArmAnglesSample, HandsPositionSample, LegAnglesSample, TorsoJoystickSample

Samples demonstrating the use of different kinds of body parts to calculate information like: angle an arm is making with the vertical axis, how much you are leaning forward, checking if your hand is at a certain distance in front of you, etc.

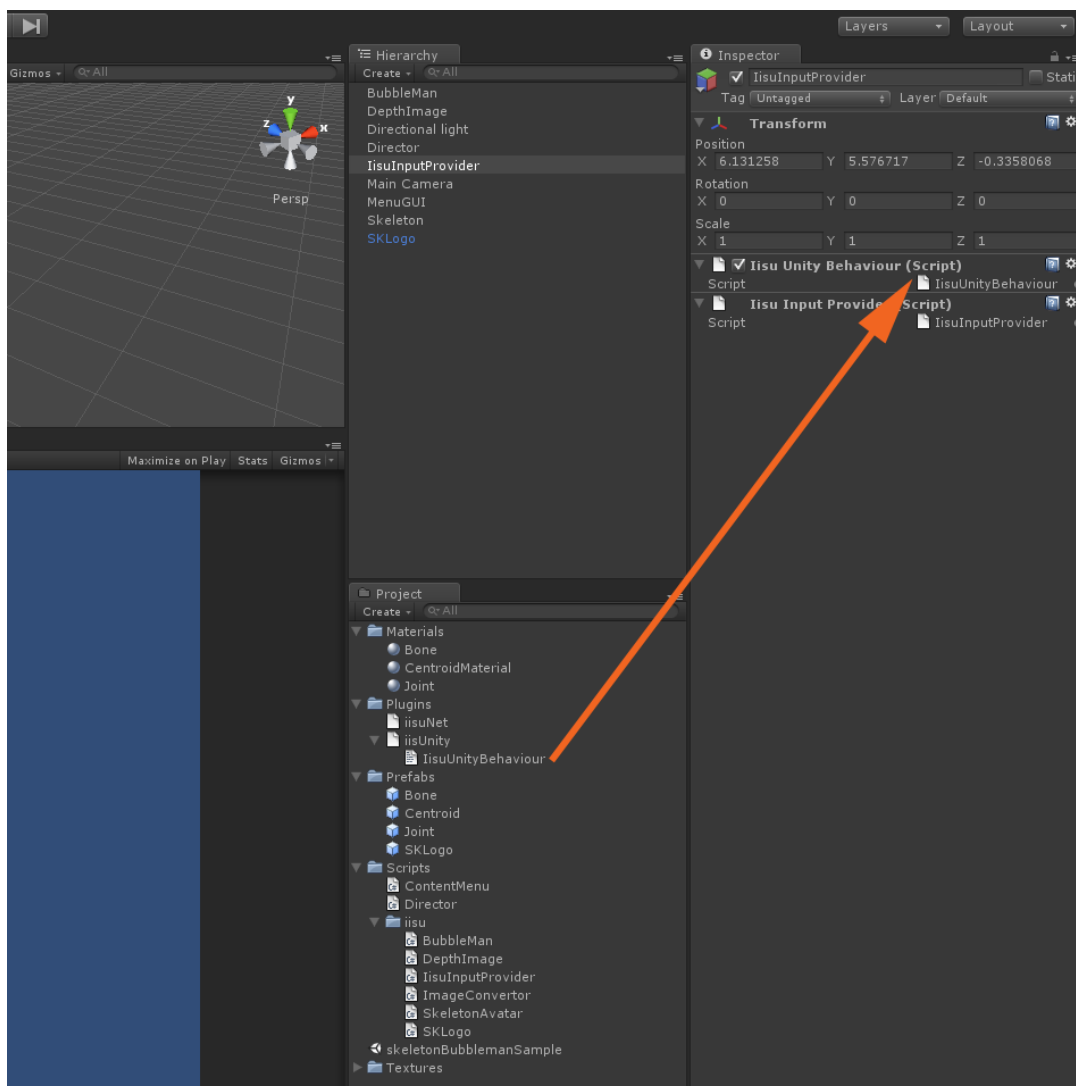




1.2 iisuNet and iisuUnity dll files

The iisuNet dll is the heart of the bridge between Unity and iisu. It provides a C# wrapper for the iisu SDK, which can be accessed in Unity3D or any other .NET or Mono based technology.

In all the samples you will see an additional MonoBehaviour attached to the IisuInputProvider GameObject, called IisuUnityBehaviour. This component holds specific iisu code that is common for every iisu based project developed in Unity, and originates from the iisuUnity dll (see screenshot).



The IisuUnityBehaviour component handles several iisu related aspects such as initializing, updating and cleaning up the iisu device.

Next to that, the iisuUnity dll holds several helper functions that make developing iisu based Unity applications more convenient.





The helper functions are extension methods to Unity and iisu classes:

UnityEngine.Vector3 extension methods:

- ToIisuVector2()
- ToIisuVector3()

Iisu.Data.Vector3 extension methods:

- ToUnityVector2()
- ToUnityVector3()
- ToUnityVector3Array()

Important note:

The extensions methods **swap the Y en Z axes**, as the axis system of iisu and Unity are different.