

## What's New in Version 1.2

1. Added AvatarScaler- and HeadMover-components and new, first-person avatar-demo scene.
2. Added two gesture-demo scenes - for discrete and continuous programmatic gestures.
3. Added two interaction-demo scenes. Tailored InteractionManager for VR/mobile use.
4. Added VisualGestureManager-component and visual-gesture demo scene.
5. Added SpeechManager-component and speech-recognition demo scene.
6. Removed multi-scene demo. KinectManager and KinectDataClient may be used in each scene now.
7. Renamed previous (more complex) demo scenes. Rearranged demo-scene folders.

## What's New in Version 1.1

1. Added option to find the Kinect data server automatically, if it is in the same subnet.
2. Added multi-scene demo, to show how to use the Kinect-related components in multiple scenes.
3. Added functionality to Kinect data client, to receive more and larger network messages.
4. Updated arm orientation calculations for Kinect bodies.
5. Fixed issue, when the scene uses other network server at the same time.