

What's New in Version 1.12

1. Updated AvatarController to use the Mecanim configured bones. Big thanks to Mikhail Korchun!
2. Added AvatarControllerClassic-component to allow manual assignment of bone transforms. Big thanks to Aaron Brooker!
3. Added 'Offset relative to sensor'-setting to AvatarController and AvatarControllerClassic to provide the option to put the avatar into his real Kinect coordinates. Big thanks to Claudio Rufa!
4. Added depth-collider demo scene, to demonstrate the mapping of Kinect space and depth coordinates to Unity world coordinates, and how this can be used for VR collisions.
5. Added gestures debug-text-setting to KinectManager to enable easier gesture development.
6. Updated detection of the available gestures, to make them more robust and easier to use.
7. Fixed sensor initialization, when the speech manager from KinectExtras is integrated.

What's New in Version 1.11

1. Added max-user-distance setting to KinectManager, to allow max-distance limitation.
2. Added maps-width-percent setting to KinectManager, to allow specifying of depth & color maps width as percent of the game-window width.
3. Added colliders to the avatars in KinectAvatarsDemo-scene.
4. Updated KinectOverlayDemo-scene to use full-screen background.
5. Updated calls to the KinectExtras-functions, in order to sync them to the latest Extras' version.
6. Fixed Playmaker-Kinect actions.
7. Converted package to Unity v.4.5.

What's New in Version 1.10

1. Added public functions to KinectManager to get the player indexes.
2. Added public function to KinectManager to get the raw depth map.
3. Improved Kinect overlay example – plane coordinates are no more needed.
4. Fixed avatar's hunchback issue.
5. Converted package to Unity v.3.4.3.

What's New in Version 1.9

1. Added new scene to demonstrate Kinect overlay – a ball following user's right hand on a video wall.
2. Added new gesture demo scene – simple presentation cube, controlled by left and right swipes.
3. Added new manual on how to use gestures and how to add your own Kinect gestures.
4. Moved gesture processing to a separate script. Updated corresponding Playmaker actions.
5. Fixed gesture processing, when there are no avatars in the scene.

What's New in Version 1.8

1. Added three more Playmaker Kinect-actions – Get Color Map, Get Depth Map and Get Joint Position. Big thanks to Jonathan O'Duffy and Andrew Jones!
2. Added gesture listener interface and sample implementation – SimpleGestureListener.
3. Added KinectManager-parameters to specify the color-map and depth-map on-screen sizes as percentage of the camera width and height. Big thanks to John Estes!
4. Added KinectManager-parameter to enable mouse cursor control by the Kinect hand-cursor and Click-gesture. Big thanks to Akhmad Makhsadov!
5. Improved avatar controller to allow more natural reflection of player's movements. Big thanks to Maza Xiao!
6. Improved the processing of the Kinect gestures.
7. Fixed Y-position of the Kinect joints.
8. Added how-to manuals for Playmaker Kinect-actions and using KinectManager across multiple scenes.

What's New in Version 1.7

1. Added Playmaker actions for Kinect. Big thanks to Jonathan O'Duffy and Andrew Jones!
2. Added Push and Pull gestures. See the Readme-file for details. Big thanks to Amirul Rostam!
3. Added detection of the closest user in the scene. Big thanks to Kevin Harper!
4. Added Kinect gestures demo scene.
5. Improved the processing of some gestures and the minimum time between.

What's New in Version 1.6

1. Added possibility for integration with Kinect Face-tracking ("Kinect Extras" package) - <https://www.assetstore.unity3d.com/#/content/10492>
2. Added auto-scan for existing avatars in the scene, if there are none added to KinectManager.
3. Improved gesture recognition by adding minimum time between gestures.
4. Fixed swipe-gesture names.

What's New in Version 1.5

1. Added possibility for integration with Kinect Interaction & Kinect Speech Recognition("Kinect Extras" package) - <https://www.assetstore.unity3d.com/#/content/10492>
2. Added recognition of two more gestures: Jump and Squat. Big thanks to Louis Wong!
3. Optimized depth/user-map routine. Big thanks to Mat Loz!

What's New in Version 1.4

1. Added recognition of two more gestures: SweepUp & SweepDown. See the Readme for details.
2. Added GestureCancelled()-event to AvatarController.
3. Updated cursor movement routine to make pointing and clicking smoother.
4. Fixed side movements of the legs during bending forward, etc.
5. The Kinect Interaction example and Kinect Speech Recognition example are placed into a separate KinectExtras package - <https://www.assetstore.unity3d.com/#/content/10492>

What's New in Version 1.3

1. Added recognition of two more gestures: Stop and Wheel. See the Readme for details.
2. Added tracking-state filter and a setting to "Ignore Inferred Joints". Turned on by default.
3. Added joint constraints in order to prevent the unnatural joint rotations.
4. Added settings for separate computation and display of the depth- and color-textures.
5. Fixed "Two Users"-mode to support one or two users in this mode.
6. Added "Mirrored Movement"-setting to the PointManController.
7. Example for Grip/Release functionality in Unity, based on code by Yunkyu Choi, is available separately at the moment. Please ask.

What's New in Version 1.2

1. Added recognition of two more gestures: ZoomOut and ZoomIn. See the Readme for details.
2. Added switchable filters to KinectManager to smooth out the Kinect sensor data.
3. Added optional skeleton lines to the user map (depth image).
4. Added DetectedGestures-collection to KinectManager to simplify the gesture recognition management.
5. Added CalibrationPose-settings to KinectManager to allow gesture calibration for players.

What's New in Version 1.1

1. Added recognition of hand gestures: RaiseHand, Psi, Wave, SweepLeft, SweepRight, Click.
2. Added cursor control via pseudo gestures: RightHandCursor, LeftHandCursor.
3. Added error messages for easier understanding of NUI error codes.
4. Changed some body part names in AvatarController-script: LeftUpperArm, RightUpperArm, LeftThigh, RightThigh.
5. Fixed z-coordinates in sensor data, from negative to positive values.