

1. extendedFingerCount (開いている指の数)
2. + "," + fingers[0].TipVelocity.Magnitude(スピード)
3. + "," + fingers[1].TipVelocity.Magnitude
4. + "," + fingers[2].TipVelocity.Magnitude
5. + "," + fingers[3].TipVelocity.Magnitude
6. + "," + fingers[4].TipVelocity.Magnitude
7. + "," + fingers[0].TipPosition.x (座標)
8. + "," + fingers[0].TipPosition.y
9. + "," + fingers[0].TipPosition.z
10. + "," + fingers[1].TipPosition.x
11. + "," + fingers[1].TipPosition.y
12. + "," + fingers[1].TipPosition.z
13. + "," + fingers[2].TipPosition.x
14. + "," + fingers[2].TipPosition.y
15. + "," + fingers[2].TipPosition.z
16. + "," + fingers[3].TipPosition.x
17. + "," + fingers[3].TipPosition.y
18. + "," + fingers[3].TipPosition.z
19. + "," + fingers[4].TipPosition.x
20. + "," + fingers[4].TipPosition.y
21. + "," + fingers[4].TipPosition.z
22. + "," + fingers[0].StabilizedTipPosition.x (補正座標)
23. + "," + fingers[0].StabilizedTipPosition.y
24. + "," + fingers[0].StabilizedTipPosition.z
25. + "," + fingers[1].StabilizedTipPosition.x
26. + "," + fingers[1].StabilizedTipPosition.y
27. + "," + fingers[1].StabilizedTipPosition.z
28. + "," + fingers[2].StabilizedTipPosition.x
29. + "," + fingers[2].StabilizedTipPosition.y
30. + "," + fingers[2].StabilizedTipPosition.z
31. + "," + fingers[3].StabilizedTipPosition.x
32. + "," + fingers[3].StabilizedTipPosition.y
33. + "," + fingers[3].StabilizedTipPosition.z
34. + "," + fingers[4].StabilizedTipPosition.x
35. + "," + fingers[4].StabilizedTipPosition.y
36. + "," + fingers[4].StabilizedTipPosition.z
37. + "," + fingers[0].Direction.x (移動距離)
38. + "," + fingers[0].Direction.y
39. + "," + fingers[0].Direction.z
40. + "," + fingers[1].Direction.x
41. + "," + fingers[1].Direction.y
42. + "," + fingers[1].Direction.z
43. + "," + fingers[2].Direction.x
44. + "," + fingers[2].Direction.y
45. + "," + fingers[2].Direction.z
46. + "," + fingers[3].Direction.x

47.+", " + fingers[3].Direction.y
48.+", " + fingers[3].Direction.z
49.+", " + fingers[4].Direction.x
50.+", " + fingers[4].Direction.y
51.+", " + fingers[4].Direction.z
52.+", " + fingers[0].Length (指の長さ)
53.+", " + fingers[1].Length
54.+", " + fingers[2].Length
55.+", " + fingers[3].Length
56.+", " + fingers[4].Length
57.+", " + fingers[0].Width (指の太さ)
58.+", " + fingers[1].Width
59.+", " + fingers[2].Width
60.+", " + fingers[3].Width
61.+", " + fingers[4].Width
62.+", " + fingers[0].IsExtended (指の伸縮)
63.+", " + fingers[1].IsExtended
64.+", " + fingers[2].IsExtended
65.+", " + fingers[3].IsExtended
66.+", " + fingers[4].IsExtended
67.+", " + AngleOf2Vector(fingers[3].Bone(0).Direction, arm.Direction) (手首の曲げ角度)
68.+", " + color_noise_flag (検出用フラグ)

＊<https://developer-archive.leapmotion.com/documentation/v2/csharp/api/Leap.Hand.html?proglang=csharp>(ドキュメントはこちらです)