

What's New in Version 1.18

thanks to Marco Ciccotelli).

Added 3d-movie demo-scene (thanks to Hannes Rose).

Added display of user-body image on screen for different sensors.

Fixed background-image components, when sensors get stopped (thanks to Edgaras Art).

Fixed sharp avatar rotations in AvatarController-component (thanks to Moritz Skowronski).

Fixed sending Kinect data to multiple clients over the network (thanks to Guo Wei Leong).

Fixed merging of user-bodies in case of multiple cameras (thanks to Levent Alpsal).

Fixed wrong knee rotation, when 'Ignore Z-coordinates' is turned on (thanks to flymanbox).

Fixed estimations of shoulder and elbow orientations in some special cases.

Fixed mesh bounding box in SceneMeshRendererGpu & UserMeshRendererGpu-components (thanks to Benjamin King).

What's New in Version 1.17.x

남대현

What's New in Version 1.16.x

What's New in Version 1.15

What's New in Version 1.14

What's New in Version 1.13

What's New in Version 1.12.x

What's New in Version 1.11

What's New in Version 1.10

이상철

What's New in Version 1.9.x

2.

Added

What's New in Version 1.8

What's New in Version 1.7.x

What's New in Version 1.6

What's New in Version 1.5

What's New in Version 1.4

What's New in Version 1.3

Gianluca Martini)

Andreas Pedroni).

What's New in Version 1.2

What's New in Version 1.1

