

## What's New in Version 2.1

1. Added face tracking manager and demo scene, working for both Kinect v2 and Kinect v1.
2. Added support for x32 and x64 architectures at run-time.
3. Added AvatarControllerClassic-component to allow manual assignment of bone transforms. Big thanks to Aaron Brooker!
4. Added automatic scan for gesture listeners in the scene.
5. Added option to AvatarController, to have offset relative to the sensor. Big thanks to Claudio Rufa!
6. Improved Zoom-in, Zoom-out, Wheel and Stop gestures. Big thanks to Shamil Bugdabayev!
7. Updated to Kinect-Unity plugin v.1410.

## What's New in Version 2.0

1. Added support for various depth sensors, currently Kinect v2 and Kinect v1.
2. Updated AvatarController to use the Mecanim configured bones. Big thanks to Mikhail Korchun!
3. Added reasonable constraints to the calculated bone orientations.
4. Added left-hand press and right-hand press detection to the InteractionManager.
5. Added function to set the primary user ID.
6. Added multi-source reader option (supported by Kinect v2 only).
7. Added parameter to set the image-map onscreen width as percent of the window width.
8. Updated KinectOverlayDemo to be full screen.

## What's New in Version 1.1

1. Added new Kinect-overlay demo scene – green ball, following user's right hand on a video wall.
2. Added simple GetJointPositionDemo-sample, as a pattern to be used in custom scripts.
3. Added sample colliders to the avatars in KinectAvatarsDemo-scene.
4. Added maxUserDistance-setting to KinectManager, as suggested by Eugene Cone. Thank you!
5. Added sensorAngle-setting to KinectManager, as required by many users.
6. Added PlaymakerKinectActions, utilizing several Kinect v2 features in Playmaker environment.
7. Several updates, improvements and fixes of bugs and issues, reported by package users.