

How to Use KinectManager across Multiple Scenes

In order to use KinectManager across multiple scenes, it must be added as component to a game object that is created once during the game, and then remains available in all scenes. In this case the MainCamera is not a good choice. You can do as follows:

1. Create a new scene and name it 'StartupScene'.
2. Open the StartupScene.
3. Create an empty game object and name it 'KinectObject'.
4. Add the KinectManager as component to the KinectObject. Then modify the KM settings as needed. All other managers (InteractionManager, FacetrackingManager, SpeechManager, etc.) can be added to the respective scenes, where they are needed.
5. Add Assets/MultiSceneDemo/Scripts/LoadFirstLevel-script to the KinectObject. This script will load the first game scene, right after the Kinect-sensor gets initialized.
6. Save the StartupScene. Add it as 1st scene in the project's build settings.
7. Open any of the other scenes.
8. Make sure KinectManager is removed from the MainCamera.
9. If you need avatars, gesture listeners or any of the other managers in the scene (InteractionManager, FacetrackingManager, SpeechManager, etc.), set them up here.
10. Add Assets/MultiSceneDemo/Scripts/ LocateAvatarsAndGestureListeners-script to the MainCamera. It will automatically detect the avatars and gesture listeners, when the scene starts up.
11. If you need access to the public functions of KinectManager in your scripts, use the following code to get reference to the KinectManager:

```
KinectManager kinectManager = KinectManager.Instance;
```

12. Now, look at the multiple-scenes demo, located in the Assets/MultiSceneDemo-folder ;)

Support, Examples and Feedback

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