

How to Use KinectManager across Multiple Scenes

In order to use KinectManager across multiple scenes, it must be attached to a game object that is created only once during the game, not destroyed and available in all scenes. In this case the MainCamera is not a good choice. If this is the case, do as follows:

1. Create a new scene and name it 'StartupScene'. Set it as the 1st scene to be executed, in the project's build settings.
2. Open the StartupScene.
3. Create an empty game object and name it 'KinectObject'.
4. Attach the KinectManager there and modify its settings as needed. You can also attach the InteractionManager, FacetrackingManager or SpeechManager, if you need them.
5. Attach KinectScripts/Samples/LoadMainLevel-script to KinectObject. This script will simply load the next scene, right after Kinect-sensor has been initialized.
6. Save the StartupScene.
7. Open any of the other scenes.
8. Make sure KinectManager (and the other Managers) are removed from MainCamera.
9. If you need avatars or gesture listeners in your scene, set up the avatars' objects. Then attach KinectScripts/AvatarController-script to each avatar. Additionally attach KinectScripts/Samples/SetSceneAvatars-script to the MainCamera. It will automatically add the scene avatars to the AvatarControllers list of KinectManager at the scene start-up. It will also automatically add the available gesture listener(s) in the scene to the GestureListeners-list of KinectManager.
10. If you need to invoke a public function from KinectManager in your scripts, use the following code to get reference to KinectManager:

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

11. You can get reference to the the InteractionManager, FacetrackingManager or SpeechManager in the same way.

Support, Examples and Feedback

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