

How to Use KinectManager across Multiple Scenes

Please note, the KinectManager-component is not destroyed between the scenes. If your project consists of multiple scenes, KinectManager should be added to a game object that is created only once, usually at the project's start up time. Then it will persist across all "real" scenes. Here is how to do it:

1. Create a new scene. Name it 'StartupScene'.
2. Open the StartupScene.
3. Create an empty game object and name it 'KinectControllerStartup'.
4. Add the KinectManager as component to the KinectControllerStartup. Modify the KM settings, if needed. Add the needed sensor interfaces to child objects of KinectControllerStartup. The other components may be added later to the real scenes, as needed.
5. Add KinectScripts/MultiScene/LoadFirstLevel-script to the KinectController. This script will load the first real scene, right after the KinectManager is successfully initialized.
6. Save the StartupScene. Add it as 1st scene to the 'Scenes in Build' list in Unity build settings.
7. Create and open any of the other scenes.
8. Add the needed objects and components, including avatar controllers, gesture listeners, etc.
9. DO NOT add the KinectManager-component to any of the real scenes.
10. Add KinectScripts/MultiScene/RefreshGestureListeners-script to the scene's KinectController-object. It will automatically detect the available gesture listeners, when the scene starts up.
11. If you need access to the public API of KinectManager in your scripts, use the following code snippet to get reference to the KinectManager:

```
using com.rfilkov.kinect;  
// ...  
KinectManager kinectManager = KinectManager.Instance;
```

To see all this in action, look at the multi-scene demo in the K4A-asset. Open and run 'Scene0-StartupScene', located in the KinectDemos/MultiSceneDemo-folder. Don't forget to add the 3 scenes there to the 'Scenes in Build' list of Unity Build settings (menu File / Build Settings).

More Information, Support and Feedback

Web: <https://rfilkov.com/2019/07/24/azure-kinect-examples-for-unity/>

Docs: <https://github.com/rfilkov/k4adocs/wiki>

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