

What's New in Version 1.5

1. Added Playmaker actions for LeapMotion.
2. Added gesture demo scene – simple presentation cube, controlled by hand swipes - left and right.
3. Updated project structure in order to be better understandable.
4. Fixed hand grip and release functionality.
5. Removed the extra gestures.

What's New in Version 1.4

1. Added pinch/release functionality.
2. Added extra leap gestures – Click, HandSwipe and Fist.
3. Added DragDropExample scene to demonstrate pinch/release and extra leap gestures.
4. Improved debug visualizer window.

What's New in Version 1.1 - 1.3

1. Added cursor hand control and touch status availability.
2. Added Leap GUI-buttons and button-control script (LeapGuiButton).
3. Added Leap debugging camera and fingers/hands tracking window.
4. Improved recognition of Leap-generated gestures.
5. Fixed the library-not-found issue by creating a standalone windows application.