What's New in Version 1.9.x

1. Added user body merger, to merge the sensor-detected users, when multiple sensors are connected and properly calibrated (big thanks to Cy-Fighter LLC - http://cy-fighter.com).
2. Updated MultiCameraSetup-scene to provide manual adjustment of the camera poses, after the automatic pose estimation is complete.
3. Added depth-color and body-depth frame synchronization to the net-client sensor interface.
4. Added automatic net-server discovery option to the net-client sensor interface (LAN only).
5. Added KinectEventManager-component, to deliver frame events to the registered listeners.
6. Updated thread waiting times, to lower CPU utilizations (thanks to Sheng Jiang).
7. Moved background-removal-by-body-bounds filter to separate component.
8. (v1.9.1) Added 'Loop playback'-setting to the K4A-interface (thanks to Vincenzo Lancianese).
9. (v1.9.1) Updated to Azure Kinect Body Tracking SDK v1.0.0.
10. (v1.9.1) Many small fixes and updates in various scripts, components and scenes.
11. (v1.9.2) Added methods to KM, to start and stop the depth sensors (thanks to Tom Goethals).
12. (v1.9.2) Added 'Console log messages'-option to KinectManager (thanks to cecarlsen).
13. (v1.9.2) Updated MultiCameraSetup, to utilize multiple body joints and motion smoothing.
14. (v1.9.2) Added 'Point cloud player list'-setting to the sensor interfaces, to allow filtering of bodies by the point-cloud vertex shader (thanks to Vincenzo Lancianese).

What's New in Version 1.8

1. Updated to Azure Kinect Body Tracking SDK v0.9.5 with multiple instance support.
2. Added MultiCameraSetup-scene, to automatically detect the positions and rotations of the sensors in a multi-camera setup.
3. Added 'Use multi-cam config'-setting to KinectManager, to utilize the sensor configuration, as saved by the MultiCameraSetup-scene.
4. Implemented simple fusion of the body joints, when multiple calibrated cameras are used.
5. Added BackgroundRemovalDemo3-scene and BackgroundRemovalByBodyIndex-component, to filter users by the detected body indices.
6. Added compression and decompression of the raw data frames in net-server and net-client interface.
7. Updated the classic mesh renderer scripts, to build the mesh in a separate thread and to support color camera resolution (thanks to N. Naydenov & G. Martini).

What's New in Version 1.7.x

1. Added KinectNetServer-component to share sensor streams over the network, and KinectNetServer - scene to act as network server for the connected sensor.
2. Added NetClientInterface-component to receive the sensor streams over the network, as well as NetClientDemo1-demo to show the network sensor functionality.
3. Added 'Finger orientations'-setting to AvatarController, to determine whether the model should reflect the user's finger orientations or not.

4. Added 'Mesh texture'-setting to SceneMeshRendererGpu & UserMeshRendererGpu components, to select between the color and infrared textures (thanks to Alan).
5. Added UserSkeletonCollider-component to UserMeshDemo-scene, to provide collisions with physical objects (thanks to Daniel Gontz).
6. Fixed "missing hands" issue, when the user is far from the sensor (thanks to Nayden).
7. Added caching of space tables, to improve the scene load time (thanks to Gianluca Martini).
8. (1.7.1) Updated KinectNetServer & NetClientInterface to exchange transformed depth & color frames.
9. (1.7.1) Fixed user-tracking bug in Kinect2Interface and AvatarMatcher-script (thanks to Hao Tseng).
10. (1.7.1) Added 'Users face backwards'-setting to Kinect2Interface (thanks to Leif Dehmelt).

What's New in Version 1.6

1. Added BackgroundRemovalDemo4 scene, to show how to display virtual environment within the user's silhouette.
2. Added BackgroundRemovalDemo5 scene, to demonstrate how to display the user's silhouette in a 3d scene, according to the user's distance to the sensor.
3. Upgraded K4A plugin to Azure Kinect Sensor SDK v1.3.0 & Body Tracking SDK v0.9.4. Updated sensor interfaces to support the new hand-related joints, as well as the joint tracking states.
4. Added 'Ignore inferred joints'-setting to the KinectManager-component, to determine whether to consider or ignore the inferred joints.
5. Updated SceneMeshDemo & UserMeshDemo-scenes to undistort the mesh and to apply scene lighting (big thanks to Alan & Gianluca Martini).

What's New in Version 1.5

1. Added BodyDataRecorderDemo scene, to show how to record and replay the user body data.
2. Added PlayerDetectorDemo scene, to demonstrate how to play a recording, when no user is present.
3. Updated SceneMeshDemo scene, to create and update the scene mesh on GPU instead of CPU.
4. Updated UserMeshDemo scene, to create and update the user mesh on GPU instead of CPU.
5. Fixed model's head rotation in the AvatarController-component (big thanks to N. Naydenov).

What's New in Version 1.4

1. Added MoCap-Animator demo scene, to demonstrate motion capturing into Unity animation.
2. Added SceneMeshDemo scene, to show how to integrate part of the real environment into the scene.
3. Added UserMeshDemo scene, to show how to integrate the user into the scene.
4. Added 2nd background-removal demo scene, to demonstrate how to display part of the real environment on virtual background.
5. Updated K4A plugin to use Azure Kinect Body Tracking SDK 0.9.3.

What's New in Version 1.3

1. Added background-removal demo scene, to show how to display user bodies on virtual background.
2. Added pose detection demo scene, to demonstrate how to detect the user matching static pose.
3. Added infrared image texture as an option of getting IR frames and displaying them on screen (big thanks to Gianluca Martini).
4. Updated K4A plugin to use the Azure Kinect Body Tracking SDK 0.9.2.
5. Fixed K4A interface issue, when the device's sync mode is Master (big thanks to Andreas Pedroni).

What's New in Version 1.2

1. Added two fitting-room demo scenes, to demonstrate humanoid model overlays.
2. Added experimental RealSense body tracking. It's in preview state, far from perfect yet.
3. Added horizontal, vertical & forward offset settings to the JointOverlayer-component, to allow better adjustment of the overlaying object.
4. Added more visual effects to the point-cloud demo scene.
5. Updated K4A plugin to Azure Kinect Sensor SDK 1.2.
6. Fixed setting of K4A color and depth modes that require 15 fps.
7. Fixed play-recording in the Azure Kinect interface.

What's New in Version 1.1

1. Replaced DepthEngine 1.0 with 2.0, to conform to Azure Kinect Sensor SDK 1.2.
2. Added two gesture demo scenes, to demonstrate discrete and continuous gesture tracking.
3. Added multi-scene demo, to show how to use the KinectManager in multi-scene projects.
4. Added 'Point cloud resolution'-setting to the sensor interface components, to allow depth-to-color and color-to-depth image conversions.
5. Added IMU rotation tracking and FollowSensorTransform-component, to allow sensor pose tracking.
6. Fixed AvatarController issue that caused the model to freeze, when the user ID changes.
7. Multiple updates, improvements and bug fixes, reported by the users.