

# SocialCueSwitch Documentation

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# Introduction

The *SocialCueSwitch* package is designed to enhance the interaction between avatars in a virtual environment. By leveraging audio cues, visual cues, and gesture recognition, this package provides feedback to users based on proximity, observation, and gestures. This documentation will guide you on how to use the `SocialCueSwitch` package in your Unity project.

## How to Use

### 1. Installation:

- 1.1. Import the `SocialCueSwitch` package into your Unity project.
- 1.2. Ensure that all dependencies, especially `UnityEngine`, `UnityEngine.UI`, and `TMPPro`, are present in your project.

### 2. Setting Up:

- 2.1. Navigate to the demo scene provided with the package to get an overview of how the system works.
- 2.2. Drag and drop the `SocialCueSwitch` script onto your character controller or any avatar you wish to enhance with social cues.

### 3. Configuration:

The `SocialCueSwitch` script comes with several configurable fields:

- *Tone Configurations*: Set up audio clips and volume thresholds for proximity, observation, and gesture tones.
- *Avatar Configurations*: Define the list of all objects, observing avatars, nearby avatars, and audio configurations.
- *Arrow Configurations*: Adjust the arrow's appearance and position, which indicates the direction of the talking object.
- *Caption Settings*: Customize the appearance and behavior of captions that provide feedback on social cues.

## 4. Gestures:

- 4.1. The ``SocialCueSwitch`` script is designed to work with a gesture recognition system. Ensure that your avatars have the necessary components for gesture detection.
- 4.2. Use the ``PlayGestureAudio`` method to play an audio cue when a gesture is detected.

## 5. Audio Cues:

- 5.1. Assign appropriate audio clips for proximity, observation, and gesture tones.
- 5.2. Adjust the volume thresholds to determine when each tone should play or increase in volume.

## 6. Visual Cues:

- 6.1. The script can display an arrow pointing towards the current talking object. Ensure that the arrow prefab is assigned and adjust its position and rotation offsets as needed.
- 6.2. Captions can be displayed based on social cues. Customize the appearance, font, and display time of captions using the Caption Settings.

## 7. Testing:

- 7.1. Play the demo scene and interact with other avatars.
- 7.2. Observe the audio and visual cues as you approach other avatars, make eye contact, or perform gestures.
- 7.3. Adjust the configurations as needed to fit the desired behavior for your project.

## 8. Advanced:

- 8.1. For advanced users, you can extend the functionality of the ``SocialCueSwitch`` script by adding custom methods for integrating with other systems.
- 8.2. Use the provided methods, such as ``AddCaption``, to display custom feedback based on specific events or interactions.