

What's New in Version 1.3

1. Added Kinect Face-tracking support and Facetracking example.
2. Added possibility to load new grammar to SpeechRecognition manager.
3. Added Z-position (PressExtent) to KinectInteraction manager and example.
4. Fixed the lag in the native Update-functions of KinectInteraction and SpeechRecognition.

What's New in Version 1.2

5. Added possibility for integration with Kinect Manager ("Kinect with MsSDK" package) - <https://www.assetstore.unity3d.com/#/content/7747>
6. Improved cursor control in the Kinect Interaction example.
7. Removed Necromancer GUI from Kinect Speech Recognition example.

What's New in Version 1.1

1. Fixed multiple errors in the integration of the native libraries with Kinect-Interaction example.
2. Added Kinect Speech Recognition example.