

# Hand Engine Lite 3.0.2 - Release Notes - Final

<b>New version</b>	Hand Engine Lite 3.0.2
<b>Previous version</b>	Hand Engine 2.2.2 SDK
<b>Deprecated versions</b>	N/A
<b>Release date</b>	3rd October 2023
<b>Operating system</b>	Windows 10 or later, 64bit
<b>Meaning of icons</b>	+added, ^changed, !note, #fixed, -removed
<b>Recommended</b>	<b>FIRMWARE</b> <b>Firmware for the MoCap Pro glove - Studio model:</b>  MoCap Pro Studio glove firmware update 2.1.16 or higher  Bluetooth Dongle firmware update 2.1.16 or higher  Both are included in the Firmware Updater Tool within Hand Engine.

## 1. Introduction

This document describes the new Hand Engine Lite version 3.0.2 release. This release includes:

- Support for the MoCap Pro Studio glove
- A new calibration method, called Smart Calibration
- New inbuilt Firmware Updater tool
- A new hand model is displayed on the Hand Engine interface
- A new live streaming workflow for Unreal Engine and Unity via the Hand Engine SDK.

It is recommended to upgrade only if you have acquired the new MoCap Pro Studio gloves. All other customers are advised to continue using Hand Engine 2.2.2 SDK.

If you are upgrading from Hand Engine 2.2.2 SDK, you must reactivate your license by going into **Help** → **Deactivate License** from the top left menu.

It is recommended to use the latest firmware.

## 2. Major Changes

+Support for the MoCap Pro Studio glove is now available.

+Smart Calibration is a new calibration method that replaces the previous Express Calibration. It is based on 7 static poses the actor has to perform following the instructions on screen.

+Firmware Updater tool has been implemented to facilitate the update into a one-click process. Always make sure the gloves have enough battery and are within 30cm of the dongle when updating.

+New interface hand model is now available, also known as 'Robot Hands'.

^The glove data transfer rate was reduced from 120HZ to 60Hz, which is the capability of the Studio glove.

-Support for the MoCap Pro SuperSplay glove has been removed, this model is now deprecated and not being produced anymore. If you still own the SuperSplay gloves we recommend using Hand Engine version 2.2.2-SDK.

-The MoCap Pro Fidelity glove is not supported in Hand Engine Lite.

-Express Calibration is unavailable with the Studio gloves.

-Advanced Calibration is unavailable with the Studio gloves.

### 3. Other Changes

+Glove connectivity drop-down options clearly label the left or right hand.

+Glove status bar dynamically updates when the glove is connected.

+New Unity streaming workflow via the Hand Engine SDK and the new StretchSense plugin. The retargeting process can be done via the new plugin.

+New Unreal Engine streaming workflow via the Hand Engine SDK and the new StretchSense plugin. The retargeting process can be done via the new plugin.

^SDK default port updated to 60062 to match the port the Unreal and Unity plugin listens to.

-WiFi App support is unavailable in Hand Engine Lite.

-Glove wired connection is unavailable with the Studio gloves.

-The Vicon and OptiTrack timecode integration is unavailable in Hand Engine Lite.

-Xsens MVN Integration is unavailable in Hand Engine Lite.

-TCP Streaming is unavailable in Hand Engine Lite.

-Maya and Motion Builder live streaming is not supported in Hand Engine Lite.

-Remote Recording Trigger is unavailable in Hand Engine Lite.

-FBX recording is unavailable in Hand Engine Lite.

-SD card recording is unavailable with the Studio gloves.

-The Batch Processing tool is unavailable in Hand Engine Lite.

-The Pose Editor tool is unavailable in Hand Engine Lite.

-The Remapping Tool is unavailable in Hand Engine Lite.

#Issue where multiple previously connected USB COMPORT devices are restored in the glove connectivity drop-down even if the USB dongles are not physically connected to the PC has been fixed. The COM port options now tell whether it's a left or right-hand glove, and they only display on their respective hand side.

### 4. Known Issues

#### User Interface

- Constantly hovering the cursor over dropdown options from the Help menu on the UI may cause Hand Engine to crash.
- The Install Directory shortcut from the Help menu on the UI is non-functional (if you are upgrading from version 2.2.2-SDK, the shortcut will take you to the location of v2.2.2).

The correct Hand Engine 3.0.2 Lite directory is: C:\Users\<user\_name>\AppData\Roaming\HandEngine-3.0.2-LITE.

- If the PC enters sleep/hibernation mode, Hand Engine crashes upon waking up.

#### Calibration

- Performance issues when using the *Smart Calibration*:
  - The *MoCap Pro Studio* has a slightly muted thumb motion, particularly in the *Paddle* and *Paddle Reach* poses.
- At the end of the calibration, the hand animation may freeze for a couple of seconds as the final model is trained.

## Tools

- Firmware Updater:
  - Access to the Firmware Updater tool gets blocked after closing Hand Engine with the Settings window open. In order to unblock the tool, open and close the Settings window again.
  - Certain failures during the firmware update process such as the dongle being unplugged, USB port issues, glove losing connection may result in getting the update stuck. Restarting Hand Engine and running the update again fixes these issues.