Hand Engine Pro 3.0.5 - Release Notes - To be Published

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New version	Hand Engine Pro 3.0.5
Previous version	Hand Engine Pro 3.0.3
Deprecated versions	N/A
Release date	1st November 2023
Operating system	Windows 10 or later, 64bit
Meaning of icons	+added, ^changed, !note, #fixed, -removed
Recommended	**FIRMWARE** **Firmware for the MoCap Pro glove - Studio model:** 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 Pro version 3.0.5 release. This release includes:

- VCM Streaming options
- Bug fixes

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

+VMC Streaming setup option is now available in the settings window (Edit → Settings in the top left menu in Hand Engine).

#Fixed the Remap Tool where it was non-functional, streaming into MotionBuilder and Maya should run smoothly now.

#Fixed an issue where the Install Directory shortcut in Hand Engine was non-functional.

#Fixed an issue when closing Hand Engine with the settings window open would block access to the Firmware Updater tool.

3. Other Changes

#Fixed an issue where adding multiple performers led to the recently added performer not being staged. Deleting the newest performer resulted in two performers being deleted (this is only applicable for licenses that can connect to multiple performers).

#Fixed an issue where users were unable to add more than one performer when using a Hand Engine Pro Xsens license.

^Moved the Master Timecode information from the Recording section into the Timecode section.

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.
- 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.

Streaming

- Depending on the memory of your PC, streaming on more than 5 performers (10 pairs of gloves) into *Unity, MotionBuilder, Maya, or Unreal Engine* can lead to drops in performance quality. Please see the bottom of the *Hand Engine* webpage for minimum PC requirements: https://stretchsense.com/solution/hand-engine/

Recording

- When recording there will be a 1-second keyframe gap in the *FCurve* within the first 2 seconds of the recorded FBX file due to the time it takes for the recording message to be sent out.

Tools

- Firmware Updater:
  - 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.