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function detectFingers() {

    // Reset all finger states

    leftIndexFingerUp = false;
    leftMiddleFingerUp = false;
    leftRingFingerUp = false;
    leftPinkyFingerUp = false;
    rightIndexFingerUp = false;
    rightMiddleFingerUp = false;
    rightRingFingerUp = false;
    rightPinkyFingerUp = false;

    /***** Process each detected hand *****/

    for (let i = 0; i < hands.length; i++) {

        const hand = hands[i];
        const handedness = hand.handedness; // "Right" or "Left"

        /***** Define finger indices for clarity *****/

        const indexLowest = 5; // Index finger base
        const indexMidLow = 6; // Index finger middle joint
        const indexMidHigh = 7; // Index finger second joint
        const indexHighest = 8; // Index finger tip

        const middleLowest = 9; // Middle finger base
        const middleMidLow = 10; // Middle finger middle joint
        const middleMidHigh = 11; // Middle finger second joint
        const middleHighest = 12; // Middle finger tip

        const ringLowest = 13;
        const ringMidLow = 14;
        const ringMidHigh = 15;
        const ringHighest = 16;

        const pinkyLowest = 17;
        const pinkyMidLow = 18;
        const pinkyMidHigh = 19;
        const pinkyHighest = 20;

        /***** Check if fingers up (tip is higher than midLow) doesn't
        matter which hand *****/
    }
}

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    const isIndexUp = hand.keypoints[indexHighest].y <
hand.keypoints[indexMidLow].y &&
    hand.keypoints[indexMidLow].y <
hand.keypoints[indexLowest].y;

    // Check if middle finger is up
    const isMiddleUp = hand.keypoints[middleHighest].y <
hand.keypoints[middleMidLow].y &&
    hand.keypoints[middleMidLow].y <
hand.keypoints[middleLowest].y;

    // Check if ring finger is up
    const isRingFingerUp = hand.keypoints[ringHighest].y <
hand.keypoints[ringMidLow].y &&
    hand.keypoints[ringMidLow].y <
hand.keypoints[ringLowest].y;

    // Check if pinky finger is up
    const isPinkyUp = hand.keypoints[pinkyHighest].y <
hand.keypoints[pinkyMidLow].y &&
    hand.keypoints[pinkyMidLow].y <
hand.keypoints[pinkyLowest].y;

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/***** Set the appropriate hand's finger states / if left hand or
right hand. *****/

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    if (handedness === "Right") { // we have to do this here because
of the video flipping.
        leftIndexFingerUp = isIndexUp;
        leftMiddleFingerUp = isMiddleUp;
        leftRingFingerUp = isRingFingerUp;
        leftPinkyFingerUp = isPinkyUp;
    } else {
        rightIndexFingerUp = isIndexUp;
        rightMiddleFingerUp = isMiddleUp;
        rightRingFingerUp = isRingFingerUp;
        rightPinkyFingerUp = isPinkyUp
    }
}
}

```