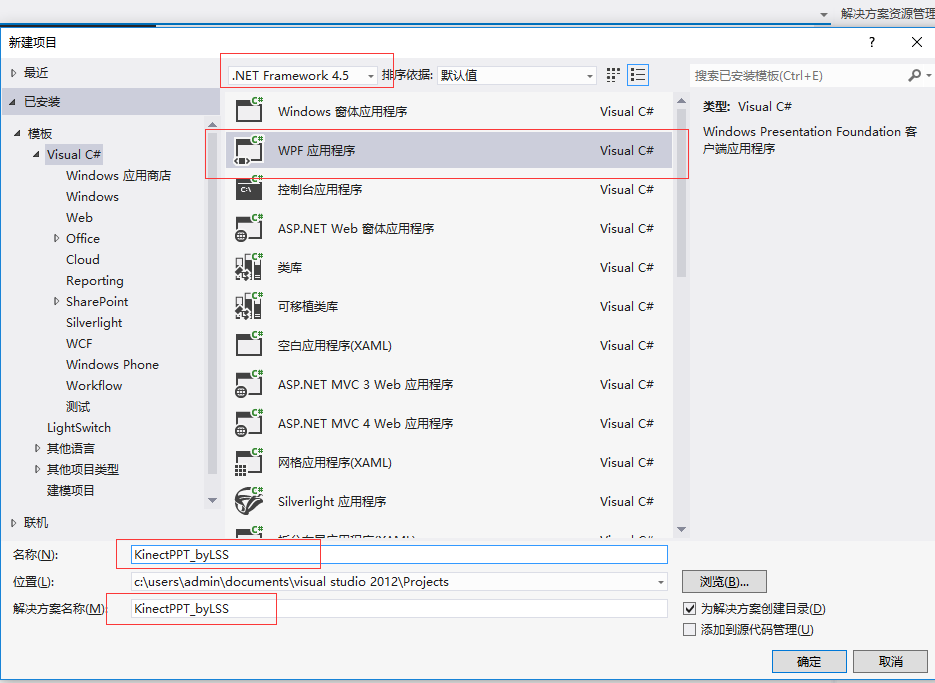
Kinect2.0 需要在win8及以上的环境中才能运行

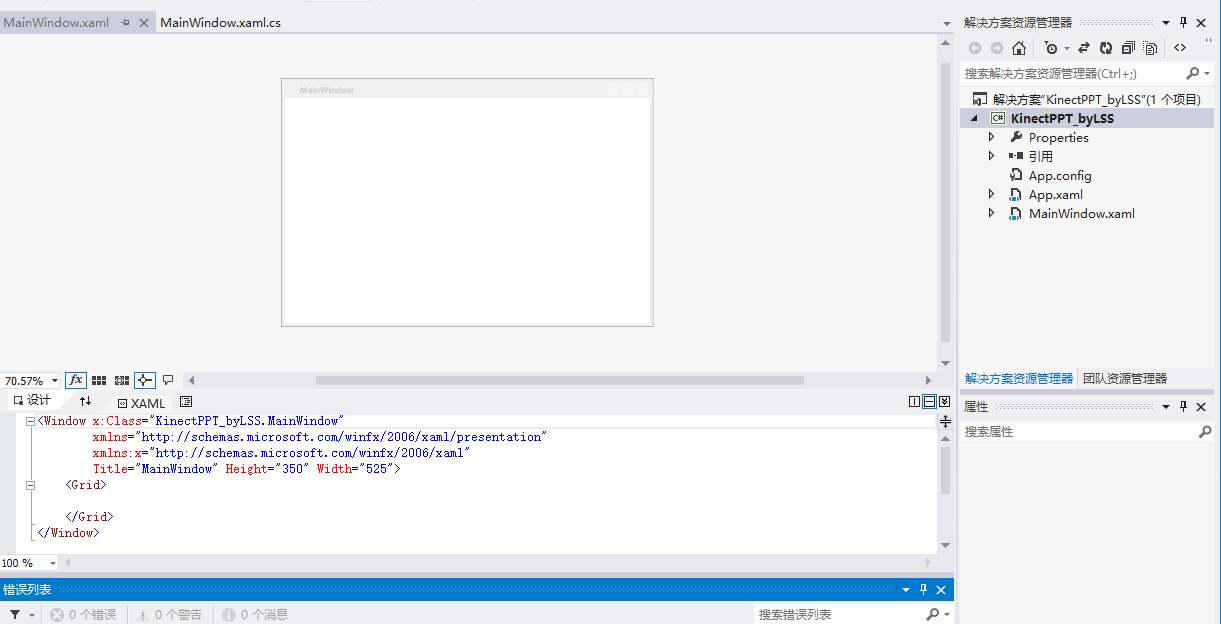
我所做的Demo是在VS2012的环境下搭建的：

原理是通过对手势的定义得到状态类别，让后通过骨骼位移的幅度来触发 对键盘的控制。

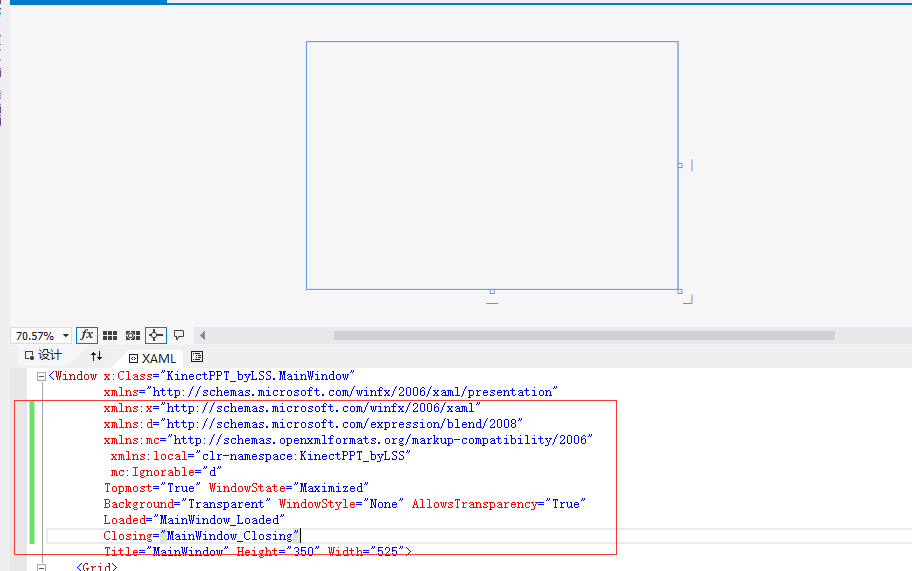
首先我们打开VS2012软件 创建项目，然后我们创建WPF程序



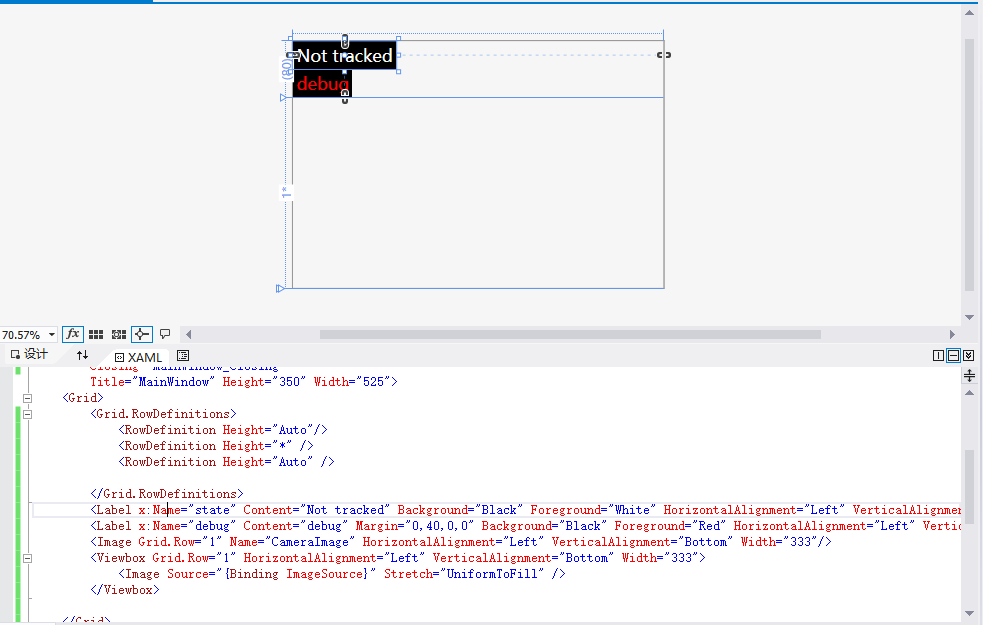
创建完成我们将得到如图下：



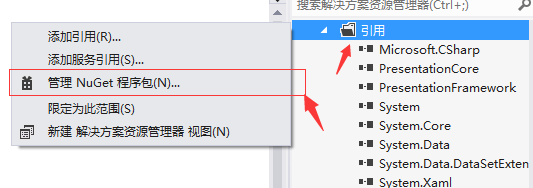
给窗体添加一些属性

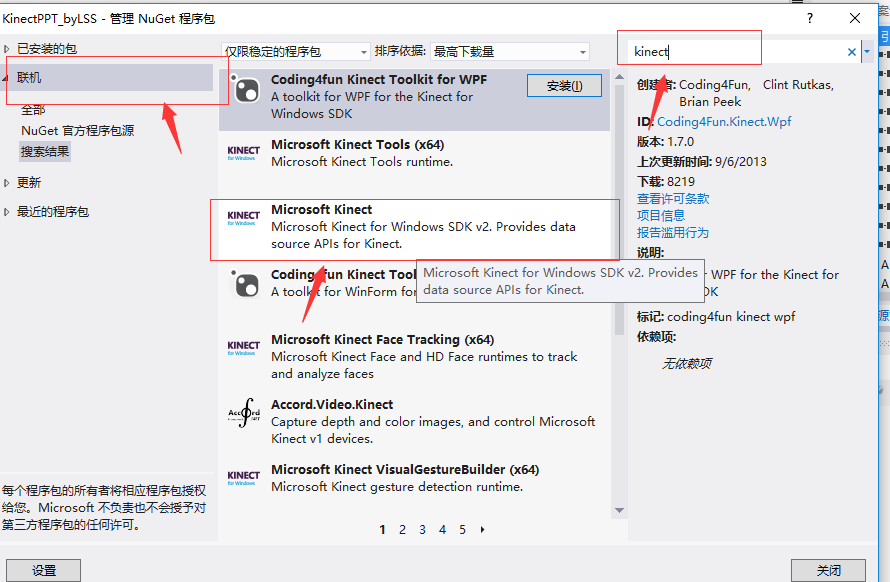


添加2个Label控件 来显示状态提示，再添加一个Image控件左图像显示

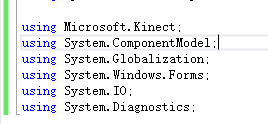


在引用的地方需要添加Microsoft.Kinect引用和System.Windows.Forms



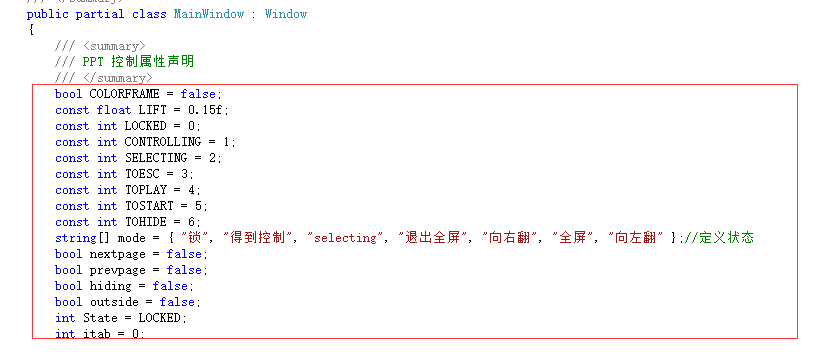


在后台的CS文件需要导入引用

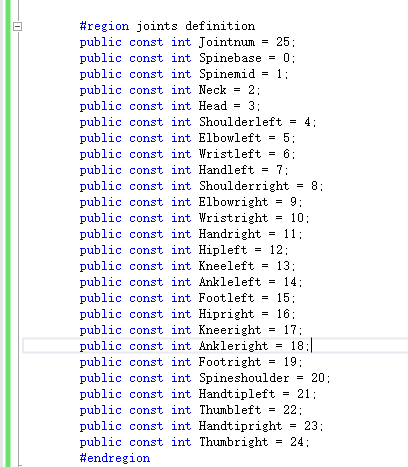


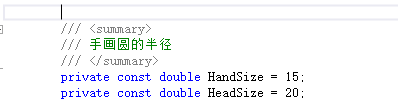
然后我们就可以开始写代码了

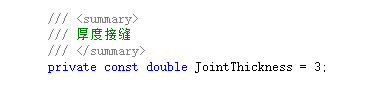
现对PP控制属性的声明

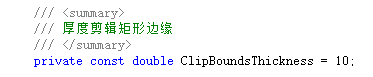


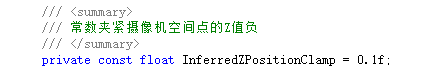
26个关节定义

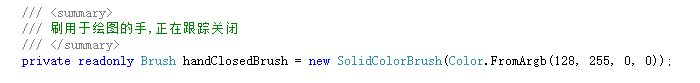


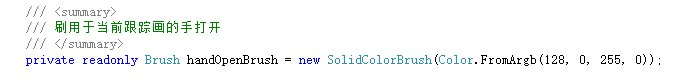


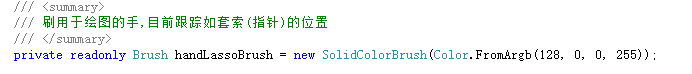


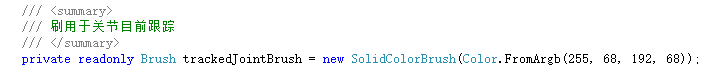


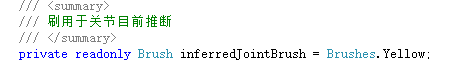


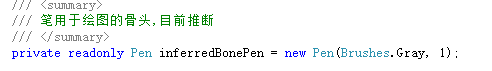


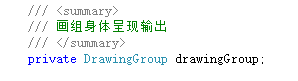


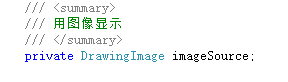


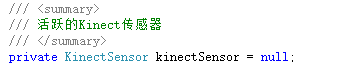


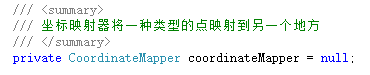






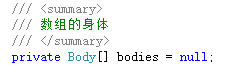


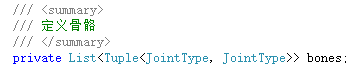


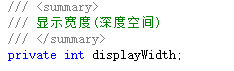


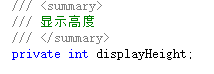


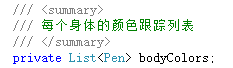




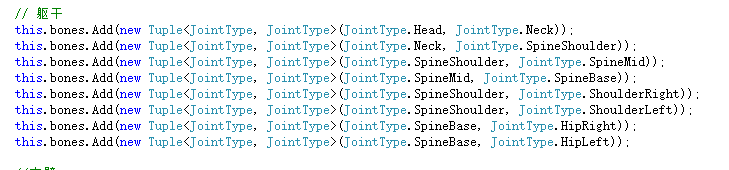


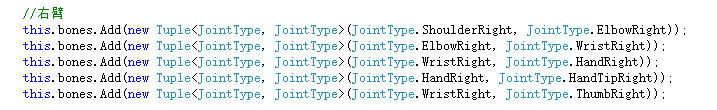


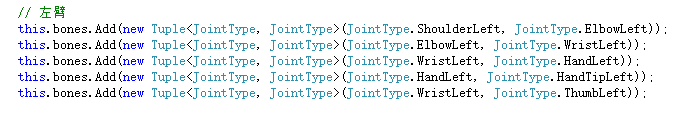


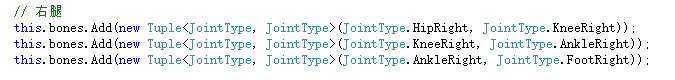


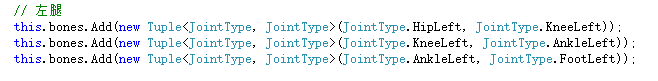




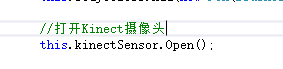


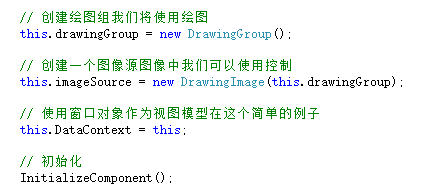


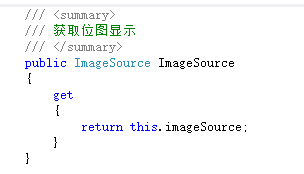


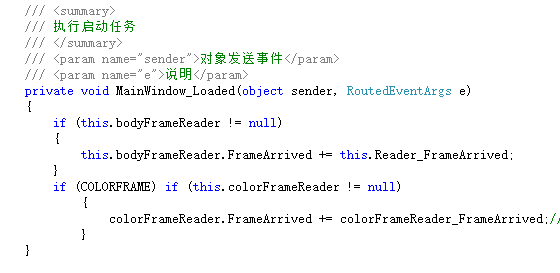


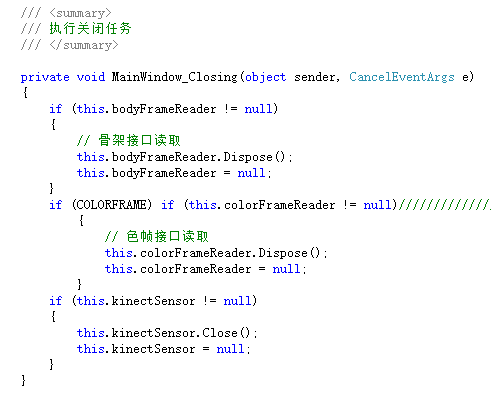














详细的代码参考demo