

# Develop Kinect

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## Install libfreenect Drivers on Ubuntu

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Published by Jared St. Jean on Mon, 28/11/2011 - 6:01pm

libfreenect is the end result of the famous Adafruit Kinect hacking bounty X-Prize winner. After it made its mark on the scene, the OpenKinect community was born and the rest is history. This guide will provide the resources necessary to install the OpenKinect libfreenect drivers for Ubuntu. The original installation guide can be found at OpenKinect's Getting Started Guide.

We'll be performing the entire operation using a Terminal app. If you're unfamiliar or uncomfortable using this tool, you'll just have to suck it up sonny, it'll be worth it in the end. The end result of getting this whole process running is a sweet feeling and segway's to so many cool DIY hacks. Anyway..

First up, upon up a Terminal. The default ubuntu one can be found by search for Terminal from the dashboard -- if you're using Ubuntu 11.04 + with Unity. Older versions of Ubuntu has the terminal located in Applications -> Accessories -> Terminal.

### Installing Dependencies

Type in the following to install the required dependencies and packages necessary to install libfreenect.

```
sudo apt-get install git-core cmake freeglut3-dev pkg-config build-essential libxmu-dev libxi-dev libusb-1.0-0-dev
```

This will take a bit of time depending on your internet connection and if you need to install all of these dependencies. Once complete, we'll move on to downloading and installing libfreenect.

### Install libfreenect

Create a directory in Home called Kinect. This will act as our default project folder where we'll be dumping everything relating to this guide.

```
mkdir ~/Kinect
cd ~/Kinect
```

Use git to download the latest version of libfreenect

```
git clone git://github.com/OpenKinect/libfreenect.git
```

The next few commands relate to building libfreenect

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Syh

your project is very good. So. can you send me the codes? here's my email (keahs90@gmail.com) Thank you

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Julian

Alberto Castiblanco Pal OpenNI package is not available on the link, can you give me a optional site to download? Thank you

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Emusicman11

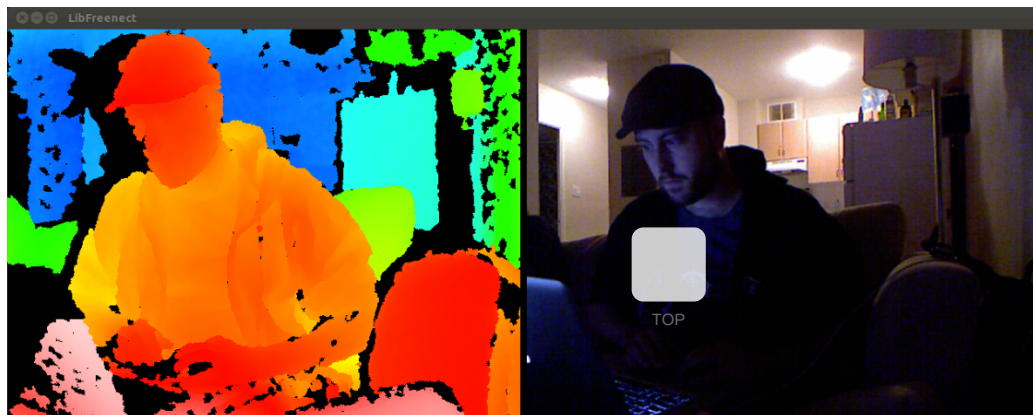
When I run the rgbd viewer it works, but only for like 10 seconds. Anyone know why?

```
cd libfreenect
mkdir build
cd build
cmake ..
make
sudo make install
sudo ldconfig /usr/local/lib64/
```

Connect your Kinect to your machine and run the glview demo

```
sudo glview
```

If all went according to plan, you should be looking at a dual view of the RGB camera data along side the colour differential that represents depth data.



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Dave

Woods

I am looking for a kinect  
developer who can extract  
position data for certain  
body parts and put it in a  
usable format.

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ago



RAVA

This is Superb.. I am  
interested in developing  
games using kinect  
interactions. Could you  
please share me a source  
code...

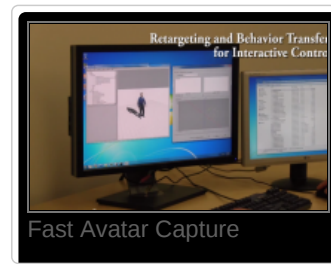
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great guidance, thank you~~

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Hani • 5 months ago

perfect! thanks.

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Anshul Joshi • 6 months ago

I installed libfreenect on pcdduino and ran build/bin/freenect-glvie. It does show me the depth and rgb views, however the kinect makes a screeching noise before starting the stream and its green led turns red, indicating some problem. The framerate sucks! possible only 2 fps or something. Any fix?

^ | ▾ • Reply • Share &gt;



Akram Rameez • 10 months ago

it says the command glview is not found. any fix for that?

^ | ▾ • Reply • Share &gt;



Jared St. Jean Mod ➔ Akram Rameez • 10 months ago

This guide may be of use. Let us know if you end up fixing the problem!

<http://openkinect.org/wiki/Get...>

1 ^ | ▾ • Reply • Share &gt;



Anshul Joshi ➔ Akram Rameez • 6 months ago

(based on my dir structure (6-19-14)) cd to build/bin and run 'sudo freenect-glvie'. However my kinect makes a strange noise and its green led turns red and the framerate is pathetic.

^ | ▾ • Reply • Share &gt;

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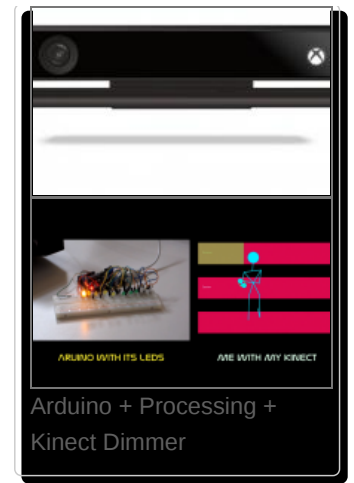
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