# Workshop Kinect

## Requirements

* Visual Studio 2010 (Express)
* Microsoft Kinect SDK

## Step 1: Getting known to…

* Subscribe to the events you think they are important!
* Uncomment the CameraDataUpdated subscription to see if the Kinect works   
  (and comment it again due to performance issues)
* Make sure you add a message to the MessageBox (lbMessage), so you see what happens
* The method KinectUserCreated is already available
* Test your code and see if your messages are visible

## Step 2: Update your UI based on realtime data

* Get the User by using the EventArgs
* Don’t forget to check if the Uses isn’t ‘null’ (multi threading)
* Subscribe to the UserUpdated event
* Update all labels with the data of the EventArgs by using the Method ‘Update Label’. (labels start with ‘lbl’)
* Test your code by checking if all labels on the skeleton are updated with the realtime data.

## Step 3: Creating a gesture

* Implement MyFilter
* Implement MyGesture
* Build the Pipeline (Attach MyGesture to MyFilter and attach MyFilter to User)
* Subscribe to the MyGestureDetected event
* Test your Gesture