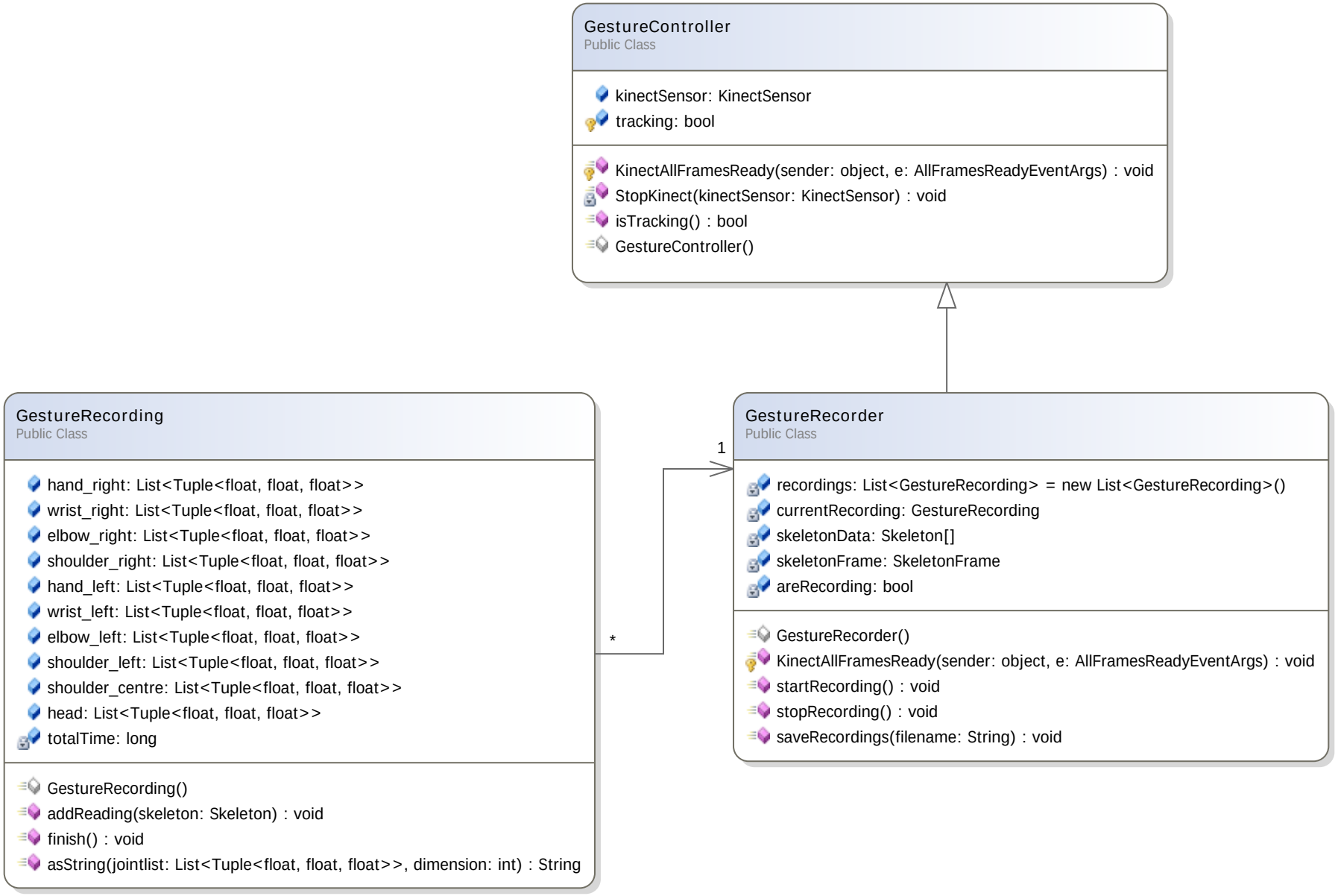
GestureController
Public Class
kinectSensor: KinectSensor
tracking: bool
KinectAllFramesReady(sender: object, e: AllFramesReadyEventArgs) : void
StopKinect(kinectSensor: KinectSensor) : void
isTracking() : bool
GestureController()
GestureRecording
Public Class
hand_right: List<Tuple<float, float, float>>
wrist_right: List<Tuple<float, float, float>>
elbow_right: List<Tuple<float, float, float>>
shoulder_right: List<Tuple<float, float, float>>
hand_left: List<Tuple<float, float, float>>
wrist_left: List<Tuple<float, float, float>>
elbow_left: List<Tuple<float, float, float>>
shoulder_left: List<Tuple<float, float, float>>
shoulder_centre: List<Tuple<float, float, float>>
head: List<Tuple<float, float, float>>
totalTime: long
GestureRecording()
addReading(skeleton: Skeleton) : void
finish() : void
asString(jointlist: List<Tuple<float, float, float>>, dimension: int) : String
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*
GestureRecorder
Public Class
recordings: List<GestureRecording> = new List<GestureRecording>()
currentRecording: GestureRecording
skeletonData: Skeleton[]
skeletonFrame: SkeletonFrame
areRecording: bool
GestureRecorder()
KinectAllFramesReady(sender: object, e: AllFramesReadyEventArgs) : void
startRecording() : void
stopRecording() : void
saveRecordings(filename: String) : void