



Extreme Motion SDK – Visual Studio Managed Quick Start Guide

Extreme Reality

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1 Prerequisites

The ExtremeMotionSDK\Win32\PreRequisites\32bit\ExtremeMotionPrerequisites.exe executable installs the following packages which are required at running time by the SDK:

For Windows 7:

- Microsoft Visual C++ 2010 x86 redistributable – 10.0.40219
- Intel(R) C++ Redistributables on IA-32 - 13.0.190
- Microsoft .NET Framework 4 Extended - 4.0.30319

For Windows 8:

- Microsoft Visual C++ 2010 x86 redistributable – 10.0.40219
- Microsoft Visual C++ 2012 Redistributable (x86) – 11.0.51106
- Intel(R) C++ Redistributables on IA-32 - 13.0.190

The ExtremeMotionPrerequisites.exe need to be installed on every machine which runs the SDK.

2 Visual Studio Versions

SDK binaries support all versions of Visual Studio 2005 and above. The Visual Studio samples were built in Visual Studio 2010, and therefore can be built with Visual Studio 2010 and all versions above.

3 Required DLLs and Resources

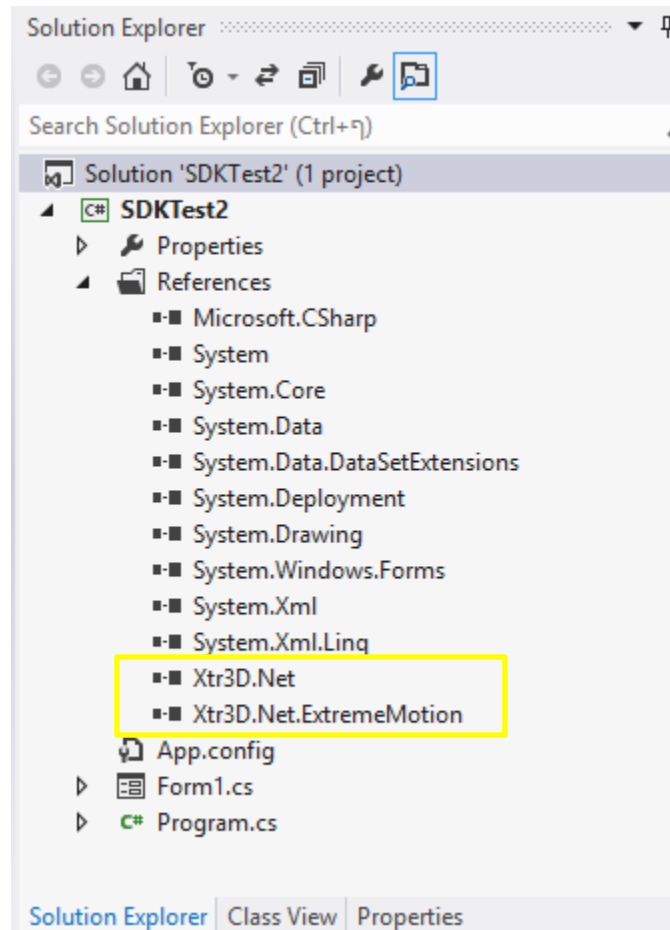
The following DLLs from the “bin” folder of the SDK need to be copied to the folder from which the application is running:

- XTR3D_ImageAcquisition.dll
- XTR3D_SDK_Metadata.dll
- Xtr3dInfra.dll
- Xtr3dLogger.dll
- Xtr3dManager.dll
- Xtr3dSkeleton.dll
- Xtr3D.Net.dll Xtr3D.Net.ExtremeMotion.dll
- EM_Trial.lic

4 Setting Project Properties

Add the following references from the “bin” folder of the SDK:

- Xtr3D.Net.dll
- Xtr3D.Net.ExtremeMotion.dll



5 Namespaces

Add the following namespaces:

- `using Xtr3D.Net;`
- `using Xtr3D.Net.BaseTypes;`
- `using Xtr3D.Net.ColorImage;`
- `using Xtr3D.Net.ExtremeMotion;`
- `using Xtr3D.Net.ExtremeMotion.Data;`
- `using Xtr3D.Net.ExtremeMotion.Interop.Types;`