NuiTracker API (July 1st, 2014)

nite2.apps

- **NuiHeadless**: Show tracked torso coordinates until Enter is pressed
  - **main(String[] args)**
- **NuiViewer**: Views both input methods (skeleton / hand) simultaneously
  - **main(String[] args)**

nite2.basic

- **HandListener (Interface)**: Any class that wants hand data should implement this interface and add itself to NuiTracker's hand tracker listeners.
  - **onNewHandFrame(HandTrackerFrameRef frame)**
- **SkeletonListener (Interface)**: Any class that wants skeleton data should implement this interface and add itself to SkeletonTracker listeners.
  - **onNewSkeletonFrame(UserTrackerFrameRef frame)**
- **NuiTracker**: Tracker for NUI features (implements HandListener and SkeletonListener)
  - **addHandListener(HandListener listener)**
  - **addSkeletonListener(SkeletonListener listener)**
  - **getBufferedImage(): BufferedImage**
  - **getHandFrame(): HandTrackerFrameRef**
  - **getUserFrame(): UserTrackerFrameRef**
  - **getHands(): List<HandData>**
    - ∗ Get hand tracking data - see HandRenderer for example of use
  - **getHandTracker(): HandTracker**
  - **getSkeletons(): List<UserData>**
    - ∗ Get skeleton data - see SkeletonRenderer or NuiHeadless for example of use
  - **getUserTracker(): UserTracker**
  - **onNewFrame(HandTracker ht)**
  - **onNewFrame(UserTracker ut)**
- **Utilities**: Some general utility methods
  - **distance3d(Point3D from, Point3D to): double**

nite2.distexamples (obsolete)

- **HandViewer**: NiTE example programs
  - **onNewFrame(HandTracker tracker)**
  - **paint(Graphics g)**
- **HandViewerApplication**: NiTE example programs
  - **main(String[] args)**
- **UserViewer**: NiTE example programs
  - **onNewFrame(UserTracker tracker)**
  - **paint(Graphics g)**
- **UserViewerApplication**: NiTE example programs
  - **main(String[] args)**

nite2.gestures

- **JointMetrics**: Static methods for getting skeleton measurements etc.

    - **elbowHandXOffset(UserData user, JointMetrics.Side side): double**
        * Returns the X axis distance in millimeters between elbow and hand
    - **handsAboveNeck(UserData user): boolean**
        * Returns true if a user's both hands are above the neck.

- **JointMetrics.Side**: Side.LEFT or Side.RIGHT

nite2.gui

- **GenericWindow**: Generic frame for displaying graphics.

    - **run()**

nite2.gui.rendering

- **HandRenderer**: Draw something with the hand tracker data

    - **onNewHandFrame(HandTrackerFrameRef frame)**
    - **paint(Graphics g)**
        * Draw depth image and tracked hands.

- **SkeletonRenderer**: Draw stick characters from skeleton data on top of depth image

    - **onNewSkeletonFrame(UserTrackerFrameRef frame)**
    - **paint(Graphics g)**
        * Draw depth image and skeletons

nite2.gui.visualization

- **Visualization (Interface)**: Interface for classes that provide some sort of graphical presentation of the sensor data. A visualization will take a NuiTracker in its constructor to start listening to events.

    - **show()**

- **HandVisualization**: Hand tracker visualization window

    - **show()**

- **SkeletonVisualization**: Skeleton tracker visualization window

    - **show()**