

NuiTracker API (July 1st, 2014)

nite2.apps

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

nite2.basic

- **HandsListener (Interface)**: Any class that wants hand data should implement this interface and add itself to NuiTracker's hands listeners.
 - **onNewHandFrame(HandTrackerFrameRef frame)**
- **BonesListener (Interface)**: Any class that wants skeleton data should implement this interface and add itself to NuiTracker bones listeners.
 - **onNewBonesFrame(UserTrackerFrameRef frame)**
- **NuiTracker**: Tracker for NUI features (implements HandListener and SkeletonListener)
 - **addHandsListener(HandsListener listener)**
 - **addBonesListener(BonesListener 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.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

- **HandsRenderer**: Draw something with the hand tracker data
 - `onNewHandsFrame(HandTrackerFrameRef frame)`
 - `paint(Graphics g)`
 - * Draw depth image and tracked hands.
- **BonesRenderer**: Draw stick characters from skeleton data on top of depth image
 - `onNewBonesFrame(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()`
- **HandsVisualization**: Hand tracker visualization window
 - `show()`
- **BonesVisualization**: Skeleton tracker visualization window
 - `show()`