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's 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 HandsRenderer for example of use
  - **getHandTracker(): HandTracker**
  - **getSkeletons(): List<UserData>**
    - Get skeleton data - see BonesRenderer or TorsoPrinter 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()**