Help & Support

- vitruviuskinect.com
- support@lightbuzz.com

Hardware

- Kinect for XBOX version 2 with adapter
- 64 bit (x64) processor
- 4 GB Memory (or more)
- i7 3.1 GHz (or higher)
- Built-in USB 3.0 host controller (Intel or Renesas chipset)
  If you're adding USB 3.0 functionality to your existing PC through an adapter, please ensure that it is a Windows 8 compliant device and that it supports Gen-2.
- DX11 capable graphics adapter
  Known good adapters:
  - Intel HD 4400 integrated display adapter
  - ATI Radeon HD 5400 series
  - ATI Radeon HD 6570
  - ATI Radeon HD 7800 (256-bit GDDR5 2GB/1000Mhz)
  - NVidia Quadro 600
  - NVidia GeForce GT 640
  - NVidia GeForce GTX 660
  - NVidia Quadro K1000M

Software

- Windows 8 (x64) or
- Windows 8.1 (x64) or
- Windows 8 Embedded Standard (x64) or
- Windows 8.1 Embedded Standard (x64)
- Visual Studio 2013 or higher
- Kinect for Windows version 2 SDK
  - .NET / WPF / Windows Store
  - Unity3D

Windows 10 should work, too, but we are waiting for the official Microsoft support!

Happy Kinecting, folks!