1. Kinect
   1. Kinectname.DepthStream.Enable() 方法start sensor 的深度数据流
   2. KinectSensor sensorname = KinectSensor.KinectSensors[0] 方法启动第一个sensor
   3. Kinectname.DepthFrameReady += new EventHandler<DepthImageFrameReadyEventArgs>(事件处理方法)
   4. Kinectname.Start()开始一个Sensor
   5. Kinectname.stop()
   6. Static void eventname(object sender, DepthImageFrameEventArgs e){} 写一个深度数据的例子。
   7. Using(DepthImageFrame depthFrame = e.OpenDepthImageFrame()) 获取Depth图像数据
   8. Name.PixelDataLength 方法获取depth数据流
2. Kinect 启动：

KinectSensor\_kinect = KinectSensor.KinectSensors[0];

\_kinect.ColorStream.Enable();

\_kinect.DepthStream.Enable();

\_kinext.SkeletonStream.Enable();

Kinect 事件说明

\_kinect.AllFramesReady += (\_kinect\_AllFramesReady)

Kinect 事件定义

\_kinect\_ColorFrameReady

\_kinect\_DepthFrameReady

\_kinect\_SkeletonStreamReady

Kinect 开启

\_kinect.start();

Kinect 事件处理

Using()

ColorImageFrame colorFrame = e.OpenColorImageFrame()

DepthImageFrame depthFrame = e.OpenDepthImageFrame()

SkeletonFrame skeletonFrame = e.OpenSkeletonFrame()

….color process

Depth process

Skeleton process