10/27 - Brian

Video stream from kinect

* 640 x 480 @ 30 frames using RGB format

32bit format X8R8G8B8

* 640 x 480 @ 15 frames using YUV format

16bit per pixel takes less buffer memory

* Activate video stream by calling "color stream" by the SDK

var kinectSensor = KinectSensor.KinectSensors[0]; KinectSensor.KinectSensorskinectSensor.ColorStream.Enable(ColorImageFormat.RgbResolution640x480Fps30);

kinectSensor.Start();

hghlight can be replaced by following:

1. *RgbResolution640×480Fps30* (default)
2. *RgbResolution1280×960Fps12*
3. *RawYuvResolution640×480Fps15*
4. *YuvResolution640×480Fps15*

To get video data:

* Event approach
* Register an event handler