EXG KinectTM Project:

WPFKinect Control

The WPFKinect Control is a WPF User Control which exposes the core functionality of the KinectTM Motion Control system (formerly Project Natal) as a WPF Control. This allows the previously native libraries to be accessed from within a managed application or webpage.

The WPFKinect Control SDK will include

Programmer’s Reference

All necessary drivers and libraries

Installation Instructions

Sample Projects

The WPFKinect Control will expose the following (this list is not exhaustive)

Objects

ImageCamera

DepthCamera

DepthMap

Timestamp

FrameID

ImageMap

Timestamp

FrameID

AudioBuffer

PointCloud

Point3D GetPoint()

ClosestPoint

CenterOfMass

VirtualBox

Blob: PointCloud

DeviceSettings

ResolutionX

ResolutionY

FPS

ImageFormat

AudioChannelCount

AudioOutputFormat

BytesPerPixel