Kinect for Windows Setup Instructions

1. Make sure you have power connectors for Surface machine and for Kinect, plus USB adapter for Kinect device
2. Log in to Surface machine as administrator. Password: SN#12345
3. Plug Kinect device to USB port AND also to power
   A little device plug-in indicator should come up briefly at the bottom of the screen
4. If using the new sensor, run KinectService.exe (hit windows key and type "KinectService" in the search box to find it) and keep it running. This needs to be running at all times in order for other applications to get access to Kinect data.
   Verify that the command prompt printout includes a "connected" status.
   If after a while of running your application (e.g.: closing/restarting it) you can't get data from Kinect anymore, close and restart KinectService (sorry, the code is still in beta).
5. Run some of the Kinect samples to verify functionality and start coding!
   a. And please bother us (John & Eddy) at the Microsoft Booth if you have any questions.

Docs and Samples for v2.0 sensor

See note above about KinectService.

SDK should be pre-installed on the Surface device you have

Samples and docs will be in C:\Users\Administrator\Desktop\kinect\2\K4W-v2.0-DevPreview1311 directory, in Zip files. Extract them from zip file before using.

There are no "toolkit" middleware component equivalents at this time for v2.0 sensor

Install, Docs and Samples for v1.8 sensor

Install v1.8 SDK and Toolkit: http://www.microsoft.com/en-us/kinectforwindowsdev/Downloads.aspx

Docs for v1.8 SDK and Toolkit: http://msdn.microsoft.com/en-us/library/hh855347.aspx

SDK includes native (C++) and managed (C#) binaries

Toolkit includes Samples, and middleware components such as face tracking, interaction stream (converting hand movements to cursor movements, button presses, etc), background removal, HTML web sockets server, etc.

Once installed, open "Developer Toolkit Browser v1.8" and you should be able to get an idea about functionality available to you.

Happy Hacking!