
Expanse

Technical Documentation

Group 13:

Allen Tung
Andrew Chang
Anthony Wong
Dmitriy Kozorezov
Joshua Chan
Marc Tabago
Yue Yang

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Window capture technical documentation included in the documentation folder, under a separate pdf and mht, entitled “technical_documentation_WindowCapture” . pdf and .mht respectively.

Gesture Tracking:

kinect2

M:kinect2.Form1.Finger_FingertipLocationsReady(System.Collections.Generic.IEnumerable{KinectLibrary.Fingertip})

Writes fingertip locations to the depth map; color can be edited for visibility.

M:kinect2.Form1.kinect_DepthDistanceUpdated(System.Int16[],System.Int32,System.Int32)

Updates depth map with changes in distance between object and sensor.

M:kinect2.Form1.DepthFrameReady(System.Object,Microsoft.Kinect.DepthImageFrameReadyEventArgs)

Establishes baseline depth map with adjustable active Kinect range, performs curve and contour searching.

M:kinect2.Form1.ColorFrameReady(System.Object,Microsoft.Kinect.ColorImageFrameReadyEventArgs)

Refreshes color video output for user.

M:kinect2.Form1.kinect_ColorFrameReady

Initializes color video output for user.

M:kinect2.Form1.button1_Click(System.Object,System.EventArgs)

Not in use yet - Alters record gesture button text

M:kinect2.Form1.j_GestureRecognized(KinectLibrary.DTWGestureRecognition.Gesture)

Not in use yet - will detect user gestures

M:kinect2.Form1.j_GestureRecorded(KinectLibrary.DTWGestureRecognition.Gesture)

Not in use yet - will save fingertip arrays designated to be gestures

F:kinect2.Form1.components

Required designer variable.

M:kinect2.Form1.Dispose(System.Boolean)

Clean up any resources being used.

disposing true if managed resources should be disposed; otherwise, false.

M:kinect2.Form1.InitializeComponent

Required method for Designer support - do not modify the contents of this method with the code editor.

M:kinect2.Program.Main

The main entry point for the application.

T:kinect2.Properties.Resources

A strongly-typed resource class, for looking up localized strings, etc.

P:kinect2.Properties.Resources.ResourceManager

Returns the cached ResourceManager instance used by this class.

P:kinect2.Properties.Resources.Culture

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.