

# Body Data Structure

Tuesday, September 15, 2015 5:13 PM

## FrameReader

- Delegate to read frames Acquire latest frame to read the frame:  
AcquireLatestFrame(&pBodyFrame)
- Read from CSV file
- Read from data stream

## BodyFrame:

- Contains a list of Bodies (multiple suits per frame)
- GetAndRefreshBodyData(\_countof(ppBodies), ppBodies);

## Body:

- Contains body segments

## Body Segment

- SegmentType:

```
{
    SegmentType_Torso      = 0,
    SegmentType_RightArm   = 1,
    SegmentType_LeftArm    = 2,
    SegmentType_RightLeg   = 3,
    SegmentType_LeftLeg    = 4,
    SegmentType_Count
};
```
- Contains body joints
- Gets body joints orientations
- Tracking State
- Apply Fusion
- Apply Mapping
- Apply metrics extraction

## Body Subsegment

- SubsegmentType:

```
{
    SubsegmentType_UpperSpine      = 0,
    SubsegmentType_LowerSpine      = 1,
    SubsegmentType_RightUpperArm    = 2,
    SubsegmentType_RightForeArm    = 3,
    SubsegmentType_LeftUpperArm    = 4,
    SubsegmentType_LeftForeArm     = 5,
    SubsegmentType_RightThigh       = 6,
    SubsegmentType_RightCalf        = 7,
    SubsegmentType_LeftThigh        = 8,
    SubsegmentType_LeftCalf         = 9,
    SubsegmentType_Count
};
```
- Pipeline stage result (Raw-Tracked-Fused-Mapped)
- Tracking State
- List of sensors

### SubsegmentOrientation

- Subsegment Type
- Subsegment Orientation Type (raw-tracked-fused-mapped)
- Subsegment Orientation

### Sensor

- Sensors Types
  - { IMU Sensor, Stretch Sensor, Others for future }
- Sensor ID
- Sensor Data

### Sensor Data

- Sensor raw data
  - IMU: Yaw, Pitch, Roll
  - Stretch: S Value