Real-Time Skeleton Streaming Binary Format (Version 1)

Real-Time Skeleton Streaming Binary Format from Camera to MQTT

Disclaimer

Revision Note

Version	Date	Author	Description
1	7 August 2020	Andrew Au	Initial version
2	8 August 2020	Andrew Au	Added Tracker ID

Analytical data generated at the camera side has the following binary format:

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Frame Number (4 bytes)

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Number of people (4 bytes)

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Person 0 skeleton

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Person 1 skeleton

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.....

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Each skeleton data has the following format:

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Person ID (4 bytes)

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Tracker ID (4 bytes)

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Key point X coordinates (18 float values in total, 72 bytes)

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Key point Y coordinates (18 float values in total, 72 bytes)

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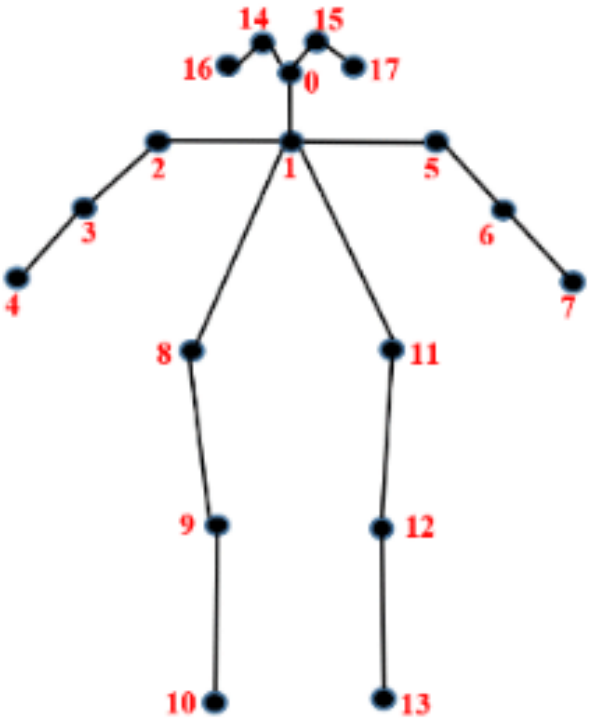
Note that if a key point is missing, X and Y values are zero



0: Nose
1: Neck
2: Rshoulder
3: Relbow
4: Rwrist
5: Lshoulder
6: Lelbow
7: Lwrist
8: Rhip
9:Rknee
10: Rankle
11: Lhip
12: Lknee
13: Lankle
14: Reye
15: Leye
16: Rear
17: Lear

Example in C# to process and store one frame:


RealTimeSkeletonProcessor.cs