# Pre-requisites

* Install Microsoft .NET 2010
* Download and install Kinect Microsoft SDK from <http://kinectforwindows.org/download/>
* Download and install the Microsoft Speech SDK from <http://www.microsoft.com/download/en/details.aspx?displaylang=en&id=14373>
* Make sure you install the correct version (x86/x64) depending on your PC Configuration

# Project Setup

* First create a C# DLL project and write the wrappers for Kinect APIs.
* Make sure you select the correct platform (x86/x64) before building the application. This can be done in the Build Configuration
* You will need to generate the .netmodule file. Below are the steps to achieve this:
  + Open Start->Microsoft Visual Studio 2010 -> Visual Studio Tools -> Visual Studio Command Prompt(2010)
  + Go into the directory where you have the C# project
  + Run the below command
    - csc /t:module KinectCSWrap.cs /r:"<path\_to\_Microsoft.Research.Kinect.dll>" /r:"<path\_to\_Microsoft.Speech.dll>"
  + This will create the .netmodule file
* Create a new Console C++ project.
* Add CLR capabilities to this project by doing the following settings:
  + Go to Project Properties -> General ->Project Defaults. Set the Common Language Runtime Support to Common Language Runtime Support (/clr)
  + Go to Project Properties ->C/C++-> Code Generation, set Enable C++ Exceptions to No and set Runtime Library to Multi-threaded DLL(/MD)
* Before building the C++ code, copy the .netmodule file from C# directory to the C++ Project directory.
* Build the C++ project and this will create a .DLL file.
* Copy both the .DLL file and .netmodule file into the Java Project and load it.