

Kinect 4 Azure SDK by LightBuzz










Namespaces









Namespace	Description
LightBuzz.Kinect4Azure	The Azure Kinect Unity SDK by LightBuzz.
LightBuzz.Kinect4Azure.Avateering	Avatar animation in the 3D and 2D space.
LightBuzz.Kinect4Azure.Video	Video recording and playback module.

LightBuzz.Kinect4Azure Namespace





The Azure Kinect Unity SDK by LightBuzz.

▴Classes

	Class	Description
	Body	Represents a human Body.
	BodyExtensions	Common Body utilities.
	BodyFrameSource	Represents a Body frame source.
	ColorFrameSource	Represents a Color frame source.
	Configuration	Encapsulates the configuration parameters of a Kinect sensor device.
	ConfigurationExtensions	Sensor configuration extensions.
	CoordinateMapper	Provides transformations across the 2D and 3D space.
	DepthFrameSource	Represents a Depth frame source.
	Floor	Represents a Floor plane.

	FloorFrameSource	Represents a Floor frame source.
	Frame	Encapsulates Azure Kinect frame data.
	IMU	Represents and Inertial Measurement Unit (e.g. Accelerometer/Gyroscope).
	IMUFrameSource	Represents an Inertial Measurement Unit (IMU: Accelerometer and Gyroscope) frame source.
	Joint	Represents a human body joint.
	Jpeg	JPEG encoding and decoding.
	KinectSensor	Represents an Azure Kinect sensor device.
	UserFrameSource	Represents a User Index Map frame source.

└ Enumerations

	Enumeration	Description
	ColorFormat	Color image format type.
	ColorResolution	Color sensor resolutions.
	DepthMode	Depth sensor capture modes.
	FieldOfView	The field of view of the

camera.



FramesPerSecond

Color and depth sensor frame rate.



JointType

Represents the Azure Kinect joint types.



TrackingState

The tracking state.

Body Class

Represents a human Body.

▲ Inheritance Hierarchy [System.Object](#) [LightBuzz.Kinect4Azure.Body](#)

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▲

Syntax



C#

[Copy](#)

```
public class Body
```

The [Body](#) type exposes the following members.







▲ Properties

	Name	Description
	ID	The unique identifier of the current Body.
	Joints	The human body joints.

[Top](#)

▲ Methods

Name	Description
------	-------------

	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

[Top](#)

▲ See Also



Reference

[LightBuzz.Kinect4Azure Namespace](#)

Body Properties

The [Body](#) type exposes the following members.

▲ Properties

	Name	Description
	ID	The unique identifier of the current Body.
	Joints	The human body joints.

[Top](#)

▲ See Also

Reference

[Body Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

BodyID Property

The unique identifier of the current Body.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public uint ID { get; }
```

Property Value

Type: **UInt32**

▲ See Also

Reference

[Body Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

BodyJoints Property

The human body joints.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public Dictionary<JointType, Joint> Joints {
```

Property Value

Type: **Dictionary**[JointType](#), [Joint](#)

▲ See Also

Reference





[Body Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

Body Methods

The [Body](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance.

(Inherited from [Object.](#))



[MemberwiseClone](#)

Creates a shallow copy of the current [Object](#).
(Inherited from [Object.](#))



[ToString](#)

Returns a string that represents the current object.
(Inherited from [Object.](#))

[Top](#)

▲ See Also

Reference

[Body Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

BodyExtensions Class

Common Body utilities.

▲ **Inheritance Hierarchy** **system.Object**
[LightBuzz.Kinect4Azure.BodyExtensions](#)

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▲

Syntax






C#

[Copy](#)

```
public static class BodyExtensions
```

The [BodyExtensions](#) type exposes the following members.

▲ Methods

	Name	Description
	Center	Returns the center body.
	Closest	Returns the closest body.
	Farthest	Returns the farthest body.
	Left	Returns the leftmost body.
	Right	Returns the rightmost body.

[Top](#)

▴ See Also

Reference

[LightBuzz.Kinect4Azure Namespace](#)

BodyExtensions Methods

The [BodyExtensions](#) type exposes the following members.

Methods

	Name	Description
	Center	Returns the center body.
	Closest	Returns the closest body.
	Farthest	Returns the farthest body.
	Left	Returns the leftmost body.
	Right	Returns the rightmost body.

[Top](#)

See Also

Reference

[BodyExtensions Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

BodyExtensions Center Method

Returns the center body.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▲

Syntax

C#

[Copy](#)

```
public static Body Center(  
    this IList<Body> bodies  
)
```

Parameters

bodies

Type: **System.Collections.Generic IList** [Body](#)

A list of bodies.

Return Value

Type: [Body](#)

The center body.

Usage Note

In Visual Basic and C#, you can call this method as an instance method on any object of type **IList** [Body](#) . When you use instance method syntax to call this method, omit the first parameter. For more information, see [Extension](#)

[Methods \(Visual Basic\) or Extension Methods \(C# Programming Guide\)](#).

▲ See Also

Reference

[BodyExtensions Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

BodyExtensions Closest Method

Returns the closest body.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▲

Syntax

C#

[Copy](#)

```
public static Body Closest(  
    this IList<Body> bodies  
)
```

Parameters

bodies

Type: **System.Collections.Generic IList** [Body](#)

A list of bodies.

Return Value

Type: [Body](#)

The closest body.

Usage Note

In Visual Basic and C#, you can call this method as an instance method on any object of type **IList** [Body](#) . When you use instance method syntax to call this method, omit the first parameter. For more information, see [Extension](#)

[Methods \(Visual Basic\) or Extension Methods \(C# Programming Guide\)](#).

▲ See Also

Reference

[BodyExtensions Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

BodyExtensions Farthest Method

Returns the farthest body.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▲

Syntax

C#

[Copy](#)

```
public static Body Farthest(  
    this IList<Body> bodies  
)
```

Parameters

bodies

Type: **System.Collections.Generic IList** [Body](#)

A list of bodies.

Return Value

Type: [Body](#)

The farthest body.

Usage Note

In Visual Basic and C#, you can call this method as an instance method on any object of type **IList** [Body](#) . When you use instance method syntax to call this method, omit the first parameter. For more information, see [Extension](#)

[Methods \(Visual Basic\) or Extension Methods \(C# Programming Guide\)](#).

▲ See Also

Reference

[BodyExtensions Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

BodyExtensions Left Method

Returns the leftmost body.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▲

Syntax

C#

[Copy](#)

```
public static Body Left(  
    this IList<Body> bodies  
)
```

Parameters

bodies

Type: **System.Collections.Generic IList** [Body](#)

A list of bodies.

Return Value

Type: [Body](#)

The leftmost body.

Usage Note

In Visual Basic and C#, you can call this method as an instance method on any object of type **IList** [Body](#) . When you use instance method syntax to call this method, omit the first parameter. For more information, see [Extension](#)

[Methods \(Visual Basic\) or Extension Methods \(C# Programming Guide\)](#).

▲ See Also

Reference

[BodyExtensions Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

BodyExtensions Right Method

Returns the rightmost body.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▲

Syntax

C#

[Copy](#)

```
public static Body Right(  
    this IList<Body> bodies  
)
```

Parameters

bodies

Type: **System.Collections.Generic IList** [Body](#)

A list of bodies.

Return Value

Type: [Body](#)

The rightmost body.

Usage Note

In Visual Basic and C#, you can call this method as an instance method on any object of type **IList** [Body](#) . When you use instance method syntax to call this method, omit the first parameter. For more information, see [Extension](#)

[Methods \(Visual Basic\) or Extension Methods \(C# Programming Guide\)](#).

▲ See Also

Reference

[BodyExtensions Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

BodyFrameSource Class

Represents a Body frame source.

▲ Inheritance Hierarchy **system.Object** **LightBuzz.Kinect4Azure.BodyFrameSource**

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▲

Syntax


C#

[Copy](#)

```
public class BodyFrameSource
```

The [BodyFrameSource](#) type exposes the following members.

▲ Constructors

Name	Description
 BodyFrameSource	Initializes a new instance of the BodyFrameSource class

[Top](#)






▲ Properties

Name	Description
------	-------------



[Top](#)

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object .

(Inherited from
Object.)



ToString

Returns a string that represents the current object.
(Inherited from
Object.)

[Top](#)

▲ See Also

Reference

[LightBuzz.Kinect4Azure Namespace](#)

BodyFrameSource Constructor

Initializes a new instance of the [BodyFrameSource](#) class

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public BodyFrameSource()
```

▲ See Also

Reference

[BodyFrameSource Class](#)


[LightBuzz.Kinect4Azure Namespace](#)

BodyFrameSource

Properties

The [BodyFrameSource](#) type exposes the following members.

▲ Properties

	Name	Description
	Bodies	The human Body data.

[Top](#)

▲ See Also

Reference

[BodyFrameSource Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

BodyFrameSourceBodies Property

The human Body data.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public List<Body> Bodies { get; }
```

Property Value

Type: **List**[Body](#)

▲ See Also

Reference





[BodyFrameSource Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

BodyFrameSource Methods

The [BodyFrameSource](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of

the current instance.
(Inherited from **Object**.)



MemberwiseClone

Creates a shallow copy of the current **Object**.
(Inherited from **Object**.)



ToString

Returns a string that represents the current object.
(Inherited from **Object**.)

[Top](#)

▲ See Also

Reference

[BodyFrameSource Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

ColorFormat Enumeration

Color image format type.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▲

Syntax

C#

[Copy](#)

```
public enum ColorFormat
```

▲ Members

Member name	Value	Description
MJPEG	0	Color image type MJPG.
NV12	1	Color image type NV12.
YUY2	2	Color image type YUY2.
BGRA32	3	Color image type BGRA32.
DEPTH16	4	Depth image type

DEPTH16.

IR16	5	Image type IR16.
CUSTOM8	6	Single channel image type CUSTOM8.
CUSTOM16	7	Single channel image type CUSTOM16.
CUSTOM	8	Custom image format.

▲ See Also

Reference

[LightBuzz.Kinect4Azure Namespace](#)

ColorFrameSource Class

Represents a Color frame source.

▲ Inheritance Hierarchy **system.Object** [LightBuzz.Kinect4Azure.ColorFrameSource](#)

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▲

Syntax


C#

[Copy](#)

```
public class ColorFrameSource
```

The [ColorFrameSource](#) type exposes the following members.

▲ Constructors






Name	Description
 ColorFrameSource	Initializes a new instance of the ColorFrameSource class

[Top](#)

▲ Properties



Name	Description
------	-------------







	BytesPerPixel	The number of bytes per pixel.
	Data	The buffer (byte array) of the frame.
	Height	The height of the frame (in pixels).
	PointCloud	The BGRA color values of the point cloud. Attention: you should set enable the GeneratePointCloud configuration option to true.
	Stride	The stride of the frame.
	Width	The width of the frame (in pixels).

[Top](#)

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is

		reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

[Top](#)

▲ See Also

Reference

[LightBuzz.Kinect4Azure Namespace](#)

ColorFrameSource Constructor

Initializes a new instance of the [ColorFrameSource](#) class

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public ColorFrameSource()
```

▲ See Also

Reference

[ColorFrameSource Class](#)







[LightBuzz.Kinect4Azure Namespace](#)

ColorFrameSource

Properties

The [ColorFrameSource](#) type exposes the following members.

▲ Properties

	Name	Description
	BytesPerPixel	The number of bytes per pixel.
	Data	The buffer (byte array) of the frame.
	Height	The height of the frame (in pixels).
	PointCloud	The BGRA color values of the point cloud. Attention: you should set enable the <code>GeneratePointCloud</code> configuration option to true.
	Stride	The stride of the frame.
	Width	The width of the frame (in pixels).

[Top](#)

▲ See Also

Reference

[ColorFrameSource Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

ColorFrameSourceBytesPerPixelProperty

The number of bytes per pixel.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public int BytesPerPixel { get; }
```

Property Value

Type: **Int32**

▲ See Also

Reference

[ColorFrameSource Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

ColorFrameSourceData Property

The buffer (byte array) of the frame.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public byte[] Data { get; }
```

Property Value

Type: **Byte**

▲ See Also

Reference

[ColorFrameSource Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

ColorFrameSourceHeight Property

The height of the frame (in pixels).

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public int Height { get; }
```

Property Value

Type: **Int32**

▲ See Also

Reference

[ColorFrameSource Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

ColorFrameSourcePointCloudProperty

The BGRA color values of the point cloud. Attention: you should set enable the GeneratePointCloud configuration option to true.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public BGRA[] PointCloud { get; }
```

Property Value

Type: **BGRA**

▲ See Also

Reference

[ColorFrameSource Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

ColorFrameSourceStride Property

The stride of the frame.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public int Stride { get; }
```

Property Value

Type: **Int32**

▲ See Also

Reference

[ColorFrameSource Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

ColorFrameSourceWidth Property

The width of the frame (in pixels).

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public int Width { get; }
```

Property Value

Type: **Int32**

▲ See Also

Reference





[ColorFrameSource Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

ColorFrameSource Methods

The [ColorFrameSource](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of

the current instance.
(Inherited from **Object**.)



MemberwiseClone

Creates a shallow copy of the current **Object**.
(Inherited from **Object**.)



ToString

Returns a string that represents the current object.
(Inherited from **Object**.)

[Top](#)

▲ See Also

Reference

[ColorFrameSource Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

ColorResolution Enumeration

Color sensor resolutions.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▲

Syntax

C#

[Copy](#)

```
public enum ColorResolution
```

▲ Members

Member name	Value	Description
ColorResolution_OFF	0	Color camera will be turned off with this setting.
ColorResolution_720P	1	1280x720 (16:9)
ColorResolution_1080P	2	1920x1080 (16:9)

ColorResolution_1440P	3	2560x1440 (16:9)
ColorResolution_1536P	4	2048x1536 (4:3)
ColorResolution_2160P	5	3840x2160 (16:9)
ColorResolution_3072P	6	4096x3072 (4:3)

▲ See Also

Reference

[LightBuzz.Kinect4Azure Namespace](#)

Configuration Class

Encapsulates the configuration parameters of a Kinect sensor device.

▴ Inheritance Hierarchy **System.Object**

[LightBuzz.Kinect4Azure.Configuration](#)

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll)

Version: 1.0.0.0 (1.0.0.0) ▴ **Syntax**

C#

[Copy](#)

```
[SerializableAttribute]  
public class Configuration
```





The [Configuration](#) type exposes the following members.









▴ Constructors



Name	Description
 Configuration	Initializes a new instance of the Configuration class

[Top](#)

▴ Properties







Name	Description
 ColorFormat	The color image format.
 ColorResolution	The color image resolution.
 DepthMode	The depth mode.
	

	DeviceIndex	The index of the current device.
	EnableColorPointCloud	Specifies whether the sensor should generate a color point cloud.
	EnableDepthPointCloud	Specifies whether the sensor should generate a depth point cloud.
	EnableFloorTracking	Specifies whether the sensor should generate a depth point cloud.
	EnableIMU	Specifies whether the sensor should enable the IMU. ATTENTION: As reported to Microsoft, the IMU is causing a memory leak. Use with caution! https://github.com/microsoft/Azure-Kinect-Sensor-SDK/issues/1230
	FPS	The frame rate.
	ProcessingMode	Specifies the body-tracking processing mode (CPU/GPU). GPU provides significantly better tracking.
	SensorOrientation	Specifies the sensor orientation for body-tracking. This will not rotate the color/depth view; it will simply optimize body-tracking for the desired sensor rotation.
	Smoothing	Specifies the temporal smoothing across frames (0.0 - 1.0). Set to 0.0 for no smoothing. Set to 1.0 for full smoothing. Less smoothing will increase the responsiveness of the detected skeletons but will cause

		more positional and orientational jitters.
	SyncedImagesOnly	Specifies whether the device will only serve synchronized Color and Depth images.
	WiredSyncMode	Specifies the wired sync mode of the device.

[Top](#)





















Methods





	Name	Description
	Equals	Specifies whether two configurations are the same. (Overrides Object Equals(Object).)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
	GetHashCode	Serves as the hash function for the Configuration type. (Overrides Object GetHashCode .)
	GetType	Gets the Type of the current instance. (Inherited from Object.)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object.)
	ToString	Lists the configuration parameters of the current

Configuration.
(Overrides **Object ToString .**)

[Top](#)

Fields

	Name	Description
 	DefaultColorFormat	The default color image format.
 	DefaultColorResolution	The default color image resolution.
 	DefaultDepthMode	The default depth mode format.
 	DefaultDeviceIndex	The default device index number.
 	DefaultEnableColorPointCloud	The default enable color-based point cloud option.
 	DefaultEnableDepthPointCloud	The default enable depth-based point cloud option.
 	DefaultEnableFloorTracking	The default enable floor tracking option.
 	DefaultEnableIMU	The default value for enabling the IMU unit.
 	DefaultFramePerSecond	The default frame rate.
 	DefaultProcessingMode	The default body-tracking processing mode (CPU/GPU).

	DefaultSensorOrientation	The default sensor orientation.
	DefaultSmoothing	The default body-tracking smoothing.
	DefaultSyncedImagesOnly	The default synchronization mode of Color and Depth images.
	DefaultWiredSyncMode	The default wired sync mode.

[Top](#)

▲ See Also

Reference

[LightBuzz.Kinect4Azure Namespace](#)

Configuration Constructor

Initializes a new instance of the [Configuration](#) class

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public Configuration()
```

▲ See Also

Reference











[Configuration Class](#)





[LightBuzz.Kinect4Azure Namespace](#)

Configuration Properties

The [Configuration](#) type exposes the following members.

▲ Properties

	Name	Description
	ColorFormat	The color image format.
	ColorResolution	The color image resolution.
	DepthMode	The depth mode.
	DeviceIndex	The index of the current device.
	EnableColorPointCloud	Specifies whether the sensor should generate a color point cloud.
	EnableDepthPointCloud	Specifies whether the sensor should generate a depth point cloud.
	EnableFloorTracking	Specifies whether the sensor should generate a depth point cloud.
	EnableIMU	Specifies whether the sensor should enable the IMU. ATTENTION: As reported to Microsoft, the IMU is causing a memory leak. Use with caution! https://github.com/microsoft/Azure-Kinect-Sensor-SDK/issues/1230
	FPS	The frame rate.
	ProcessingMode	Specifies the body-tracking

		processing mode (CPU/GPU). GPU provides significantly better tracking.
	SensorOrientation	Specifies the sensor orientation for body-tracking. This will not rotate the color/depth view; it will simply optimize body-tracking for the desired sensor rotation.
	Smoothing	Specifies the temporal smoothing across frames (0.0 - 1.0). Set to 0.0 for no smoothing. Set to 1.0 for full smoothing. Less smoothing will increase the responsiveness of the detected skeletons but will cause more positional and orientational jitters.
	SyncedImagesOnly	Specifies whether the device will only serve synchronized Color and Depth images.
	WiredSyncMode	Specifies the wired sync mode of the device.

[Top](#)

▲ See Also

Reference

[Configuration Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

ConfigurationColorFormatProperty

The color image format.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public ColorFormat ColorFormat { get; set; }
```

Property Value

Type: [ColorFormat](#)

▲ See Also

Reference

[Configuration Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

ConfigurationColorResolutionProperty

The color image resolution.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public ColorResolution ColorResolution { get;
```

Property Value

Type: [ColorResolution](#)

▲ See Also

Reference

[Configuration Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

ConfigurationDepthMode Property

The depth mode.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public DepthMode DepthMode { get; set; }
```

Property Value

Type: [DepthMode](#)

▲ See Also

Reference

[Configuration Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

ConfigurationDeviceIndex Property

The index of the current device.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public int DeviceIndex { get; set; }
```

Property Value

Type: **Int32**

▲ See Also

Reference

[Configuration Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

ConfigurationEnableColorPointCloudProperty

Specifies whether the sensor should generate a color point cloud.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll)

Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public bool EnableColorPointCloud { get; set; }
```

Property Value

Type: **Boolean**

▲ See Also

Reference

[Configuration Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

ConfigurationEnableDepthPointCloud Property

Specifies whether the sensor should generate a depth point cloud.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll)

Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public bool EnableDepthPointCloud { get; set; }
```

Property Value

Type: **Boolean**

▲ See Also

Reference

[Configuration Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

ConfigurationEnableFloorTrackingProperty

Specifies whether the sensor should generate a depth point cloud.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public bool EnableFloorTracking { get; set; }
```

Property Value

Type: **Boolean**

▲ See Also

Reference

[Configuration Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

Configuration EnableIMU Property

Specifies whether the sensor should enable the IMU.
ATTENTION: As reported to Microsoft, the IMU is causing a memory leak. Use with caution!
<https://github.com/microsoft/Azure-Kinect-Sensor-SDK/issues/1230>

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▲

Syntax

C#

[Copy](#)

```
public bool EnableIMU { get; set; }
```

Property Value

Type: **Boolean** ▲ **See Also**

Reference

[Configuration Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

ConfigurationFPS Property

The frame rate.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public FramesPerSecond FPS { get; set; }
```

Property Value

Type: [FramesPerSecond](#)

▲ See Also

Reference

[Configuration Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

ConfigurationProcessingMode Property

Specifies the body-tracking processing mode (CPU/GPU). GPU provides significantly better tracking.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

```
C# Copy  
public TrackerProcessingMode ProcessingMode {
```

Property Value

Type: **TrackerProcessingMode**

▲ See Also

Reference

[Configuration Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

ConfigurationSensorOrientationProperty

Specifies the sensor orientation for body-tracking. This will not rotate the color/depth view; it will simply optimize body-tracking for the desired sensor rotation.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#[Copy](#)

```
public SensorOrientation SensorOrientation { get
```

Property Value

Type: **SensorOrientation**

▲ See Also

Reference

[Configuration Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

Configuration Smoothing Property

Specifies the temporal smoothing across frames (0.0 - 1.0). Set to 0.0 for no smoothing. Set to 1.0 for full smoothing. Less smoothing will increase the responsiveness of the detected skeletons but will cause more positional and orientational jitters.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▲

Syntax

C#[Copy](#)

```
public float Smoothing { get; set; }
```

Property Value

Type: **Single** ▲ **See Also**

Reference

[Configuration Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

ConfigurationSyncedImagesOnly Property

Specifies whether the device will only serve synchronized Color and Depth images.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public bool SyncedImagesOnly { get; set; }
```

Property Value

Type: **Boolean**

▲ See Also

Reference

[Configuration Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

ConfigurationWiredSyncMode Property

Specifies the wired sync mode of the device.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public WiredSyncMode WiredSyncMode { get; set;
```

Property Value

Type: **WiredSyncMode**

▲ See Also

Reference





[Configuration Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

Configuration Methods

The [Configuration](#) type exposes the following members.

Methods

	Name	Description
	Equals	Specifies whether two configurations are the same. (Overrides Object Equals(Object).)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
	GetHashCode	Serves as the hash function for the Configuration type. (Overrides Object GetHashCode .)
	GetType	Gets the Type of the current

instance.
(Inherited from
Object.)



MemberwiseClone

Creates a shallow copy of the current **Object**.
(Inherited from **Object**.)



ToString

Lists the configuration parameters of the current [Configuration](#).
(Overrides **Object ToString** .)

[Top](#)

▲ See Also

Reference

[Configuration Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

ConfigurationEquals Method

Specifies whether two configurations are the same.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#[Copy](#)

```
public override bool Equals(  
    Object obj  
)
```

Parameters

obj

Type: **SystemObject**

The configuration to compare with.

Return Value

Type: **Boolean**

True if both configurations are the same. False otherwise.

▲ See Also

Reference

Configuration Class
LightBuzz.Kinect4Azure Namespace

Configuration.GetHashCode Method

Serves as the hash function for the [Configuration](#) type.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public override int GetHashCode()
```

Return Value

Type: **Int32**

A hash representation of the current object.

▲ See Also

Reference

[Configuration Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

ConfigurationToString Method

Lists the configuration parameters of the current [Configuration](#).

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public override string ToString()
```

Return Value

Type: **String**

A string representation of the current configuration.

▲ See Also

Reference













[Configuration Class](#)









[LightBuzz.Kinect4Azure Namespace](#)

Configuration Fields

The [Configuration](#) type exposes the following members.

Fields

	Name	Description
 	DefaultColorFormat	The default color image format.
 	DefaultColorResolution	The default color image resolution.
 	DefaultDepthMode	The default depth mode format.
 	DefaultDeviceIndex	The default device index number.
 	DefaultEnableColorPointCloud	The default enable color-based point cloud option.
 	DefaultEnableDepthPointCloud	The default enable depth-based point cloud option.

	DefaultEnableFloorTracking	The default enable floor tracking option.
	DefaultEnableIMU	The default value for enabling the IMU unit.
	DefaultFramePerSecond	The default frame rate.
	DefaultProcessingMode	The default body-tracking processing mode (CPU/GPU).
	DefaultSensorOrientation	The default sensor orientation.
	DefaultSmoothing	The default body-tracking smoothing.
	DefaultSyncedImagesOnly	The default synchronization mode of Color and Depth images.
	DefaultWiredSyncMode	The default wired sync mode.

[Top](#)

▲ See Also

Reference

[Configuration Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

ConfigurationDefaultColorFormat Field

The default color image format.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public const ColorFormat DefaultColorFormat = ColorFormat
```

Field Value

Type: [ColorFormat](#)

▲ See Also

Reference

[Configuration Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

ConfigurationDefaultColorResolutionField

The default color image resolution.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll)

Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public const ColorResolution DefaultColorResolution = Co
```

Field Value

Type: [ColorResolution](#)

▲ See Also

Reference

[Configuration Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

ConfigurationDefaultDepthMode Field

The default depth mode format.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public const DepthMode DefaultDepthMode = DepthMode
```

Field Value

Type: [DepthMode](#)

▲ See Also

Reference

[Configuration Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

ConfigurationDefaultDeviceIndex Field

The default device index number.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public const int DefaultDeviceIndex = 0
```

Field Value

Type: **Int32**

▲ See Also

Reference

[Configuration Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

ConfigurationDefaultEnableColorPointCloudField

The default enable color-based point cloud option.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public const bool DefaultEnableColorPointCloud = false
```

Field Value

Type: **Boolean**

▲ See Also

Reference

[Configuration Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

ConfigurationDefaultEnableDepthPointCloudField

The default enable depth-based point cloud option.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public const bool DefaultEnableDepthPointCloud = false
```

Field Value

Type: **Boolean**

▲ See Also

Reference

[Configuration Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

ConfigurationDefaultEnableFloorTrackingField

The default enable floor tracking option.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public const bool DefaultEnableFloorTracking = false
```

Field Value

Type: **Boolean**

▲ See Also

Reference

[Configuration Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

ConfigurationDefaultEnableIMU Field

The default value for enabling the IMU unit.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public const bool DefaultEnableIMU = false
```

Field Value

Type: **Boolean**

▲ See Also

Reference

[Configuration Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

ConfigurationDefaultFramePerSecond Field

The default frame rate.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll)

Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public const FramesPerSecond DefaultFramePerSecond = Frame
```

Field Value

Type: [FramesPerSecond](#)

▲ See Also

Reference

[Configuration Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

ConfigurationDefaultProcessingMode Field

The default body-tracking processing mode (CPU/GPU).

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll)

Version: 1.0.0.0 (1.0.0.0)

▴ Syntax

C#

[Copy](#)

```
public const TrackerProcessingMode DefaultProcessingMode
```

Field Value

Type: **TrackerProcessingMode**

▴ See Also

Reference

[Configuration Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

ConfigurationDefaultSensorOrientationField

The default sensor orientation.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public const SensorOrientation DefaultSensorOrientation = Sei
```

Field Value

Type: **SensorOrientation**

▲ See Also

Reference

[Configuration Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

ConfigurationDefaultSmoothingField

The default body-tracking smoothing.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public const float DefaultSmoothing = 0.5f
```

Field Value

Type: **Single**

▲ See Also

Reference

[Configuration Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

ConfigurationDefaultSyncedImagesOnly Field

The default synchronization mode of Color and Depth images.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public const bool DefaultSyncedImagesOnly = true
```

Field Value

Type: **Boolean**

▲ See Also

Reference

[Configuration Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

ConfigurationDefaultWiredSyncMode Field

The default wired sync mode.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll)

Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public const WiredSyncMode DefaultWiredSyncMode = WiredSy
```

Field Value

Type: **WiredSyncMode**

▲ See Also

Reference

[Configuration Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

ConfigurationExtensions Class

Sensor configuration extensions.

▲ Inheritance Hierarchy **system.Object** LightBuzz.Kinect4Azure ConfigurationExtensions

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▲



Syntax

C#

[Copy](#)

```
public static class ConfigurationExtensions
```

▲ Methods

	Name	Description
	Size(ColorResolution)	Returns the width and height of the current color resolution (in pixels).
	Size(DepthMode)	Returns the width and height of the

current depth mode
(in pixels).

[Top](#)

▲ See Also



Reference

[LightBuzz.Kinect4Azure Namespace](#)

ConfigurationExtensions

Methods

Methods

	Name	Description
	Size(ColorResolution)	Returns the width and height of the current color resolution (in pixels).
	Size(DepthMode)	Returns the width and height of the current depth mode (in pixels).

[Top](#)

See Also



Reference

[ConfigurationExtensions Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

ConfigurationExtensionsSize Method

▲ Overload List

	Name	Description
	Size(ColorResolution)	Returns the width and height of the current color resolution (in pixels).
	Size(DepthMode)	Returns the width and height of the current depth mode (in pixels).

[Top](#)

▲ See Also

Reference

[ConfigurationExtensions Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

ConfigurationExtensions Size Method (ColorResolution)

Returns the width and height of the current color resolution (in pixels).

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▲

Syntax

C#

[Copy](#)

```
public static Size Size(  
    this ColorResolution resolution  
)
```

Parameters

resolution

Type: [LightBuzz.Kinect4Azure ColorResolution](#)
The current color resolution.

Return Value

Type: **Size**

The width and height of the frame.

Usage Note

In Visual Basic and C#, you can call this method as an instance method on any object of type [ColorResolution](#). When you use instance method syntax to call this method, omit the first parameter. For more information, see [Extension Methods \(Visual Basic\)](#) or [Extension Methods \(C# Programming Guide\)](#).

▲ See Also

Reference

[ConfigurationExtensions Class](#)

[Size Overload](#)

[LightBuzz.Kinect4Azure Namespace](#)

ConfigurationExtensions Size Method (DepthMode)

Returns the width and height of the current depth mode (in pixels).

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▲

Syntax

C#[Copy](#)

```
public static Size Size(  
    this DepthMode mode  
)
```

Parameters

mode

Type: [LightBuzz.Kinect4Azure DepthMode](#)

The current depth mode.

Return Value

Type: **Size**

The width and height of the frame.

Usage Note

In Visual Basic and C#, you can call this method as an instance method on any object of type [DepthMode](#). When you use instance method syntax to call this method, omit

the first parameter. For more information, see [Extension Methods \(Visual Basic\)](#) or [Extension Methods \(C# Programming Guide\)](#).

▲ See Also

Reference

[ConfigurationExtensions Class](#)

[Size Overload](#)

[LightBuzz.Kinect4Azure Namespace](#)

CoordinateMapper Class

Provides transformations across the 2D and 3D space.

▲ **Inheritance Hierarchy** **system Object** [LightBuzz.Kinect4Azure CoordinateMapper](#)

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0

(1.0.0.0) ▲ **Syntax**


C#

[Copy](#)

```
public class CoordinateMapper
```







The [CoordinateMapper](#) type exposes the following members.

▲ Properties

Name	Description
 Calibration	The native device calibration. Source: https://microsoft.github.io/Azure-Sensor-SDK/master/struct_microsoft_1_1_azure_1_1_kinect_1_1_sensor_1_1_calibration

[Top](#)

▲ Methods

Name	Description
 Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
 Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
 GetHashCode	Serves as the default hash function. (Inherited from Object .)
 GetType	Gets the Type of the current instance. (Inherited from Object .)
 MapColorToWorld	Maps the specified point from the 2D color space to the 3D world space.
 MapDepthToWorld	Maps the specified point from the 2D depth space to the 3D world space.



[MapWorldToColor](#)

Maps the specified point from the 3D world space to the 2D color space.



[MapWorldToDepth](#)

Maps the specified point from the 3D world space to the 2D depth space.



MemberwiseClone

Creates a shallow copy of the current **Object**.
(Inherited from **Object**.)



ToString

Returns a string that represents the current object.
(Inherited from **Object**.)

[Top](#)

▲ See Also


Reference

[LightBuzz.Kinect4Azure Namespace](#)

CoordinateMapper Properties

The [CoordinateMapper](#) type exposes the following members.

▲ Properties

Name	Description
 Calibration	The native device calibration. Source: https://microsoft.github.io/Azure-Kinect-Sensor-SDK/master/struct_microsoft_1_1_azure_1_1_kinect_1_1_sensor_1_1

[Top](#)

▲ See Also

Reference

[CoordinateMapper Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

CoordinateMapperCalibrationProperty

The native device calibration. Source:
https://microsoft.github.io/Azure-Kinect-Sensor-SDK/master/struct_microsoft_1_1_azure_1_1_kinect_1_1_sensor_1_1_calibration.html

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public Calibration Calibration { get; set; }
```

Property Value

Type: **Calibration**

▲ See Also

Reference

[CoordinateMapper Class](#)




[LightBuzz.Kinect4Azure Namespace](#)








CoordinateMapper

Methods

The [CoordinateMapper](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function.

		(Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MapColorToWorld	Maps the specified point from the 2D color space to the 3D world space.
	MapDepthToWorld	Maps the specified point from the 2D depth space to the 3D world space.
	MapWorldToColor	Maps the specified point from the 3D world space to the 2D color space.
	MapWorldToDepth	Maps the specified point from the 3D world space to the 2D depth space.
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string

that represents the current object.
(Inherited from **Object**.)

[Top](#)

▲ See Also

Reference

[CoordinateMapper Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

CoordinateMapperMapColorToWorld Method

Maps the specified point from the 2D color space to the 3D world space.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll)
Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#[Copy](#)

```
public Vector3D MapColorToWorld(  
    Vector2D point2D  
)
```

Parameters

*point2D*Type: **Vector2D**

The 2D color point.

Return Value

Type: **Vector3D**

The corresponding 3D world point.

▲ See Also

Reference

[CoordinateMapper Class](#)[LightBuzz.Kinect4Azure Namespace](#)

CoordinateMapper

MapDepthToWorld Method

Maps the specified point from the 2D depth space to the 3D world space.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▲

Syntax

C#[Copy](#)

```
public Vector3D MapDepthToWorld(  
    Vector2D point2D,  
    float depth  
)
```

Parameters

point2D

Type: **Vector2D**

The 2D depth point.

depth

Type: **System Single**

The depth of the 2D point (in meters).

Return Value

Type: **Vector3D**

The corresponding 3D world point.

▴ See Also

Reference

[CoordinateMapper Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

CoordinateMapperMapWorldToColor Method

Maps the specified point from the 3D world space to the 2D color space.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll)
Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#[Copy](#)

```
public Vector2D MapWorldToColor(  
    Vector3D point3D  
)
```

Parameters

point3D

Type: **Vector3D**

The 3D world point.

Return Value

Type: **Vector2D**

The corresponding 2D color point.

▲ See Also

Reference

[CoordinateMapper Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

CoordinateMapperMapWorldToDepth Method

Maps the specified point from the 3D world space to the 2D depth space.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll)
Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#[Copy](#)

```
public Vector2D MapWorldToDepth(  
    Vector3D point3D  
)
```

Parameters

point3D

Type: **Vector3D**

The 3D world point.

Return Value

Type: **Vector2D**

The corresponding 2D depth point.

▲ See Also

Reference

[CoordinateMapper Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

DepthFrameSource Class

Represents a Depth frame source.

▲ Inheritance Hierarchy **System.Object** [LightBuzz.Kinect4Azure.DepthFrameSource](#)

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▲

Syntax


C#

[Copy](#)

```
public class DepthFrameSource
```







The [DepthFrameSource](#) type exposes the following members.

▲ Constructors

Name	Description
 DepthFrameSource	Initializes a new instance of the DepthFrameSource class


[Top](#)

▲ Properties

	Name	Description
	BytesPerPixel	The number of bytes per pixel.
	Data	The buffer (ushort array) of the frame. Measured in millimeters.
	Height	The height of the frame (in pixels).
	PointCloud	The 3D coordinates of the point cloud (measured in millimeters). Attention: you should set enable the GeneratePointCloud configuration option to true.
	Stride	The stride of the frame.
	Width	The width of the frame (in pixels).

[Top](#)

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)



	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
💡	GetHashCode	Serves as the default hash function. (Inherited from Object .)
💡	GetType	Gets the Type of the current instance. (Inherited from Object .)
💡💡	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
💡	ToString	Returns a string that represents the current object. (Inherited from Object .)

[Top](#)

▲ **See Also**
Reference

LightBuzz.Kinect4Azure Namespace

DepthFrameSource Constructor

Initializes a new instance of the [DepthFrameSource](#) class

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▴ Syntax

C#

```
public DepthFrameSource()
```

[Copy](#)

▴ See Also

Reference

[DepthFrameSource Class](#)







[LightBuzz.Kinect4Azure Namespace](#)

DepthFrameSource

Properties

The [DepthFrameSource](#) type exposes the following members.

Properties

	Name	Description
	BytesPerPixel	The number of bytes per pixel.
	Data	The buffer (ushort array) of the frame. Measured in millimeters.
	Height	The height of the frame (in pixels).
	PointCloud	The 3D coordinates of the point cloud (measured in millimeters). Attention: you should set enable the GeneratePointCloud configuration option to true.
	Stride	The stride of the frame.
	Width	The width of the frame (in pixels).

[Top](#)

▲ See Also

Reference

[DepthFrameSource Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

DepthFrameSourceBytesPerPixel Property

The number of bytes per pixel.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public int BytesPerPixel { get; }
```

Property Value

Type: **Int32**

▲ See Also

Reference

[DepthFrameSource Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

DepthFrameSourceData Property

The buffer (ushort array) of the frame. Measured in millimeters.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public ushort[] Data { get; }
```

Property Value

Type: **UInt16**

▲ See Also

Reference

[DepthFrameSource Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

DepthFrameSourceHeight Property

The height of the frame (in pixels).

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public int Height { get; }
```

Property Value

Type: **Int32**

▲ See Also

Reference

[DepthFrameSource Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

DepthFrameSourcePointCloudProperty

The 3D coordinates of the point cloud (measured in millimeters). Attention: you should set enable the GeneratePointCloud configuration option to true.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public Short3[] PointCloud { get; }
```

Property Value

Type: **Short3**

▲ See Also

Reference

[DepthFrameSource Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

DepthFrameSourceStride Property

The stride of the frame.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public int Stride { get; }
```

Property Value

Type: **Int32**

▲ See Also

Reference

[DepthFrameSource Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

DepthFrameSourceWidth Property

The width of the frame (in pixels).

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public int Width { get; }
```

Property Value

Type: **Int32**

▲ See Also

Reference

[DepthFrameSource Class](#)




[LightBuzz.Kinect4Azure Namespace](#)

DepthFrameSource

Methods

The [DepthFrameSource](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function.

(Inherited from **Object**.)



GetType

Gets the **Type** of the current instance.
(Inherited from **Object**.)



MemberwiseClone

Creates a shallow copy of the current **Object**.
(Inherited from **Object**.)



ToString

Returns a string that represents the current object.
(Inherited from **Object**.)

[Top](#)

▲ See Also

Reference

[DepthFrameSource Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

DepthMode Enumeration

Depth sensor capture modes.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▲

Syntax

C#

[Copy](#)

```
public enum DepthMode
```

▲ Members

Member name	Value	Description
Off	0	Depth sensor will be turned off with this setting.
NFOV_2X2Binned	1	Depth captured at 320x288. Passive IR is also captured at 320x288.
NFOV_Unbinned	2	Depth captured at 640x576. Passive IR is

		also captured at 640x576.
WFOV_2X2Binned	3	Depth captured at 512x512. Passive IR is also captured at 512x512.
WFOV_Unbinned	4	Depth captured at 1024x1024. Passive IR is also captured at 1024x1024.
PassiveIR	5	Passive IR only, captured at 1024x1024.

▲ See Also

Reference

[LightBuzz.Kinect4Azure Namespace](#)

FieldOfView Enumeration

The field of view of the camera.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public enum FieldOfView
```

▲ Members

	Member name	Value	Description
	OK	0	The field of view is OK.
	Limited	1	The field of view is limited

▲ See Also

Reference

[LightBuzz.Kinect4Azure Namespace](#)

Floor Class

Represents a Floor plane.

▲ Inheritance Hierarchy **system.Object** [LightBuzz.Kinect4Azure.Floor](#)

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▲

Syntax

C#

[Copy](#)

```
public class Floor
```




The [Floor](#) type exposes the following members.

▲ Constructors

	Name	Description
	Floor(Floor)	Clones a floor plane.
	Floor(Single, Single, Single, Single)	Creates a new Floor plane.



[Top](#)






▲ Properties

	Name	Description
	FieldOfView	Returns whether the field of view is OK or limited.
	Height	The vertical distance between the floor and the sensor (absolute value).
	Tilt	Returns the tilt of the camera. Positive: the camera faces upwards. Negative: the camera faces downwards. Zero: the camera is straight. NaN: the accelerometer did not provide valid data or the field of view is very limited.

[Top](#)

Methods





	Name	Description
	Distance	Calculates the distance between the floor plane and the specified point in the 3D space.
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)

	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

[Top](#)

▲ Fields

Name	Description
------	-------------

	W	The vertical distance between the floor and the sensor.
	X	The X coordinate of the normal vector.
	Y	The Y coordinate of the normal vector.
	Z	The Z coordinate of the normal vector.

[Top](#)

▲ See Also

Reference

[LightBuzz.Kinect4Azure Namespace](#)

Floor Constructor

▲ Overload List

	Name	Description
	Floor(Floor)	Clones a floor plane.
	Floor(Single, Single, Single, Single)	Creates a new Floor plane.

[Top](#)

▲ See Also

Reference

[Floor Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

Floor Constructor (Floor)

Clones a floor plane.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public Floor(  
    Floor other  
)
```

Parameters

other

Type: [LightBuzz.Kinect4AzureFloor](#)

The floor plane to clone.

▲ See Also

Reference

[Floor Class](#)

[Floor Overload](#)

[LightBuzz.Kinect4Azure Namespace](#)

Floor Constructor (Single, Single, Single, Single)

Creates a new Floor plane.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▲

Syntax

C#

[Copy](#)

```
public Floor(  
    float x,  
    float y,  
    float z,  
    float w  
)
```

Parameters

x

Type: **System Single**

The X coordinate of the normal vector.

y

Type: **System Single**

The Y coordinate of the normal vector.

z

Type: **System Single**

The Z coordinate of the normal vector.

W

Type: **System Single**

The vertical distance between the current and the sensor.

▲ See Also

Reference

[Floor Class](#)




[Floor Overload](#)

[LightBuzz.Kinect4Azure Namespace](#)

Floor Properties

The [Floor](#) type exposes the following members.

▲ Properties

	Name	Description
	FieldOfView	Returns whether the field of view is OK or limited.
	Height	The vertical distance between the floor and the sensor (absolute value).
	Tilt	Returns the tilt of the camera. Positive: the camera faces upwards. Negative: the camera faces downwards. Zero: the camera is straight. NaN: the accelerometer did not provide valid data or the field of view is very limited.

[Top](#)

▲ See Also

Reference

[Floor Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

FloorFieldOfView Property

Returns whether the field of view is OK or limited.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public FieldOfView FieldOfView { get; }
```

Property Value

Type: [FieldOfView](#)

▲ See Also

Reference

[Floor Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

FloorHeight Property

The vertical distance between the floor and the sensor (absolute value).

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public float Height { get; }
```

Property Value

Type: **Single**

▲ See Also

Reference

[Floor Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

Floor Tilt Property

Returns the tilt of the camera. Positive: the camera faces upwards. Negative: the camera faces downwards. Zero: the camera is straight. NaN: the accelerometer did not provide valid data or the field of view is very limited.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▲

Syntax

C#

[Copy](#)

```
public float Tilt { get; }
```

Property Value

Type: **Single** ▲ **See Also**

Reference





[Floor Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

Floor Methods

The [Floor](#) type exposes the following members.

Methods

	Name	Description
	Distance	Calculates the distance between the floor plane and the specified point in the 3D space.
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the

default hash
function.
(Inherited from
Object.)



GetType

Gets the **Type** of
the current
instance.
(Inherited from
Object.)



MemberwiseClone

Creates a shallow
copy of the current
Object.
(Inherited from
Object.)



ToString

Returns a string
that represents the
current object.
(Inherited from
Object.)

[Top](#)

▲ See Also

Reference

[Floor Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

Floor Distance Method

Calculates the distance between the floor plane and the specified point in the 3D space.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▲

Syntax

C#

[Copy](#)

```
public float Distance(  
    Vector3D point  
)
```

Parameters

point

Type: **Vector3D**

A point in the 3D world space.

Return Value

Type: **Single**

The distance between the floor plane and the point (in meters).

▲ See Also

Reference





[Floor Class](#)

LightBuzz.Kinect4Azure Namespace

Floor Fields

The [Floor](#) type exposes the following members.

▲ Fields

	Name	Description
	W	The vertical distance between the floor and the sensor.
	X	The X coordinate of the normal vector.
	Y	The Y coordinate of the normal vector.
	Z	The Z coordinate of the normal vector.

[Top](#)

▲ See Also

Reference

[Floor Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

FloorW Field

The vertical distance between the floor and the sensor.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public float W
```

Field Value

Type: **Single**

▲ See Also

Reference

[Floor Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

FloorX Field

The X coordinate of the normal vector.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public float X
```

Field Value

Type: **Single**

▲ See Also

Reference

[Floor Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

FloorY Field

The Y coordinate of the normal vector.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public float Y
```

Field Value

Type: **Single**

▲ See Also

Reference

[Floor Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

FloorZ Field

The Z coordinate of the normal vector.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public float Z
```

Field Value

Type: **Single**

▲ See Also

Reference

[Floor Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

FloorFrameSource Class

Represents a Floor frame source.

▲ Inheritance Hierarchy **System.Object** [LightBuzz.Kinect4Azure.FloorFrameSource](#)

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▲

Syntax


C#

[Copy](#)

```
public class FloorFrameSource
```

The [FloorFrameSource](#) type exposes the following members.

▲ Constructors

Name	Description
 FloorFrameSource	Initializes a new instance of the FloorFrameSource class

[Top](#)

▲ Properties

Name	Description
------	-------------








Floor

The floor plane data.

[Top](#)

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object .

(Inherited from
Object.)



ToString

Returns a string that represents the current object.
(Inherited from
Object.)

[Top](#)

▲ See Also

Reference

[LightBuzz.Kinect4Azure Namespace](#)

FloorFrameSource Constructor

Initializes a new instance of the [FloorFrameSource](#) class

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public FloorFrameSource()
```

▲ See Also

Reference

[FloorFrameSource Class](#)


[LightBuzz.Kinect4Azure Namespace](#)

FloorFrameSource

Properties

The [FloorFrameSource](#) type exposes the following members.

▲ Properties

	Name	Description
	Floor	The floor plane data.

[Top](#)

▲ See Also

Reference

[FloorFrameSource Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

FloorFrameSourceFloorProperty

The floor plane data.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public Floor Floor { get; }
```

Property Value

Type: [Floor](#)

▲ See Also

Reference





[FloorFrameSource Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

FloorFrameSource Methods

The [FloorFrameSource](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of

the current instance.
(Inherited from **Object**.)



MemberwiseClone

Creates a shallow copy of the current **Object**.
(Inherited from **Object**.)



ToString

Returns a string that represents the current object.
(Inherited from **Object**.)

[Top](#)

▲ See Also

Reference

[FloorFrameSource Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

Frame Class

Encapsulates Azure Kinect frame data.

▲ Inheritance Hierarchy **system.Object** [LightBuzz.Kinect4Azure.Frame](#)

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▲

Syntax


C#

[Copy](#)

```
public class Frame
```

The [Frame](#) type exposes the following members.







▲ Constructors

	Name	Description
	Frame	Initializes a new instance of the Frame class

[Top](#)




▲ Properties

	Name	Description
	BodyFrameSource	The body frame data.

	ColorFrameSource	The color frame data.
	DepthFrameSource	The depth frame data.
	FloorFrameSource	The floor frame data.
	IMUFrameSource	The IMU frame data.
	Timestamp	The unique timestamp of the frame.
	UserFrameSource	The user-index map frame data.

[Top](#)

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default

hash function.
(Inherited from
Object.)



GetType

Gets the **Type** of the current instance.
(Inherited from
Object.)



MemberwiseClone

Creates a shallow copy of the current **Object**.
(Inherited from
Object.)



ToString

Returns a string that represents the current object.
(Inherited from
Object.)

[Top](#)

▲ See Also

Reference

[LightBuzz.Kinect4Azure Namespace](#)

Frame Constructor

Initializes a new instance of the [Frame](#) class

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public Frame()
```

▲ See Also

Reference








[Frame Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

Frame Properties

The [Frame](#) type exposes the following members.

▲ Properties

	Name	Description
	BodyFrameSource	The body frame data.
	ColorFrameSource	The color frame data.
	DepthFrameSource	The depth frame data.
	FloorFrameSource	The floor frame data.
	IMUFrameSource	The IMU frame data.
	Timestamp	The unique timestamp of the frame.
	UserFrameSource	The user-index map frame data.

[Top](#)

▲ See Also

Reference

[Frame Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

FrameBodyFrameSource Property

The body frame data.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public BodyFrameSource BodyFrameSource { get;
```

Property Value

Type: [BodyFrameSource](#)

▲ See Also

Reference

[Frame Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

FrameColorFrameSource Property

The color frame data.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public ColorFrameSource ColorFrameSource { ge
```

Property Value

Type: [ColorFrameSource](#)

▲ See Also

Reference

[Frame Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

FrameDepthFrameSource Property

The depth frame data.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public DepthFrameSource DepthFrameSource { ge
```

Property Value

Type: [DepthFrameSource](#)

▲ See Also

Reference

[Frame Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

FrameFloorFrameSource Property

The floor frame data.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public FloorFrameSource FloorFrameSource { ge
```

Property Value

Type: [FloorFrameSource](#)

▲ See Also

Reference

[Frame Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

FrameIMUFrameSource Property

The IMU frame data.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public IMUFrameSource IMUFrameSource { get; }
```

Property Value

Type: [IMUFrameSource](#)

▲ See Also

Reference

[Frame Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

FrameTimestamp Property

The unique timestamp of the frame.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public DateTime Timestamp { get; }
```

Property Value

Type: **DateTime**

▲ See Also

Reference

[Frame Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

FrameUserFrameSource Property

The user-index map frame data.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public UserFrameSource UserFrameSource { get;
```

Property Value

Type: [UserFrameSource](#)

▲ See Also

Reference





[Frame Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

Frame Methods

The [Frame](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of

the current instance.
(Inherited from **Object**.)



MemberwiseClone

Creates a shallow copy of the current **Object**.
(Inherited from **Object**.)



ToString

Returns a string that represents the current object.
(Inherited from **Object**.)

[Top](#)

▲ See Also

Reference

[Frame Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

FramesPerSecond Enumeration

Color and depth sensor frame rate.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public enum FramesPerSecond
```

▲ Members

Member name	Value	Description
FPS_5	0	5 FPS.
FPS_15	1	15 FPS.
FPS_30	2	30 FPS.

▲ See Also

Reference

[LightBuzz.Kinect4Azure Namespace](#)

IMU Class

Represents an Inertial Measurement Unit (e.g. Accelerometer/Gyroscope).

▲ Inheritance Hierarchy **System.Object**

[LightBuzz.Kinect4Azure.IMU](#)

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▲

Syntax



C#

[Copy](#)

```
public class IMU
```

The [IMU](#) type exposes the following members.



▲ Constructors

	Name	Description
	IMU	Creates an empty IMU.
	IMU(IMU)	Clones an IMU.

[Top](#)





▲ Properties






Name	Description
------	-------------

	Sample	The sample of the IMU (in meters per second squared).
	Timestamp	The timestamp of the unit.

[Top](#)

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)

	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	Pitch	Returns the rotation of the camera around the X axis. Positive: the camera faces downwards. Negative: the camera faces upwards. Zero: the camera is straight.
	Roll	Returns the rotation of the camera around the Z axis. Positive: the camera faces downwards. Negative: the camera faces upwards. Zero: the camera is straight.
	Tilt	Returns the tilt of the camera. Positive: the camera faces upwards. Negative: the camera faces downwards. Zero: the camera is straight.
	ToString	Returns a string that represents the current object.

(Inherited from
Object.)



Yaw

Returns the rotation of the camera around the Y axis. Positive: the camera faces downwards. Negative: the camera faces upwards. Zero: the camera is straight.

[Top](#)



▲ See Also

Reference

[LightBuzz.Kinect4Azure Namespace](#)

IMU Constructor

▲ Overload List

	Name	Description
	IMU	Creates an empty IMU.
	IMU(IMU)	Clones an IMU.

[Top](#)

▲ See Also

Reference

[IMU Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

IMU Constructor

Creates an empty IMU.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

```
public IMU()
```

[Copy](#)

▲ See Also

Reference

[IMU Class](#)

[IMU Overload](#)

[LightBuzz.Kinect4Azure Namespace](#)

IMU Constructor (IMU)

Clones an IMU.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public IMU(  
    IMU other  
)
```

Parameters

other

Type: [LightBuzz.Kinect4AzureIMU](#)

The IMU to clone.

▲ See Also

Reference

[IMU Class](#)



[IMU Overload](#)

[LightBuzz.Kinect4Azure Namespace](#)

IMU Properties

The [IMU](#) type exposes the following members.

▲ Properties

	Name	Description
	Sample	The sample of the IMU (in meters per second squared).
	Timestamp	The timestamp of the unit.

[Top](#)

▲ See Also

Reference

[IMU Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

IMUSample Property

The sample of the IMU (in meters per second squared).

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public Vector3D Sample { get; }
```

Property Value

Type: **Vector3D**

▲ See Also

Reference

[IMU Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

IMUTimestamp Property

The timestamp of the unit.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public TimeSpan Timestamp { get; }
```

Property Value

Type: **TimeSpan**

▲ See Also

Reference





[IMU Class](#)





[LightBuzz.Kinect4Azure Namespace](#)

IMU Methods

The [IMU](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of

		the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	Pitch	Returns the rotation of the camera around the X axis. Positive: the camera faces downwards. Negative: the camera faces upwards. Zero: the camera is straight.
	Roll	Returns the rotation of the camera around the Z axis. Positive: the camera faces downwards. Negative: the camera faces upwards. Zero: the camera is straight.
	Tilt	Returns the tilt of the camera. Positive: the camera faces upwards. Negative: the

camera faces downwards. Zero: the camera is straight.



ToString

Returns a string that represents the current object. (Inherited from **Object**.)



Yaw

Returns the rotation of the camera around the Y axis. Positive: the camera faces downwards. Negative: the camera faces upwards. Zero: the camera is straight.

[Top](#)

▲ See Also

Reference

[IMU Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

IMU Pitch Method

Returns the rotation of the camera around the X axis. Positive: the camera faces downwards. Negative: the camera faces upwards. Zero: the camera is straight.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▲

Syntax

C#[Copy](#)

```
public float Pitch(  
    bool degrees = true  
)
```

Parameters

degrees (**Optional**)

Type: **System Boolean**

The measurement unit (degrees or radians).

Return Value

Type: **Single**

The Pitch rotation angle.

▲ See Also

Reference

[IMU Class](#)

LightBuzz.Kinect4Azure Namespace

IMU Roll Method

Returns the rotation of the camera around the Z axis. Positive: the camera faces downwards. Negative: the camera faces upwards. Zero: the camera is straight.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▲

Syntax

C#[Copy](#)

```
public float Roll(  
    bool degrees = true  
)
```

Parameters

degrees (**Optional**)

Type: **System Boolean**

The measurement unit (degrees or radians).

Return Value

Type: **Single**

The Pitch rotation angle.

▲ See Also

Reference

[IMU Class](#)

LightBuzz.Kinect4Azure Namespace

IMU Tilt Method

Returns the tilt of the camera. Positive: the camera faces upwards. Negative: the camera faces downwards. Zero: the camera is straight.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▲

Syntax

C#[Copy](#)

```
public float Tilt(  
    Axis axis,  
    bool degrees = true  
)
```

Parameters

axis

Type: **Axis**

The axis to get the tilt from.

degrees (**Optional**)

Type: **System Boolean**

The measurement unit (degrees or radians).

Return Value

Type: **Single**

The tilt of the camera.

▴ See Also

Reference

[IMU Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

IMU Yaw Method

Returns the rotation of the camera around the Y axis. Positive: the camera faces downwards. Negative: the camera faces upwards. Zero: the camera is straight.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▲

Syntax

C#[Copy](#)

```
public float Yaw(  
    bool degrees = true  
)
```

Parameters

degrees (**Optional**)

Type: **System Boolean**

The measurement unit (degrees or radians).

Return Value

Type: **Single**

The Pitch rotation angle.

▲ See Also

Reference

[IMU Class](#)

LightBuzz.Kinect4Azure Namespace

IMUFrameSource Class

Represents an Inertial Measurement Unit (IMU: Accelerometer and Gyroscope) frame source.

▲ Inheritance Hierarchy **System.Object**

[LightBuzz.Kinect4Azure.IMUFrameSource](#)

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▲

Syntax


C#

[Copy](#)

```
public class IMUFrameSource
```

The [IMUFrameSource](#) type exposes the following members.



▲ Constructors

Name	Description
 IMUFrameSource	Initializes a new instance of the IMUFrameSource class

[Top](#)





▲ Properties

Name	Description
------	-------------

	Accelerometer	The Accelerometer data.
	Gyroscope	The Gyroscope data.
	Temperature	The temperature of the unit (in Celsius).

[Top](#)

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance.

(Inherited from **Object.**)



MemberwiseClone

Creates a shallow copy of the current **Object**.
(Inherited from **Object.**)



ToString

Returns a string that represents the current object.
(Inherited from **Object.**)

[Top](#)

▲ See Also

Reference

[LightBuzz.Kinect4Azure Namespace](#)

IMUFrameSource Constructor

Initializes a new instance of the [IMUFrameSource](#) class

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public IMUFrameSource()
```

▲ See Also

Reference

[IMUFrameSource Class](#)




[LightBuzz.Kinect4Azure Namespace](#)

IMUFrameSource

Properties

The [IMUFrameSource](#) type exposes the following members.

▲ Properties

	Name	Description
	Accelerometer	The Accelerometer data.
	Gyroscope	The Gyroscope data.
	Temperature	The temperature of the unit (in Celsius).

[Top](#)

▲ See Also

Reference

[IMUFrameSource Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

IMUFrameSourceAccelerometer Property

The Accelerometer data.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public IMU Accelerometer { get; }
```

Property Value

Type: [IMU](#)

▲ See Also

Reference

[IMUFrameSource Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

IMUFrameSourceGyroscope Property

The Gyroscope data.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public IMU Gyroscope { get; }
```

Property Value

Type: [IMU](#)

▲ See Also

Reference

[IMUFrameSource Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

IMUFrameSourceTemperatureProperty

The temperature of the unit (in Celsius).

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public float Temperature { get; }
```

Property Value

Type: **Single**

▲ See Also

Reference





[IMUFrameSource Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

IMUFrameSource Methods

The [IMUFrameSource](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of

the current instance.
(Inherited from **Object**.)



MemberwiseClone

Creates a shallow copy of the current **Object**.
(Inherited from **Object**.)



ToString

Returns a string that represents the current object.
(Inherited from **Object**.)

[Top](#)

▲ See Also

Reference

[IMUFrameSource Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

Joint Class

Represents a human body joint.

▲ Inheritance Hierarchy **system.Object** [LightBuzz.Kinect4Azure.Joint](#)

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▲

Syntax


C#

[Copy](#)

```
public class Joint
```


The [Joint](#) type exposes the following members.





▲ Constructors

	Name	Description
	Joint	Initializes a new instance of the Joint class

[Top](#)




▲ Properties

	Name	Description
	JointType	The type of the joint.

	Orientation	The orientation of the joint.
	Position	The position of the joint in the 3D world space.
	PositionColor	The position of the joint in the 2D color space.
	PositionDepth	The position of the joint in the 2D depth space.
	TrackingState	The tracking state of the joint.

[Top](#)

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default

hash function.
(Inherited from
Object.)



GetType

Gets the **Type** of the current instance.
(Inherited from
Object.)



MemberwiseClone

Creates a shallow copy of the current **Object**.
(Inherited from
Object.)



ToString

Returns a string that represents the current object.
(Inherited from
Object.)

[Top](#)

▲ See Also

Reference

[LightBuzz.Kinect4Azure Namespace](#)

Joint Constructor

Initializes a new instance of the [Joint](#) class

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public Joint()
```

▲ See Also

Reference







[Joint Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

Joint Properties

The [Joint](#) type exposes the following members.

▲ Properties

	Name	Description
	JointType	The type of the joint.
	Orientation	The orientation of the joint.
	Position	The position of the joint in the 3D world space.
	PositionColor	The position of the joint in the 2D color space.
	PositionDepth	The position of the joint in the 2D depth space.
	TrackingState	The tracking state of the joint.

[Top](#)

▲ See Also

Reference

[Joint Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

JointJointType Property

The type of the joint.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public JointType JointType { get; }
```

Property Value

Type: [JointType](#)

▲ See Also

Reference

[Joint Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

JointOrientation Property

The orientation of the joint.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▴ Syntax

C#

[Copy](#)

```
public Vector4D Orientation { get; }
```

Property Value

Type: **Vector4D**

▴ See Also

Reference

[Joint Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

JointPosition Property

The position of the joint in the 3D world space.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public Vector3D Position { get; }
```

Property Value

Type: **Vector3D**

▲ See Also

Reference

[Joint Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

JointPositionColor Property

The position of the joint in the 2D color space.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public Vector2D PositionColor { get; }
```

Property Value

Type: **Vector2D**

▲ See Also

Reference

[Joint Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

JointPositionDepth Property

The position of the joint in the 2D depth space.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public Vector2D PositionDepth { get; }
```

Property Value

Type: **Vector2D**

▲ See Also

Reference

[Joint Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

JointTrackingState Property

The tracking state of the joint.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public TrackingState TrackingState { get; }
```

Property Value

Type: [TrackingState](#)

▲ See Also

Reference





[Joint Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

Joint Methods

The [Joint](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of

the current instance.
(Inherited from **Object**.)



MemberwiseClone

Creates a shallow copy of the current **Object**.
(Inherited from **Object**.)



ToString

Returns a string that represents the current object.
(Inherited from **Object**.)

[Top](#)

▲ See Also

Reference

[Joint Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

JointType Enumeration

Represents the Azure Kinect joint types.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▲

Syntax

C#

[Copy](#)

```
public enum JointType
```

▲ Members

Member name	Value	Description
Pelvis	0	Pelvis
SpineNaval	1	Spine Naval
SpineChest	2	Spine Chest
Neck	3	Neck
ClavicleLeft	4	Left Clavicle
ShoulderLeft	5	Left Shoulder
ElbowLeft	6	Left Elbow

WristLeft	7	Left Wrist
HandLeft	8	Left Hand
HandtipLeft	9	Left Hand-tip
ThumbLeft	10	Left Thumb
ClavicleRight	11	Right Clavicle
ShoulderRight	12	Right Shoulder
ElbowRight	13	Right Elbow
WristRight	14	Right Wrist
HandRight	15	Right Hand
HandtipRight	16	Right Hand-tip
ThumbRight	17	Right Thumb
HipLeft	18	Left Hip
KneeLeft	19	Left Knee
AnkleLeft	20	Left Ankle
FootLeft	21	Left Foot
HipRight	22	Right Hip
KneeRight	23	Right Knee
AnkleRight	24	Right Ankle
FootRight	25	Right Foot

Head	26	Head
Nose	27	Nose
EyeLeft	28	Left Eye
EarLeft	29	Left Ear
EyeRight	30	Right Eye
EarRight	31	Right Ear

See Also

Reference

[LightBuzz.Kinect4Azure Namespace](#)

Jpeg Class

JPEG encoding and decoding.

▲ Inheritance Hierarchy **system.Object** [LightBuzz.Kinect4Azure.Jpeg](#)

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▲

Syntax



C#

[Copy](#)

```
public static class Jpeg
```

The [Jpeg](#) type exposes the following members.

▲ Methods

	Name	Description
	Decode	Decodes the compressed JPEG data to raw RGB data.
	Encode	Encodes the raw RGBA data to JPEG.

[Top](#)

▲ See Also



Reference

[LightBuzz.Kinect4Azure Namespace](#)

Jpeg Methods

The [Jpeg](#) type exposes the following members.

Methods

	Name	Description
	Decode	Decodes the compressed JPEG data to raw RGB data.
	Encode	Encodes the raw RGBA data to JPEG.

[Top](#)

See Also

Reference

[Jpeg Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

Jpeg Decode Method

Decodes the compressed JPEG data to raw RGB data.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▲

Syntax

C#[Copy](#)

```
public static byte[] Decode(  
    byte[] jpegData,  
    int width,  
    int height  
)
```

Parameters

jpegData

Type: **System Byte**

The compressed JPEG data.

width

Type: **System Int32**

The width of the JPEG image.

height

Type: **System Int32**

The height of the JPEG image.

Return Value

Type: **Byte**

The raw uncompressed RGB array.

▲ See Also

Reference

[Jpeg Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

Jpeg Encode Method

Encodes the raw RGBA data to JPEG.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▲

Syntax

C#

[Copy](#)

```
public static byte[] Encode(  
    byte[] rawData,  
    int width,  
    int height,  
    int quality = 75  
)
```

Parameters

rawData

Type: **System Byte**

The uncompressed raw RGBA data.

width

Type: **System Int32**

The width of the image.

height

Type: **System Int32**

The height of the image.

quality (**Optional**)

Type: **System Int32**

The JPEG encoding quality (0 - 100).

Return Value

Type: **Byte**

The compressed JPEG data.

▲ See Also

Reference

[Jpeg Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

KinectSensor Class

Represents an Azure Kinect sensor device.

▲ Inheritance Hierarchy **System.Object** [LightBuzz.Kinect4Azure.KinectSensor](#)

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▲




Syntax

C#[Copy](#)

```
public sealed class KinectSensor
```

The [KinectSensor](#) type exposes the following members.

▲ Properties

	Name	Description
	Configuration	The configuration parameters of the sensor.
	CoordinateMapper	The coordinate mapper.
 S	Count	Returns the number of the connect Kinect devices.








IsOpen

Specifies whether the sensor is open and streaming.

[Top](#)

Methods

	Name	Description
	Close	Closes the sensor.
S	Create(Int32)	Creates a new KinectSensor with the specified device index and the default configuration parameters.
S	Create(Configuration)	Creates a new KinectSensor with the specified configuration parameters.
	Equals	Specifies whether two instances of a KinectSensor device refer to the same physical device. (Overrides Object.Equals(Object) .)
S	GetDefault	Creates a new KinectSensor with the default configuration

		parameters and the default device index.
	GetHashCode	Serves as the hash function for the KinectSensor type. (Overrides Object.GetHashCode .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	Open	Opens the sensor.
	ToString	Returns a string that represents the current object. (Inherited from Object .)
	Update	Returns the latest frame data.

[Top](#)

▲ See Also






Reference

[LightBuzz.Kinect4Azure Namespace](#)

KinectSensor Properties

The [KinectSensor](#) type exposes the following members.

▲ Properties

	Name	Description
	Configuration	The configuration parameters of the sensor.
	CoordinateMapper	The coordinate mapper.
 	Count	Returns the number of the connect Kinect devices.
	IsOpen	Specifies whether the sensor is open and streaming.

[Top](#)

▲ See Also

Reference

[KinectSensor Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

KinectSensorConfiguration Property

The configuration parameters of the sensor.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public Configuration Configuration { get; }
```

Property Value

Type: [Configuration](#)

▲ See Also

Reference

[KinectSensor Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

KinectSensorCoordinateMapper Property

The coordinate mapper.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public CoordinateMapper CoordinateMapper { get;
```

Property Value

Type: [CoordinateMapper](#)

▲ See Also

Reference

[KinectSensor Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

KinectSensorCount Property

Returns the number of the connect Kinect devices.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public static int Count { get; }
```

Property Value

Type: **Int32**

▲ See Also

Reference

[KinectSensor Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

KinectSensorIsOpen Property

Specifies whether the sensor is open and streaming.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public bool IsOpen { get; }
```

Property Value

Type: **Boolean**

▲ See Also

Reference







[KinectSensor Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

KinectSensor Methods

The [KinectSensor](#) type exposes the following members.

Methods

	Name	Description
	Close	Closes the sensor.
 	Create(Int32)	Creates a new KinectSensor with the specified device index and the default configuration parameters.
 	Create(Configuration)	Creates a new KinectSensor with the specified configuration parameters.
	Equals	Specifies whether two instances of a KinectSensor device refer to the same physical device. (Overrides Object Equals(Object).)



GetDefault

Creates a new [KinectSensor](#) with the default configuration parameters and the default device index.



GetHashCode

Serves as the hash function for the [KinectSensor](#) type. (Overrides **Object.GetHashCode** .)



GetType

Gets the **Type** of the current instance. (Inherited from **Object**.)



Open

Opens the sensor.



ToString

Returns a string that represents the current object. (Inherited from **Object**.)



Update

Returns the latest frame data.

[Top](#)

▲ See Also

Reference

KinectSensor Class
LightBuzz.Kinect4Azure Namespace

KinectSensorClose Method

Closes the sensor.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public void Close()
```

▲ See Also



Reference

[KinectSensor Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

KinectSensorCreate Method

└ Overload List

	Name	Description
	Create(Int32)	Creates a new KinectSensor with the specified device index and the default configuration parameters.
	Create(Configuration)	Creates a new KinectSensor with the specified configuration parameters.

[Top](#)

└ See Also

Reference

[KinectSensor Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

KinectSensor Create Method (Int32)

Creates a new [KinectSensor](#) with the specified device index and the default configuration parameters.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▲

Syntax

C#

[Copy](#)

```
public static KinectSensor Create(  
    int index  
)
```

Parameters

index

Type: **System Int32**

The index of the device (if more than 1 devices are connected).

Return Value

Type: [KinectSensor](#)

A [KinectSensor](#) device or null.

▲ See Also

Reference

[KinectSensor Class](#)

[Create Overload](#)

[LightBuzz.Kinect4Azure Namespace](#)

KinectSensorCreate Method (Configuration)

Creates a new [KinectSensor](#) with the specified configuration parameters.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public static KinectSensor Create(  
    Configuration configuration  
)
```

Parameters

configuration

Type: [LightBuzz.Kinect4AzureConfiguration](#)

The configuration parameters for the sensor.

Return Value

Type: [KinectSensor](#)

A [KinectSensor](#) device or null.

▲ See Also

Reference

KinectSensor Class
Create Overload
LightBuzz.Kinect4Azure Namespace

KinectSensor Equals Method

Specifies whether two instances of a [KinectSensor](#) device refer to the same physical device.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▲

Syntax

C#[Copy](#)

```
public override bool Equals(  
    Object obj  
)
```

Parameters

obj

Type: **System Object**

The device to compare with.

Return Value

Type: **Boolean**

True if both instances refer to the same device. False otherwise.

▲ See Also

Reference

[KinectSensor Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

KinectSensorGetDefault Method

Creates a new [KinectSensor](#) with the default configuration parameters and the default device index.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: [LightBuzz.Kinect4Azure](#) (in [LightBuzz.Kinect4Azure.dll](#)) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public static KinectSensor GetDefault()
```

Return Value

Type: [KinectSensor](#)

A [KinectSensor](#) device or null.

▲ See Also

Reference

[KinectSensor Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

KinectSensorGetHashCode Method

Serves as the hash function for the [KinectSensor](#) type.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public override int GetHashCode()
```

Return Value

Type: **Int32**

The hash code value.

▲ See Also

Reference

[KinectSensor Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

KinectSensorOpen Method

Opens the sensor.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▴ Syntax

C#

[Copy](#)

```
public void Open()
```

▴ See Also

Reference

[KinectSensor Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

KinectSensorUpdate Method

Returns the latest frame data.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public Frame Update()
```

Return Value

Type: [Frame](#)

The latest frame data.

▲ See Also

Reference

[KinectSensor Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

TrackingState Enumeration

The tracking state.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▲

Syntax

C#

[Copy](#)

```
public enum TrackingState
```

▲ Members

Member name	Value	Description
None	0	The joint is out of range (too far from depth camera).
Low	1	The joint is not observed (likely due to occlusion), predicted joint pose.
Medium	2	Medium confidence in joint pose. Current SDK will only provide joints up to this confidence level.

High	3	High confidence in joint pose. Placeholder for future SDK.
Count	4	The total number of tracking states.

▲ See Also

Reference

[LightBuzz.Kinect4Azure Namespace](#)

UserFrameSource Class

Represents a User Index Map frame source.

▲ Inheritance Hierarchy **System.Object** [LightBuzz.Kinect4Azure.UserFrameSource](#)

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▲

Syntax


C#

[Copy](#)

```
public class UserFrameSource
```

The [UserFrameSource](#) type exposes the following members.

▲ Constructors





Name	Description
 UserFrameSource	Initializes a new instance of the UserFrameSource class

[Top](#)

▲ Properties




Name	Description
------	-------------






	BytesPerPixel	The number of bytes per pixel.
	Data	The buffer (byte array) of the frame.
	Height	The height of the frame (in pixels).
	Stride	The stride of the frame.
	Width	The width of the frame (in pixels).

[Top](#)



Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default

		hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

[Top](#)

▴ Fields

	Name	Description
 	Background	Indication that a point belongs to the background.

[Top](#)

▴ See Also

Reference

[LightBuzz.Kinect4Azure Namespace](#)

UserFrameSource Constructor

Initializes a new instance of the [UserFrameSource](#) class

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public UserFrameSource()
```

▲ See Also

Reference

[UserFrameSource Class](#)






[LightBuzz.Kinect4Azure Namespace](#)

UserFrameSource

Properties

The [UserFrameSource](#) type exposes the following members.

Properties

	Name	Description
	BytesPerPixel	The number of bytes per pixel.
	Data	The buffer (byte array) of the frame.
	Height	The height of the frame (in pixels).
	Stride	The stride of the frame.
	Width	The width of the frame (in pixels).

[Top](#)

See Also

Reference

[UserFrameSource Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

UserFrameSourceBytesPerPixelProperty

The number of bytes per pixel.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public int BytesPerPixel { get; }
```

Property Value

Type: **Int32**

▲ See Also

Reference

[UserFrameSource Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

UserFrameSourceData Property

The buffer (byte array) of the frame.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public byte[] Data { get; }
```

Property Value

Type: **Byte**

▲ See Also

Reference

[UserFrameSource Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

UserFrameSourceHeight Property

The height of the frame (in pixels).

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public int Height { get; }
```

Property Value

Type: **Int32**

▲ See Also

Reference

[UserFrameSource Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

UserFrameSourceStride Property

The stride of the frame.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public int Stride { get; }
```

Property Value

Type: **Int32**

▲ See Also

Reference

[UserFrameSource Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

UserFrameSourceWidth Property

The width of the frame (in pixels).

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public int Width { get; }
```

Property Value

Type: **Int32**

▲ See Also

Reference





[UserFrameSource Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

UserFrameSource Methods

The [UserFrameSource](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of

the current instance.
(Inherited from **Object**.)



MemberwiseClone

Creates a shallow copy of the current **Object**.
(Inherited from **Object**.)



ToString

Returns a string that represents the current object.
(Inherited from **Object**.)

[Top](#)

▲ See Also

Reference


[UserFrameSource Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

UserFrameSource Fields

The [UserFrameSource](#) type exposes the following members.

Fields

	Name	Description
	Background	Indication that a point belongs to the background.

[Top](#)

See Also

Reference

[UserFrameSource Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

UserFrameSourceBackgroundField

Indication that a point belongs to the background.

Namespace: [LightBuzz.Kinect4Azure](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public const byte Background = 255
```

Field Value

Type: **Byte**

▲ See Also

Reference




[UserFrameSource Class](#)

[LightBuzz.Kinect4Azure Namespace](#)

LightBuzz.Kinect4Azure.Avateering Namespace

Avatar animation in the 3D and 2D space.

▴ Classes

	Class	Description
	Avatar	Represents an animatable avatar.
	Bone	Represents an avatar bone.
	Jump	Functions that determine the jump.

Avatar Class

Represents an animatable avatar.

▲ **Inheritance Hierarchy** **system.Object**
[LightBuzz.Kinect4Azure.Avateering Avatar](#)

Namespace: [LightBuzz.Kinect4Azure.Avateering](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▲

Syntax


C#

[Copy](#)

```
[SerializableAttribute]  
public class Avatar
```

The [Avatar](#) type exposes the following members.

▲ Constructors




	Name	Description
	Avatar	Initializes a new instance of the Avatar class

[Top](#)

▲ Properties




Name	Description
------	-------------






	MatchScale	Scales the model to match the scale of the body detected.
	SmoothDelta	The motion smoothing factor (0.0 - 1.0).
	UpdatePose	Updates the avatar's bones.
	UseWorldPosition	Specifies whether the avatar will move in the 3D world space.






[Top](#)






Methods

	Name	Description
	ApplyScale	Applies scale to the Avatar Root.
	ApplyScaleAtBones	Applies scale to the highest hierarchy bone.
	CalculateOrientations	Calculations are done by finding a normal, a destination and the offset to the original rotation. The

normal defines the UP vector in order to rotate the joints based on an axis. The destination is where the joint should "look at". The hard coded offset of each joint rotates the joint to the correct place from its original rotation from the T-Pose.

	CalculateScale	Calculates and applies the scale to the avatar to meet the body.
	DoTPose	Forces model to T-Pose.
	Equals	Determines whether the specified object is equal to the current object.

		(Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	FindHighestHieararchyBone	Center of mass will be used to calculate offset.
	GetBone	Finds and returns the bone of the Animator.
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance.

		(Inherited from Object .)
	Initialize	Caches animator bones for rotation.
	Initialize(GameObject)	Assigns a new root GameObject for the avatar. Caches animator bones for rotation.
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	PositionAt	Sets the position of the vatar at point.
	PositionBonesAtPoint	Sets the position of the highest hierarchy bone at the position, thus moving the whole avatar.



ToString

Returns a string that represents the current object. (Inherited from **Object**.)



Update

Initialises the avatar if it has not been initialised. Updates joints orientation and position.



UpdateJump

Calculates jump and crouch.

[Top](#)

See Also

Reference

[LightBuzz.Kinect4Azure.Avateering Namespace](#)

Avatar Constructor

Initializes a new instance of the [Avatar](#) class

Namespace: [LightBuzz.Kinect4Azure.Avateering](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public Avatar()
```

▲ See Also

Reference





[Avatar Class](#)

[LightBuzz.Kinect4Azure.Avateering Namespace](#)

Avatar Properties

The [Avatar](#) type exposes the following members.

▲ Properties

	Name	Description
	MatchScale	Scales the model to match the scale of the body detected.
	SmoothDelta	The motion smoothing factor (0.0 - 1.0).
	UpdatePose	Updates the avatar's bones.
	UseWorldPosition	Specifies whether the avatar will move in the 3D world space.

[Top](#)

▲ See Also

Reference

[Avatar Class](#)

[LightBuzz.Kinect4Azure.Avateering Namespace](#)

AvatarMatchScale Property

Scales the model to match the scale of the body detected.

Namespace: [LightBuzz.Kinect4Azure.Avateering](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public bool MatchScale { get; set; }
```

Property Value

Type: **Boolean**

▲ See Also

Reference

[Avatar Class](#)

[LightBuzz.Kinect4Azure.Avateering Namespace](#)

AvatarSmoothDelta Property

The motion smoothing factor (0.0 - 1.0).

Namespace: [LightBuzz.Kinect4Azure.Avateering](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public float SmoothDelta { get; set; }
```

Property Value

Type: **Single**

▲ See Also

Reference

[Avatar Class](#)

[LightBuzz.Kinect4Azure.Avateering Namespace](#)

AvatarUpdatePose Property

Updates the avatar's bones.

Namespace: [LightBuzz.Kinect4Azure.Avateering](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public bool UpdatePose { get; set; }
```

Property Value

Type: **Boolean**

▲ See Also

Reference

[Avatar Class](#)

[LightBuzz.Kinect4Azure.Avateering Namespace](#)

AvatarUseWorldPosition Property

Specifies whether the avatar will move in the 3D world space.

Namespace: [LightBuzz.Kinect4Azure.Avateering](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public bool UseWorldPosition { get; set; }
```

Property Value

Type: **Boolean**

▲ See Also

Reference




[Avatar Class](#)

[LightBuzz.Kinect4Azure.Avateering Namespace](#)

Avatar Methods

The [Avatar](#) type exposes the following members.

Methods

	Name	Description
	ApplyScale	Applies scale to the Avatar Root.
	ApplyScaleAtBones	Applies scale to the highest hierarchy bone.
	CalculateOrientations	Calculations are done by finding a normal, a destination and the offset to the original rotation. The normal defines the UP vector in order to rotate the

joints based on an axis. The destination is where the joint should "look at". The hard coded offset of each joint rotates the joint to the correct place from its original rotation from the T-Pose.



CalculateScale

Calculates and applies the scale to the avatar to meet the body.







DoTPose






Forces model to T-Pose.







Equals

Determines whether the specified object is equal to the current object.

		(Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	FindHighestHieararchyBone	Center of mass will be used to calculate offset.
	GetBone	Finds and returns the bone of the Animator.
	GetHashCode	Serves as the default hash function.

		(Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	Initialize	Caches animator bones for rotation.
	Initialize(GameObject)	Assigns a new root GameObject for the avatar. Caches animator bones for rotation.
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
		

	PositionAt	Sets the position of the vatar at point.
	PositionBonesAtPoint	Sets the position of the highest hierarchy bone at the position, thus moving the whole avatar.
	ToString	Returns a string that represents the current object. (Inherited from Object .)
	Update	Initialises the avatar if it has not been initialised. Updates joints orientation and position.
	UpdateJump	Calculates jump and crouch.

[Top](#)

▲ See Also

Reference

[Avatar Class](#)

[LightBuzz.Kinect4Azure.Avateering Namespace](#)

AvatarApplyScale Method

Applies scale to the Avatar Root.

Namespace: [LightBuzz.Kinect4Azure.Avateering](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public void ApplyScale(  
    float newScale  
)
```

Parameters

newScale

Type: **System.Single**

**[Missing <param name="newScale"/> documentation for
"M:LightBuzz.Kinect4Azure.Avateering.Avatar.ApplyScale(Sys
tem.Single)"]**

▲ See Also

Reference

[Avatar Class](#)

[LightBuzz.Kinect4Azure.Avateering Namespace](#)

AvatarApplyScaleAtBones Method

Applies scale to the highest hierarchy bone.

Namespace: [LightBuzz.Kinect4Azure.Avateering](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public bool ApplyScaleAtBones(  
    float newScale  
)
```

Parameters

newScale

Type: **System.Single**

[Missing <param name="newScale"/> documentation for "M:LightBuzz.Kinect4Azure.Avateering.Avatar.ApplyScaleAtBones(System.Single)"]

Return Value

Type: **Boolean**

[Missing <returns> documentation for "M:LightBuzz.Kinect4Azure.Avateering.Avatar.ApplyScaleAtBones(System.Single)"]

See Also

Reference

[Avatar Class](#)

[LightBuzz.Kinect4Azure.Avateering Namespace](#)

Avatar

CalculateOrientations

Method

Calculations are done by finding a normal, a destination and the offset to the original rotation. The normal defines the UP vector in order to rotate the joints based on an axis. The destination is where the joint should "look at". The hard coded offset of each joint rotates the joint to the correct place from its original rotation from the T-Pose.

Namespace: [LightBuzz.Kinect4Azure.Avateering](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▲

Syntax

C#[Copy](#)

```
protected void CalculateOrientations(  
    Body body  
)
```

Parameters

body

Type: [LightBuzz.Kinect4Azure Body](#)

[Missing <param name="body"/> documentation for "M:LightBuzz.Kinect4Azure.Avateering.Avatar.CalculateOrientations(LightBuzz.Kinect4Azure.Body)"]

▲ See Also

Reference

[Avatar Class](#)

[LightBuzz.Kinect4Azure.Avateering Namespace](#)

AvatarCalculateScale Method

Calculates and applies the scale to the avatar to meet the body.

Namespace: [LightBuzz.Kinect4Azure.Avateering](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#[Copy](#)

```
protected void CalculateScale(  
    Body body  
)
```

Parameters

body

Type: [LightBuzz.Kinect4AzureBody](#)

[Missing <param name="body"/> documentation for "M:LightBuzz.Kinect4Azure.Avateering.Avatar.CalculateScale(LightBuzz.Kinect4Azure.Body)"]

▲ See Also

Reference

[Avatar Class](#)

[LightBuzz.Kinect4Azure.Avateering Namespace](#)

AvatarDoTPose Method

Forces model to T-Pose.

Namespace: [LightBuzz.Kinect4Azure.Avateering](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public void DoTPose()
```

▲ See Also

Reference

[Avatar Class](#)

[LightBuzz.Kinect4Azure.Avateering Namespace](#)

AvatarFindHighestHieararchyBone Method

Center of mass will be used to calculate offset.

Namespace: [LightBuzz.Kinect4Azure.Avateering](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
protected JointType FindHighestHieararchyBone()
```

Return Value

Type: [JointType](#)

[Missing <returns> documentation for

"M:LightBuzz.Kinect4Azure.Avateering.Avatar.FindHighestHieararchyBone"]

▲ See Also

Reference

[Avatar Class](#)

[LightBuzz.Kinect4Azure.Avateering Namespace](#)

AvatarGetBone Method

Finds and returns the bone of the Animator.

Namespace: [LightBuzz.Kinect4Azure.Avateering](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#[Copy](#)

```
public Bone GetBone(  
    HumanBodyBones humanBodyBone  
)
```

Parameters

humanBodyBone

Type: **HumanBodyBones**

[Missing <param name="humanBodyBone"/> documentation for

"M:LightBuzz.Kinect4Azure.Avateering.Avatar.GetBone(UnityEngine.HumanBodyBones)"]

Return Value

Type: [Bone](#)

[Missing <returns> documentation for

"M:LightBuzz.Kinect4Azure.Avateering.Avatar.GetBone(UnityEngine.HumanBodyBones)"]

▲ See Also



Reference

[Avatar Class](#)

[LightBuzz.Kinect4Azure.Avateering Namespace](#)

AvatarInitialize Method

▲ Overload List

	Name	Description
	Initialize	Caches animator bones for rotation.
	Initialize(GameObject)	Assigns a new root GameObject for the avatar. Caches animator bones for rotation.

[Top](#)

▲ See Also

Reference

[Avatar Class](#)

[LightBuzz.Kinect4Azure.Avateering Namespace](#)

AvatarInitialize Method

Caches animator bones for rotation.

Namespace: [LightBuzz.Kinect4Azure.Avateering](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public void Initialize()
```

▲ See Also

Reference

[Avatar Class](#)

[Initialize Overload](#)

[LightBuzz.Kinect4Azure.Avateering Namespace](#)

AvatarInitialize Method (GameObject)

Assigns a new root GameObject for the avatar. Caches animator bones for rotation.

Namespace: [LightBuzz.Kinect4Azure.Avateering](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#[Copy](#)

```
public void Initialize(  
    GameObject newAvatarRoot  
)
```

Parameters

newAvatarRoot

Type: **GameObject**

The new root GameObject from the avatar to use.

▲ See Also

Reference

[Avatar Class](#)

[Initialize Overload](#)

[LightBuzz.Kinect4Azure.Avateering Namespace](#)

AvatarPositionAt Method

Sets the position of the vatar at point.

Namespace: [LightBuzz.Kinect4Azure.Avateering](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public void PositionAt(  
    Vector3 point  
)
```

Parameters

point

Type: **Vector3**

The new position of the avatar.

▲ See Also

Reference

[Avatar Class](#)

[LightBuzz.Kinect4Azure.Avateering Namespace](#)

Avatar PositionBonesAtPoint Method

Sets the position of the highest hierarchy bone at the position, thus moving the whole avatar.

Namespace: [LightBuzz.Kinect4Azure.Avateering](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▲

Syntax

C#[Copy](#)

```
public bool PositionBonesAtPoint(  
    Vector3 point  
)
```

Parameters

point

Type: **Vector3**

The new position of the root bone.

Return Value

Type: **Boolean**

True if the bone was positioned. False if it failed.

▲ See Also

Reference

[Avatar Class](#)

[LightBuzz.Kinect4Azure.Avateering Namespace](#)

Avatar Update Method

Initialises the avatar if it has not been initialised. Updates joints orientation and position.

Namespace: [LightBuzz.Kinect4Azure.Avateering](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▲

Syntax

C#[Copy](#)

```
public void Update(  
    Body body,  
    Floor floor = null  
)
```

Parameters

body

Type: [LightBuzz.Kinect4Azure Body](#)

The body data to feed the avatar with.

floor **(Optional)**

Type: [LightBuzz.Kinect4Azure Floor](#)

The floor data.

▲ See Also

Reference

[Avatar Class](#)

LightBuzz.Kinect4Azure.Avateering Namespace

AvatarUpdateJump Method

Calculates jump and crouch.

Namespace: [LightBuzz.Kinect4Azure.Avateering](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#[Copy](#)

```
protected void UpdateJump(  
    Body body,  
    Floor floor  
)
```

Parameters

body

Type: [LightBuzz.Kinect4AzureBody](#)

[Missing <param name="body"/> documentation for
"M:LightBuzz.Kinect4Azure.Avateering.Avatar.UpdateJump(Lig
htBuzz.Kinect4Azure.Body,LightBuzz.Kinect4Azure.Floor)"]

floor

Type: [LightBuzz.Kinect4AzureFloor](#)

[Missing <param name="floor"/> documentation for
"M:LightBuzz.Kinect4Azure.Avateering.Avatar.UpdateJump(Lig
htBuzz.Kinect4Azure.Body,LightBuzz.Kinect4Azure.Floor)"]

▲ See Also

Reference

[Avatar Class](#)

[LightBuzz.Kinect4Azure.Avateering Namespace](#)

Bone Class

Represents an avatar bone.

▲ Inheritance Hierarchy **system.Object** [LightBuzz.Kinect4Azure.Avateering.Bone](#)

Namespace: [LightBuzz.Kinect4Azure.Avateering](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▲

Syntax




C#

[Copy](#)

```
public class Bone
```






The [Bone](#) type exposes the following members.






▲ Properties

	Name	Description
	OriginalPosition	The original position of the bone.
	OriginalRotation	The original rotation of the bone.
	Transform	The transform of the bone.

[Top](#)

Methods

	Name	Description
	CalibrateOriginalRotation	Calibrate the original bone rotation.
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance.

		(Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	Reset	Resets the rotation of the current bone.
	ToString	Returns a string that represents the current object. (Inherited from Object .)
	UpdatePosition	Updates the position of the current bone.
	UpdateRotation	Updates the rotation of the current bone.

[Top](#)

See Also




Reference

[LightBuzz.Kinect4Azure.Avateering Namespace](#)

Bone Properties

The [Bone](#) type exposes the following members.

▲ Properties

	Name	Description
	OriginalPosition	The original position of the bone.
	OriginalRotation	The original rotation of the bone.
	Transform	The transform of the bone.

[Top](#)

▲ See Also

Reference

[Bone Class](#)

[LightBuzz.Kinect4Azure.Avateering Namespace](#)

BoneOriginalPosition Property

The original position of the bone.

Namespace: [LightBuzz.Kinect4Azure.Avateering](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public Vector3 OriginalPosition { get; }
```

Property Value

Type: **Vector3**

▲ See Also

Reference

[Bone Class](#)

[LightBuzz.Kinect4Azure.Avateering Namespace](#)

BoneOriginalRotation Property

The original rotation of the bone.

Namespace: [LightBuzz.Kinect4Azure.Avateering](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public Quaternion OriginalRotation { get; }
```

Property Value

Type: **Quaternion**

▲ See Also

Reference

[Bone Class](#)

[LightBuzz.Kinect4Azure.Avateering Namespace](#)

BoneTransform Property

The transform of the bone.

Namespace: [LightBuzz.Kinect4Azure.Avateering](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public Transform Transform { get; }
```

Property Value

Type: **Transform**

▲ See Also

Reference




[Bone Class](#)








[LightBuzz.Kinect4Azure.Avateering Namespace](#)

Bone Methods

The [Bone](#) type exposes the following members.

Methods

	Name	Description
	CalibrateOriginalRotation	Calibrate the original bone rotation.
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)

	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	Reset	Resets the rotation of the current bone.
	ToString	Returns a string that represents the current object. (Inherited from Object .)
	UpdatePosition	Updates the position of the current bone.
	UpdateRotation	Updates the rotation of the

current bone.

[Top](#)

▲ See Also

Reference

[Bone Class](#)

[LightBuzz.Kinect4Azure.Avateering Namespace](#)

BoneCalibrateOriginalRotation Method

Calibrate the original bone rotation.

Namespace: [LightBuzz.Kinect4Azure.Avateering](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▴ Syntax

C#

[Copy](#)

```
public void CalibrateOriginalRotation()
```

▴ See Also

Reference

[Bone Class](#)

[LightBuzz.Kinect4Azure.Avateering Namespace](#)

BoneReset Method

Resets the rotation of the current bone.

Namespace: [LightBuzz.Kinect4Azure.Avateering](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public void Reset()
```

▲ See Also

Reference

[Bone Class](#)

[LightBuzz.Kinect4Azure.Avateering Namespace](#)

BoneUpdatePosition Method

Updates the position of the current bone.

Namespace: [LightBuzz.Kinect4Azure.Avateering](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public void UpdatePosition(  
    Vector3 newPosition  
)
```

Parameters

newPosition

Type: **Vector3**

The new bone position.

▲ See Also

Reference

[Bone Class](#)

[LightBuzz.Kinect4Azure.Avateering Namespace](#)

BoneUpdateRotation Method

Updates the rotation of the current bone.

Namespace: [LightBuzz.Kinect4Azure.Avateering](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public void UpdateRotation(  
    Quaternion newRotation,  
    float smoothDelta  
)
```

Parameters

newRotation

Type: **Quaternion**

The new rotation.

smoothDelta

Type: **SystemSingle**

The motion smoothing factor (0.0 - 1.0)

▲ See Also

Reference

[Bone Class](#)

LightBuzz.Kinect4Azure.Avateering Namespace

Jump Class

Functions that determine the jump.

▴ **Inheritance Hierarchy** **System.Object**
[LightBuzz.Kinect4Azure.Avateering.Jump](#)

Namespace: [LightBuzz.Kinect4Azure.Avateering](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▴

Syntax


C#

[Copy](#)

```
public class Jump
```


The [Jump](#) type exposes the following members.

▴ Constructors



	Name	Description
	Jump	Initializes a new instance of the Jump class

[Top](#)

▴ Properties






	Name	Description
	IsJumping	True if the body is jumping.






False if not.

	JumpHeight	Jump height in meters.
	LowestJoint	Indicates the lowest joint in the body.

[Top](#)



Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	FindLowestAnkle	Finds the lowest Y of the feet.
	FindLowestFoot	Finds the lowest Y of the feet.
	GetHashCode	Serves as the default hash function.

		(Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)
	Update	Finds if the body has jump and how much. Updates the variable LowestJoint.
	UpdateLowestJoint	Updates the variable LowestJoint.

[Top](#)

▲ Fields

	Name	Description
 	Tolerance	Offset for the lowest joint from the floor (represents the minimum height of the joint).

[Top](#)

▲ See Also

Reference

[LightBuzz.Kinect4Azure.Avateering Namespace](#)

Jump Constructor

Initializes a new instance of the [Jump](#) class

Namespace: [LightBuzz.Kinect4Azure.Avateering](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

```
public Jump()
```

[Copy](#)

▲ See Also

Reference




[Jump Class](#)

[LightBuzz.Kinect4Azure.Avateering Namespace](#)

Jump Properties

The [Jump](#) type exposes the following members.

▲ Properties

	Name	Description
	IsJumping	True if the body is jumping. False if not.
	JumpHeight	Jump height in meters.
	LowestJoint	Indicates the lowest joint in the body.

[Top](#)

▲ See Also

Reference

[Jump Class](#)

[LightBuzz.Kinect4Azure.Avateering Namespace](#)

IsJumping Property

True if the body is jumping. False if not.

Namespace: [LightBuzz.Kinect4Azure.Avateering](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public bool IsJumping { get; protected set; }
```

Property Value

Type: **Boolean**

▲ See Also

Reference

[Jump Class](#)

[LightBuzz.Kinect4Azure.Avateering Namespace](#)

JumpJumpHeight Property

Jump height in meters.

Namespace: [LightBuzz.Kinect4Azure.Avateering](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public float JumpHeight { get; protected set;
```

Property Value

Type: **Single**

▲ See Also

Reference

[Jump Class](#)

[LightBuzz.Kinect4Azure.Avateering Namespace](#)

JumpLowestJoint Property

Indicates the lowest joint in the body.

Namespace: [LightBuzz.Kinect4Azure.Avateering](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public Joint LowestJoint { get; protected set
```

Property Value

Type: [Joint](#)

▲ See Also

Reference






[Jump Class](#)






[LightBuzz.Kinect4Azure.Avateering Namespace](#)

Jump Methods

The [Jump](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	FindLowestAnkle	Finds the lowest Y of the feet.
	FindLowestFoot	Finds the lowest Y of the feet.
	GetHashCode	Serves as the

		default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)
	Update	Finds if the body has jump and how much. Updates the variable LowestJoint.
	UpdateLowestJoint	Updates the variable LowestJoint.

[Top](#)

▲ See Also

Reference

[Jump Class](#)

[LightBuzz.Kinect4Azure.Avateering Namespace](#)

JumpFindLowestAnkle Method

Finds the lowest Y of the feet.

Namespace: [LightBuzz.Kinect4Azure.Avateering](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▴ Syntax

C#

[Copy](#)

```
protected Vector3D FindLowestAnkle(  
    Body body  
)
```

Parameters

body

Type: [LightBuzz.Kinect4AzureBody](#)

Position in y.

Return Value

Type: **Vector3D**

**[Missing <returns> documentation for
"M:LightBuzz.Kinect4Azure.Avateering.Jump.FindLowestAnkle(Ligh
tBuzz.Kinect4Azure.Body)"]**

▴ See Also

Reference

[Jump Class](#)

[LightBuzz.Kinect4Azure.Avateering Namespace](#)

JumpFindLowestFoot Method

Finds the lowest Y of the feet.

Namespace: [LightBuzz.Kinect4Azure.Avateering](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
protected Vector3D FindLowestFoot(  
    Body body  
)
```

Parameters

body

Type: [LightBuzz.Kinect4AzureBody](#)

Position in y.

Return Value

Type: **Vector3D**

**[Missing <returns> documentation for
"M:LightBuzz.Kinect4Azure.Avateering.Jump.FindLowestFoot(Light
Buzz.Kinect4Azure.Body)"]**

▲ See Also

Reference

[Jump Class](#)

[LightBuzz.Kinect4Azure.Avateering Namespace](#)

Jump Update Method

Finds if the body has jump and how much. Updates the variable LowestJoint.

Namespace: [LightBuzz.Kinect4Azure.Avateering](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▲

Syntax

C#[Copy](#)

```
public void Update(  
    Body body,  
    Floor floor  
)
```

Parameters

body

Type: [LightBuzz.Kinect4Azure Body](#)

The body to calculate if it jumped.

floor

Type: [LightBuzz.Kinect4Azure Floor](#)

The floor to calculate the jump.

Return Value

Type:

True if the body is jumping. False if not.

▴ See Also

Reference

[Jump Class](#)

[LightBuzz.Kinect4Azure.Avateering Namespace](#)

JumpUpdateLowestJoint Method

Updates the variable LowestJoint.

Namespace: [LightBuzz.Kinect4Azure.Avateering](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public void UpdateLowestJoint(  
    Body body  
)
```

Parameters

body

Type: [LightBuzz.Kinect4AzureBody](#)

**[Missing <param name="body"/> documentation for
"M:LightBuzz.Kinect4Azure.Avateering.Jump.UpdateLowestJoi
nt(LightBuzz.Kinect4Azure.Body)"]**

▲ See Also

Reference


[Jump Class](#)

[LightBuzz.Kinect4Azure.Avateering Namespace](#)

Jump Fields

The [Jump](#) type exposes the following members.

▲ Fields

	Name	Description
	Tolerance	Offset for the lowest joint from the floor (represents the minimum height of the joint).

[Top](#)

▲ See Also

Reference

[Jump Class](#)

[LightBuzz.Kinect4Azure.Avateering Namespace](#)

JumpTolerance Field

Offset for the lowest joint from the floor (represents the minimum height of the joint).

Namespace: [LightBuzz.Kinect4Azure.Avateering](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public const float Tolerance = 0.1f
```

Field Value

Type: **Single**

▲ See Also

Reference






[Jump Class](#)

[LightBuzz.Kinect4Azure.Avateering Namespace](#)

LightBuzz.Kinect4Azure.Video Namespace

Video recording and playback module.

└Classes

	Class	Description
	FileExtensions	The common file extensions used in the LightBuzz Body-Tracking framework.
	FileNames	The common video file names.
	VideoConfiguration	Video configuration settings.
	VideoHelper	Video utility methods for importing and exporting data.
	VideoPlayer	Loads recorded frames (Color, Depth, and Body data).



VideoRecorder

Records Color,
Depth, and Body
data.

FileExtensions Class

The common file extensions used in the LightBuzz Body-Tracking framework.

▲ Inheritance Hierarchy **System.Object**

[LightBuzz.Kinect4Azure.Video](#) [FileExtensions](#)

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▲

Syntax






C#









[Copy](#)

```
public static class FileExtensions
```

The [FileExtensions](#) type exposes the following members.

▲ Fields

	Name	Description
 S	BIN	BIN
 S	Body	Raw body data.
 S	Color	Raw color data.
 S	Configuration	Configuration settings.
 S	Depth	Raw depth data.

	Floor	Raw floor data.
	IMU	Raw IMU data.
	JPG	JPEG
	JSON	JSON
	LBZ	LBZ
	META	META
	PNG	PNG
	Timestamps	Timestamp data.

[Top](#)

See Also














Reference

[LightBuzz.Kinect4Azure.Video Namespace](#)

FileExtensions Fields

The [FileExtensions](#) type exposes the following members.

Fields

	Name	Description
	BIN	BIN
	Body	Raw body data.
	Color	Raw color data.
	Configuration	Configuration settings.
	Depth	Raw depth data.
	Floor	Raw floor data.
	IMU	Raw IMU data.
	JPG	JPEG
	JSON	JSON
	LBZ	LBZ
	META	META
	PNG	PNG
	Timestamps	Timestamp data.

[Top](#)

▲ See Also

Reference

[FileExtensions Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

FileExtensionsBIN Field

BIN

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public const string BIN = ".bin"
```

Field Value

Type: **String**

▲ See Also

Reference

[FileExtensions Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

FileExtensionsBody Field

Raw body data.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public const string Body = ".body"
```

Field Value

Type: **String**

▲ See Also

Reference

[FileExtensions Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

FileExtensionsColor Field

Raw color data.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public const string Color = ".color"
```

Field Value

Type: **String**

▲ See Also

Reference

[FileExtensions Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

FileExtensionsConfigurationField

Configuration settings.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public const string Configuration = ".configu
```

Field Value

Type: **String**

▲ See Also

Reference

[FileExtensions Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

FileExtensionsDepth Field

Raw depth data.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public const string Depth = ".depth"
```

Field Value

Type: **String**

▲ See Also

Reference

[FileExtensions Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

FileExtensionsFloor Field

Raw floor data.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public const string Floor = ".floor"
```

Field Value

Type: **String**

▲ See Also

Reference

[FileExtensions Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

FileExtensionsIMU Field

Raw IMU data.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

Syntax

C#

[Copy](#)

```
public const string IMU = ".imu"
```

Field Value

Type: **String**

See Also

Reference

[FileExtensions Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

FileExtensionsJPG Field

JPEG

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

Syntax

C#

[Copy](#)

```
public const string JPG = ".jpg"
```

Field Value

Type: **String**

See Also

Reference

[FileExtensions Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

FileExtensionsJSON Field

JSON

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

Syntax

C#

[Copy](#)

```
public const string JSON = ".json"
```

Field Value

Type: **String**

See Also

Reference

[FileExtensions Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

FileExtensionsLBZ Field

LBZ

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▴ Syntax

C#

[Copy](#)

```
public const string LBZ = ".lbz"
```

Field Value

Type: **String**

▴ See Also

Reference

[FileExtensions Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

FileExtensionsMETA Field

META

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▴ Syntax

C#

[Copy](#)

```
public const string META = ".meta"
```

Field Value

Type: **String**

▴ See Also

Reference

[FileExtensions Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

FileExtensionsPNG Field

PNG

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public const string PNG = ".png"
```

Field Value

Type: **String**

▲ See Also

Reference

[FileExtensions Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

FileExtensionsTimestampsField

Timestamp data.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public const string Timestamps = ".timestamps"
```

Field Value

Type: **String**

▲ See Also

Reference

[FileExtensions Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

FileNames Class

The common video file names.

▴ Inheritance Hierarchy

System.Object [LightBuzz.Kinect4Azure.VideoFileNames](#)

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▴ Syntax

C#

```
public static class FileNames
```

[Copy](#)

The [FileNames](#) type exposes the following members.

▴ Fields

	Name	Description
 	Configuration	The configuration file.
 	Timestamps	The timestamps file.

[Top](#)

▴ See Also

Reference

[LightBuzz.Kinect4Azure.Video Namespace](#)

FileNames Fields

The [FileNames](#) type exposes the following members.

Fields

	Name	Description
 S	Configuration	The configuration file.
 S	Timestamps	The timestamps file.

[Top](#)

See Also

Reference

[FileNames Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

FileNamesConfiguration Field

The configuration file.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public const string Configuration = "configur
```

Field Value

Type: **String**

▲ See Also

Reference

[FileNames Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

FileNamesTimestamps Field

The timestamps file.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public const string Timestamps = "timestamps"
```

Field Value

Type: **String**

▲ See Also

Reference

[FileNames Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoConfiguration Class

Video configuration settings.

▴ **Inheritance Hierarchy** **System.Object**
[LightBuzz.Kinect4Azure.Video.VideoConfiguration](#)

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▴

Syntax


C#

[Copy](#)

```
public class VideoConfiguration
```









The [VideoConfiguration](#) type exposes the following members.

▴ Constructors

Name	Description
 VideoConfiguration	Initializes a new instance of the VideoConfiguration class

[Top](#)







▴ Properties

	Name	Description
	ColorResolution	The resolution of the color camera.
	DepthResolution	The resolution of the depth camera.
	Path	The path to the directory where the data will be saved.
	RecordBody	Specifies whether the video should record body data.
	RecordColor	Specifies whether the video should record color data.
	RecordDepth	Specifies whether the video should record depth data.
	RecordFloor	Specifies whether the video should record floor data.
	RecordIMU	Specifies whether the video should record IMU data.

[Top](#)

▴ Methods

Name	Description
------	-------------

	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object.

(Inherited from
Object.)

[Top](#)

▲ See Also

Reference

[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoConfiguration Constructor

Initializes a new instance of the [VideoConfiguration](#) class

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public VideoConfiguration()
```

▲ See Also

Reference







[VideoConfiguration Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoConfiguration Properties

The [VideoConfiguration](#) type exposes the following members.

▲ Properties

	Name	Description
	ColorResolution	The resolution of the color camera.
	DepthResolution	The resolution of the depth camera.
	Path	The path to the directory where the data will be saved.
	RecordBody	Specifies whether the video should record body data.
	RecordColor	Specifies whether the video should record color data.
	RecordDepth	Specifies whether the video should record depth data.



RecordFloor

Specifies whether the video should record floor data.



RecordIMU

Specifies whether the video should record IMU data.

[Top](#)

▲ See Also

Reference

[VideoConfiguration Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoConfigurationColorResolutionProperty

The resolution of the color camera.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll)
Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public Size ColorResolution { get; set; }
```

Property Value

Type: **Size**

▲ See Also

Reference

[VideoConfiguration Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoConfigurationDepthResolutionProperty

The resolution of the depth camera.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll)

Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public Size DepthResolution { get; set; }
```

Property Value

Type: **Size**

▲ See Also

Reference

[VideoConfiguration Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoConfigurationPath Property

The path to the directory where the data will be saved.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public string Path { get; set; }
```

Property Value

Type: **String**

▲ See Also

Reference

[VideoConfiguration Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoConfigurationRecordBodyProperty

Specifies whether the video should record body data.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public bool RecordBody { get; set; }
```

Property Value

Type: **Boolean**

▲ See Also

Reference

[VideoConfiguration Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoConfigurationRecordColorProperty

Specifies whether the video should record color data.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public bool RecordColor { get; set; }
```

Property Value

Type: **Boolean**

▲ See Also

Reference

[VideoConfiguration Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoConfigurationRecordDepthProperty

Specifies whether the video should record depth data.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public bool RecordDepth { get; set; }
```

Property Value

Type: **Boolean**

▲ See Also

Reference

[VideoConfiguration Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoConfigurationRecordFloorProperty

Specifies whether the video should record floor data.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public bool RecordFloor { get; set; }
```

Property Value

Type: **Boolean**

▲ See Also

Reference

[VideoConfiguration Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoConfigurationRecordIMUProperty

Specifies whether the video should record IMU data.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public bool RecordIMU { get; set; }
```

Property Value

Type: **Boolean**

▲ See Also

Reference

[VideoConfiguration Class](#)




[LightBuzz.Kinect4Azure.Video Namespace](#)




VideoConfiguration

Methods

The [VideoConfiguration](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function.

		(Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

[Top](#)

▲ See Also

Reference

[VideoConfiguration Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoHelper Class

Video utility methods for importing and exporting data.

▲ **Inheritance Hierarchy** **System.Object**
[LightBuzz.Kinect4Azure.Video.VideoHelper](#)

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▲

Syntax



C#

















[Copy](#)






```
public static class VideoHelper
```

The [VideoHelper](#) type exposes the following members.

▲ Methods

	Name	Description
	Export(IEnumerable<DateTime>)	Exports the specified list of timestamps.
	Export(UInt16)	Exports the current raw depth data array in byte array format.

 	<code>Export(Body)</code>	Exports the current body to a string.
 	<code>Export(IList Body)</code>	Exports the current list of bodies to string.
 	<code>Export(ColorFrameSource)</code>	Exports the current raw color data array in byte array format.
 	<code>Export(FloorFrameSource)</code>	Exports the current floor data to string.
 	<code>Export(IMUFrameSource)</code>	Exports the current IMU data to string.
 	<code>Export(VideoConfiguration)</code>	Exports the current video configuration settings.
 	<code>ImportBodyData</code>	Imports a list of bodies from the specified string data.
 	<code>ImportColorData</code>	Imports the recorded color frame data.

	ImportConfiguration	Imports the video configuration settings.
	ImportDepthData	Imports the recorded depth data.
	ImportFloorData	Imports the recorded floor data.
	ImportIMUData	Imports the recorded IMU data.
	ImportTimestamps	Imports the timestamps of the recorded frames.

[Top](#)

▲ See Also

Reference








[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoHelper Methods

The [VideoHelper](#) type exposes the following members.

Methods

	Name	Description
	Export(IEnumerable DateTime)	Exports the specified list of timestamps.
	Export(UInt16)	Exports the current raw depth data array in byte array format.
	Export(Body)	Exports the current body to a string.
	Export(ICollection Body)	Exports the current list of bodies to string.
	Export(ColorFrameSource)	Exports the current raw color data

		array in byte array format.
	<code>Export(FloorFrameSource)</code>	Exports the current floor data to string.
	<code>Export(IMUFrameSource)</code>	Exports the current IMU data to string.
	<code>Export(VideoConfiguration)</code>	Exports the current video configuration settings.
	<code>ImportBodyData</code>	Imports a list of bodies from the specified string data.
	<code>ImportColorData</code>	Imports the recorded color frame data.
	<code>ImportConfiguration</code>	Imports the video configuration settings.
	<code>ImportDepthData</code>	Imports the recorded

depth data.



ImportFloorData

Imports the recorded floor data.



ImportIMUData

Imports the recorded IMU data.



ImportTimestamps

Imports the timestamps of the recorded frames.

[Top](#)

See Also







Reference

[VideoHelper Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoHelper Export Method

Overload List

	Name	Description
	Export(IEnumerable DateTime)	Exports the specified list of timestamps.
	Export(UInt16)	Exports the current raw depth data array in byte array format.
	Export(Body)	Exports the current body to a string.
	Export(ICollection Body)	Exports the current list of bodies to string.
	Export(ColorFrameSource)	Exports the current raw color data array in byte array format.
	Export(FloorFrameSource)	Exports the

current floor
data to
string.



[Export\(IMUFrameSource\)](#)

Exports the
current IMU
data to
string.



[Export\(VideoConfiguration\)](#)

Exports the
current video
configuration
settings.

[Top](#)

▲ See Also

Reference

[VideoHelper Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoHelperExport Method (IEnumerableDateTime)

Exports the specified list of timestamps.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public static string Export(  
    IEnumerable<DateTime> timestamps  
)
```

Parameters

timestamps

Type: **System.Collections.GenericIEnumerableDateTime**

The list of timestamps to export.

Return Value

Type: **String**

A string representation of the timestamp data.

▲ See Also

Reference

VideoHelper Class

Export Overload

LightBuzz.Kinect4Azure.Video Namespace

VideoHelper Export Method (UInt16)

Exports the current raw depth data array in byte array format.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▲

Syntax

C#

[Copy](#)

```
public static byte[] Export(  
    ushort[] data  
)
```

Parameters

data

Type: **System UInt16**

The raw depth data to export.

Return Value

Type: **Byte**

A byte array representation of the ushort array data.

▲ See Also

Reference

VideoHelper Class

Export Overload

LightBuzz.Kinect4Azure.Video Namespace

VideoHelperExport Method (Body)

Exports the current body to a string.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public static string Export(  
    Body body  
)
```

Parameters

body

Type: [LightBuzz.Kinect4AzureBody](#)

The body to export.

Return Value

Type: **String**

A string representation of the current body.

▲ See Also

Reference

[VideoHelper Class](#)

Export Overload
LightBuzz.Kinect4Azure.Video Namespace

VideoHelperExport Method (IListBody)

Exports the current list of bodies to string.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public static string Export(  
    IList<Body> bodies  
)
```

Parameters

bodies

Type: **System.Collections.GenericIList**[Body](#)

The bodies to export.

Return Value

Type: **String**

A string representation of the current bodies.

▲ See Also

Reference

[VideoHelper Class](#)

Export Overload
LightBuzz.Kinect4Azure.Video Namespace

VideoHelper Export Method (ColorFrameSource)

Exports the current raw color data array in byte array format.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▲

Syntax

C#

[Copy](#)

```
public static byte[] Export(  
    ColorFrameSource source  
)
```

Parameters

source

Type: [LightBuzz.Kinect4Azure ColorFrameSource](#)

The color frame source to export.

Return Value

Type: **Byte**

A byte array representation of the raw array data.

▲ See Also

Reference

VideoHelper Class

Export Overload

LightBuzz.Kinect4Azure.Video Namespace

VideoHelperExport Method (FloorFrameSource)

Exports the current floor data to string.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public static string Export(  
    FloorFrameSource source  
)
```

Parameters

source

Type: [LightBuzz.Kinect4AzureFloorFrameSource](#)

The floor frame source to export.

Return Value

Type: **String**

A string representation of the floor data.

▲ See Also

Reference

[VideoHelper Class](#)

Export Overload
LightBuzz.Kinect4Azure.Video Namespace

VideoHelperExport Method (IMUFrameSource)

Exports the current IMU data to string.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public static string Export(  
    IMUFrameSource source  
)
```

Parameters

source

Type: [LightBuzz.Kinect4Azure.IMUFrameSource](#)

The IMU frame source to export.

Return Value

Type: **String**

A string representation of the IMU data.

▲ See Also

Reference

[VideoHelper Class](#)

Export Overload
LightBuzz.Kinect4Azure.Video Namespace

VideoHelperExport Method (VideoConfiguration)

Exports the current video configuration settings.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public static string Export(  
    VideoConfiguration configuration  
)
```

Parameters

configuration

Type: [LightBuzz.Kinect4Azure.VideoVideoConfiguration](#)

The video configuration settings.

Return Value

Type: **String**

A string representation of the video configuration.

▲ See Also

Reference

VideoHelper Class
Export Overload
LightBuzz.Kinect4Azure.Video Namespace

VideoHelperImportBodyData Method

Imports a list of bodies from the specified string data.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#[Copy](#)

```
public static IList<Body> ImportBodyData(  
    string data  
)
```

Parameters

data

Type: **SystemString**

The string data, exported using the [VideoHelper.Export](#) method.

Return Value

Type: **IListBody**

[Missing <returns> documentation for

"M:LightBuzz.Kinect4Azure.Video.VideoHelper.ImportBodyData(System.String)"]

▲ See Also

Reference

[VideoHelper Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoHelper

ImportColorData Method

Imports the recorded color frame data.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▲

Syntax

C#

[Copy](#)

```
public static ColorFrameSource ImportColorData(
    byte[] jpegData,
    int width,
    int height
)
```

Parameters

jpegData

Type: **System Byte**

The JPEG data.

width

Type: **System Int32**

The width of the color frame.

height

Type: **System Int32**

The height of the color frame.

Return Value

Type: [ColorFrameSource](#)

The color frame data.

▲ See Also

Reference

[VideoHelper Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoHelperImportConfiguration Method

Imports the video configuration settings.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public static VideoConfiguration ImportConfigurat:  
    string data  
)
```

Parameters

data

Type: **SystemString**

A string representation of the configuration data.

Return Value

Type: [VideoConfiguration](#)

The video configuration settings.

▲ See Also

Reference

[VideoHelper Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoHelperImportDepthData Method

Imports the recorded depth data.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public static ushort[] ImportDepthData(  
    byte[] data  
)
```

Parameters

data

Type: **SystemByte**

The raw depth frame data.

Return Value

Type: **UInt16**

The depth frame data.

▲ See Also

Reference

[VideoHelper Class](#)

LightBuzz.Kinect4Azure.Video Namespace

VideoHelperImportFloorData Method

Imports the recorded floor data.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public static FloorFrameSource ImportFloorData(
    string data
)
```

Parameters

data

Type: **System.String**

The raw floor frame data.

Return Value

Type: [FloorFrameSource](#)

The floor frame data.

▲ See Also

Reference

[VideoHelper Class](#)

LightBuzz.Kinect4Azure.Video Namespace

VideoHelperImportIMUData Method

Imports the recorded IMU data.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public static IMUFrameSource ImportIMUData(  
    string data  
)
```

Parameters

data

Type: **SystemString**

The raw IMU frame data.

Return Value

Type: [IMUFrameSource](#)

The IMU frame data.

▲ See Also

Reference

[VideoHelper Class](#)

LightBuzz.Kinect4Azure.Video Namespace

VideoHelperImportTimestamps Method

Imports the timestamps of the recorded frames.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public static IList<DateTime> ImportTimestamps(
    string data
)
```

Parameters

data

Type: **SystemString**

A line-separated string of the timestamps.

Return Value

Type: **IListDateTime**

A list of timestamps of the recorded frames.

▲ See Also

Reference

[VideoHelper Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoPlayer Class

Loads recorded frames (Color, Depth, and Body data).

▲ **Inheritance Hierarchy** **System.Object**
[LightBuzz.Kinect4Azure.Video.VideoPlayer](#)

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▲

Syntax

C#

[Copy](#)

```
public class VideoPlayer
```












The [VideoPlayer](#) type exposes the following members.

▲ Constructors

	Name	Description
	VideoPlayer	Creates a new video recorder.
	VideoPlayer(String)	Creates a new video recorder with the specified video path.







[Top](#)





▲ Properties

	Name	Description
	Duration	The duration of the video.
	Folder	The video recording folder.
	FrameCount	The total number of video frames.
	FrameRate	The number of frames per second of the current video.
	IsPaused	Pauses or continues video playback.
	IsPlaying	Checks whether the video player is playing.
	Loop	Loop video playback.
	Seek	Normalizes the current frame index to a value between 0.0 and 1.0.
	Speed	The speed of the current video playback (e.g. 0.5, 1.0, 2.0, etc).
	TimeElapsed	The elapsed time of the current frame.
	Timestamps	A shorted list of the timestamps of each frame.

[Top](#)

Methods

	Name	Description
	Dispose	Releases resources.
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)

	Start	Starts playing the video.
	Stop	Stops playing the video.
	ToString	Returns a string that represents the current object. (Inherited from Object .)
	Update	Returns the frame to play.

[Top](#)

▲ See Also

Reference

[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoPlayer Constructor

└ Overload List

	Name	Description
	VideoPlayer	Creates a new video recorder.
	VideoPlayer(String)	Creates a new video recorder with the specified video path.

[Top](#)

└ See Also

Reference

[VideoPlayer Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoPlayer Constructor

Creates a new video recorder.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public VideoPlayer()
```

▲ See Also

Reference

[VideoPlayer Class](#)

[VideoPlayer Overload](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoPlayer Constructor (String)

Creates a new video recorder with the specified video path.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▴ Syntax

C#

[Copy](#)

```
public VideoPlayer(  
    string path  
)
```

Parameters

path

Type: **SystemString**

The recording video path.

▴ See Also

Reference

[VideoPlayer Class](#)










[VideoPlayer Overload](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoPlayer Properties

The [VideoPlayer](#) type exposes the following members.

▲ Properties

	Name	Description
	Duration	The duration of the video.
	Folder	The video recording folder.
	FrameCount	The total number of video frames.
	FrameRate	The number of frames per second of the current video.
	IsPaused	Pauses or continues video playback.
	IsPlaying	Checks whether the video player is playing.
	Loop	Loop video playback.
	Seek	Normalizes the current frame index to a value between 0.0 and 1.0.
	Speed	The speed of the current video playback (e.g. 0.5, 1.0, 2.0, etc).



TimeElapsed

The elapsed time of the current frame.



Timestamps

A shorted list of the timestamps of each frame.

[Top](#)

See Also

Reference

[VideoPlayer Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoPlayerDuration Property

The duration of the video.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public TimeSpan Duration { get; }
```

Property Value

Type: **TimeSpan**

▲ See Also

Reference

[VideoPlayer Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoPlayerFolder Property

The video recording folder.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public string Folder { get; set; }
```

Property Value

Type: **String**

▲ See Also

Reference

[VideoPlayer Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoPlayerFrameCount Property

The total number of video frames.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public int FrameCount { get; }
```

Property Value

Type: **Int32**

▲ See Also

Reference

[VideoPlayer Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoPlayerFrameRate Property

The number of frames per second of the current video.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public int FrameRate { get; }
```

Property Value

Type: **Int32**

▲ See Also

Reference

[VideoPlayer Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoPlayerIsPaused Property

Pauses or continues video playback.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public bool IsPaused { get; set; }
```

Property Value

Type: **Boolean**

▲ See Also

Reference

[VideoPlayer Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoPlayerIsPlaying Property

Checks whether the video player is playing.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public bool IsPlaying { get; }
```

Property Value

Type: **Boolean**

▲ See Also

Reference

[VideoPlayer Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoPlayerLoop Property

Loop video playback.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public bool Loop { get; set; }
```

Property Value

Type: **Boolean**

▲ See Also

Reference

[VideoPlayer Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoPlayerSeek Property

Normalizes the current frame index to a value between 0.0 and 1.0.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public float Seek { get; set; }
```

Property Value

Type: **Single**

▲ See Also

Reference

[VideoPlayer Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoPlayerSpeed Property

The speed of the current video playback (e.g. 0.5, 1.0, 2.0, etc).

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public float Speed { get; set; }
```

Property Value

Type: **Single**

▲ See Also

Reference

[VideoPlayer Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoPlayerTimeElapsed Property

The elapsed time of the current frame.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public TimeSpan TimeElapsed { get; }
```

Property Value

Type: **TimeSpan**

▲ See Also

Reference

[VideoPlayer Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoPlayerTimestamps Property

A shorted list of the timestamps of each frame.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public List<DateTime> Timestamps { get; }
```

Property Value

Type: **ListDateTime**

▲ See Also

Reference





[VideoPlayer Class](#)







[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoPlayer Methods

The [VideoPlayer](#) type exposes the following members.

Methods

	Name	Description
	Dispose	Releases resources.
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)

	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	Start	Starts playing the video.
	Stop	Stops playing the video.
	ToString	Returns a string that represents the current object. (Inherited from Object .)
	Update	Returns the frame to play.

[Top](#)

▲ See Also

Reference

[VideoPlayer Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoPlayerDispose Method

Releases resources.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public void Dispose()
```

▲ See Also

Reference

[VideoPlayer Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoPlayerStart Method

Starts playing the video.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public void Start()
```

▲ See Also

Reference

[VideoPlayer Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoPlayerStop Method

Stops playing the video.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public void Stop()
```

▲ See Also

Reference

[VideoPlayer Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoPlayerUpdate Method

Returns the frame to play.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public Frame Update()
```

Return Value

Type: [Frame](#)

The frame to play.

▲ See Also

Reference

[VideoPlayer Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoRecorder Class

Records Color, Depth, and Body data.

▲ Inheritance Hierarchy **System.Object**

[LightBuzz.Kinect4Azure.Video.VideoRecorder](#)

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0) ▲

Syntax



C#

[Copy](#)

```
public class VideoRecorder
```

The [VideoRecorder](#) type exposes the following members.





▲ Constructors

Name	Description
 VideoRecorder	Creates a new video recorder with the default configuration settings.
 VideoRecorder(VideoConfiguration)	Creates a new video

recorder with the specified configuration settings.



[Top](#)

▲ Properties

	Name	Description
	Configuration	The video recording configuration settings.
	IsRecording	Specifies whether the recorder is currently recording frames.
	IsSaving	Specifies whether the recorder is currently saving frames.
	Timestamps	A list of the recorded timestamps in descending order.

[Top](#)

▲ Methods

	Name	Description
	Dispose	Releases any resources.
	Equals	Determines whether the specified object is

		equal to the current object. (Inherited from Object .)
💡	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
🔧	GetHashCode	Serves as the default hash function. (Inherited from Object .)
🔧	GetType	Gets the Type of the current instance. (Inherited from Object .)
💡	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
🔧	Start	Starts recording.
🔧	Stop	Stops recording.
🔧	ToString	Returns a string that represents the current

object.
(Inherited from
Object.)



Update

Records the specified frame.

[Top](#)

▲ Events

	Name	Description
A small icon representing an event, showing a yellow lightning bolt.	OnRecordingCompleted	Raised when the recording process has finished saving frames.
A small icon representing an event, showing a yellow lightning bolt.	OnRecordingStarted	Raised when the recording process has started.
A small icon representing an event, showing a yellow lightning bolt.	OnRecordingStopped	Raised when the recording process has stopped.

[Top](#)



▲ See Also

Reference

[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoRecorder Constructor

└ Overload List

	Name	Description
	VideoRecorder	Creates a new video recorder with the default configuration settings.
	VideoRecorder(VideoConfiguration)	Creates a new video recorder with the specified configuration settings.

[Top](#)

└ See Also

Reference

[VideoRecorder Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoRecorder Constructor

Creates a new video recorder with the default configuration settings.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▴ Syntax

C#

[Copy](#)

```
public VideoRecorder()
```

▴ See Also

Reference

[VideoRecorder Class](#)

[VideoRecorder Overload](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoRecorder Constructor (VideoConfiguration)

Creates a new video recorder with the specified configuration settings.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public VideoRecorder(  
    VideoConfiguration configuration  
)
```

Parameters

configuration

Type: [LightBuzz.Kinect4Azure.VideoVideoConfiguration](#)

The recording configuration settings.

▲ See Also

Reference

[VideoRecorder Class](#)





[VideoRecorder Overload](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoRecorder Properties

The [VideoRecorder](#) type exposes the following members.

▲ Properties

	Name	Description
	Configuration	The video recording configuration settings.
	IsRecording	Specifies whether the recorder is currently recording frames.
	IsSaving	Specifies whether the recorder is currently saving frames.
	Timestamps	A list of the recorded timestamps in descending order.

[Top](#)

▲ See Also

Reference

[VideoRecorder Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoRecorderConfiguration Property

The video recording configuration settings.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public VideoConfiguration Configuration { get
```

Property Value

Type: [VideoConfiguration](#)

▲ See Also

Reference

[VideoRecorder Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoRecorder.IsRecording Property

Specifies whether the recorder is currently recording frames.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public bool IsRecording { get; protected set;
```

Property Value

Type: **Boolean**

▲ See Also

Reference

[VideoRecorder Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoRecorderIsSaving Property

Specifies whether the recorder is currently saving frames.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public bool IsSaving { get; protected set; }
```

Property Value

Type: **Boolean**

▲ See Also

Reference

[VideoRecorder Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoRecorderTimestamps Property

A list of the recorded timestamps in descending order.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public HashSet<DateTime> Timestamps { get; pr
```

Property Value

Type: **HashSetDateTime**

▲ See Also

Reference





[VideoRecorder Class](#)







[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoRecorder Methods

The [VideoRecorder](#) type exposes the following members.

Methods

	Name	Description
	Dispose	Releases any resources.
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function.

		(Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	Start	Starts recording.
	Stop	Stops recording.
	ToString	Returns a string that represents the current object. (Inherited from Object .)
	Update	Records the specified frame.

[Top](#)

▲ See Also

Reference

[VideoRecorder Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoRecorderDispose Method

Releases any resources.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public void Dispose()
```

▲ See Also

Reference

[VideoRecorder Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoRecorderStart Method

Starts recording.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public void Start()
```

▲ See Also

Reference

[VideoRecorder Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoRecorderStop Method

Stops recording.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public void Stop()
```

▲ See Also

Reference

[VideoRecorder Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoRecorderUpdate Method

Records the specified frame.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in
LightBuzz.Kinect4Azure.dll) Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public void Update(  
    Frame frame  
)
```

Parameters

frame

Type: [LightBuzz.Kinect4AzureFrame](#)

The frame to record.

▲ See Also

Reference




[VideoRecorder Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoRecorder Events

The [VideoRecorder](#) type exposes the following members.

▲ Events

	Name	Description
	OnRecordingCompleted	Raised when the recording process has finished saving frames.
	OnRecordingStarted	Raised when the recording process has started.
	OnRecordingStopped	Raised when the recording process has stopped.

[Top](#)

▲ See Also

Reference

[VideoRecorder Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoRecorderOnRecordingCompleted Event

Raised when the recording process has finished saving frames.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll)

Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public event Action OnRecordingCompleted
```

Value

Type: **System.Action**

▲ See Also

Reference

[VideoRecorder Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoRecorderOnRecordingStarted Event

Raised when the recording process has started.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll)

Version: 1.0.0.0 (1.0.0.0)

▴ Syntax

C#

[Copy](#)

```
public event Action OnRecordingStarted
```

Value

Type: **System.Action**

▴ See Also

Reference

[VideoRecorder Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)

VideoRecorderOnRecordingStopped Event

Raised when the recording process has stopped.

Namespace: [LightBuzz.Kinect4Azure.Video](#)

Assembly: LightBuzz.Kinect4Azure (in LightBuzz.Kinect4Azure.dll)

Version: 1.0.0.0 (1.0.0.0)

▲ Syntax

C#

[Copy](#)

```
public event Action OnRecordingStopped
```

Value

Type: **System.Action**

▲ See Also

Reference

[VideoRecorder Class](#)

[LightBuzz.Kinect4Azure.Video Namespace](#)