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/**
 * BodyInfo.h
 * BodyInfo contains 3D-coordinate of all body parts that can be tracked by kinect
 * i.e. if bHead is true, that means kinect device have confidence that it can track your head position
 * pHead is basically a struct with float X, float Y, float Z each represents the coordinate on X,Y,Z axis
 * respectively
 * typedef struct XnVector3D {
 *     XnFloat X;
 *     XnFloat Y;
 *     XnFloat Z;
 * } XnPoint3D;
 */

#pragma once

#include "KinectFunction.h"

class BodyInfo
{
public:
    bool bTracking;
    XnPoint3D pHead; bool bHead;
    XnPoint3D pNeck; bool bNeck;
    XnPoint3D pLShoulder; bool bLShoulder;
    XnPoint3D pRShoulder; bool bRShoulder;
    XnPoint3D pLElbow; bool bLElbow;
    XnPoint3D pRElbow; bool bRElbow;
    XnPoint3D pLHand; bool bLHand;
    XnPoint3D pRHand; bool bRHand;
    XnPoint3D pTorso; bool bTorso;
    XnPoint3D pLHip; bool bLHip;
    XnPoint3D pRHip; bool bRHip;
    XnPoint3D pLKnee; bool bLKnee;
    XnPoint3D pRKnee; bool bRKnee;
    XnPoint3D pLFoot; bool bLFoot;
    XnPoint3D pRFoot; bool bRFoot;
public:
    BodyInfo(void);
    ~BodyInfo(void);
};

```