# 1. Processing

* Download [Processing >= 2.0](http://processing.org/download/) for your platform and install it
* Go to the menu: Sketch-> Import Library...-> Add Library...
* Select and install SimpleOpenNI

**2. Install Kinect SDK for Windows**

* Download [Kinect SDK](http://go.microsoft.com/fwlink/?LinkId=275588) from the [Developer Page](http://www.microsoft.com/en-us/kinectforwindows/develop/developer-downloads.aspx)
* Start the Kinect SDK Installer

**3. Download ARDroneForP5 master**

[**https://github.com/shigeodayo/ARDroneForP5**](https://github.com/shigeodayo/ARDroneForP5)

**Download the zip file and extract it to**

**C:\Users\[user name]\Documents\Processing\libraries**

**4. Requirements**

# You have to add following libraries before running example sketches.

### (In menu bar, Sketch -> Add File...)

* xuggle-xuggler-\*.\*.jar [[download link]](http://xuggle.googlecode.com/svn/trunk/repo/share/java/xuggle/xuggle-xuggler/5.4/xuggle-xuggler-5.4.jar)
* slf4j-api-\*.\*.\*.jar, slf4j-jdk14-\*.\*.\*.jar [[download link]](http://www.slf4j.org/dist/slf4j-1.7.5.zip)
* commons-net-\*.\*.jar [[download link]](http://archive.apache.org/dist/commons/net/binaries/commons-net-3.2-bin.zip)

(On 2013.2.17, I am using xuggle-xuggler-5.4.jar, slf4j-api-1.7.2.jar, slf4j-jdk14-1.7.2.jar and commons-net- 3.2.jar.)

**5. Copy Files to Sketchbook**

Extract the slf4j-1.7.5.zip to

**C:\Users\[user name]\Documents\Processing\libraries**

Extract the commons-net-3.2-bin.zip to

**C:\Users\[user name]\Documents\Processing\libraries**

Copy the xuggle-xuggler-5.4.jar to

**C:\Users\[user name]\Documents\Processing\libraries**

|  |  |
| --- | --- |
| shift key | Takeoff |
| ctrl key | Landing |
| up arrow key | Move forward |
| down arrow key | Move backward |
| right arrow key | Move right |
| left arrow key | Move left |
| S key | Hovering |
| U key | Move up |
| D key | Move down |
| L key | Turn left(CCW) |
| R key | Turn right(CW) |
| 1 key | Horizontal camera view |
| 2 key | Horizontal camera view(main) + Vertical camera view(sub) |
| 3 key | Vertical camera view |
| 4 key | Vertical camera view(main) + Horizontal camera view(sub) |
| 5 key | Toggle camera |