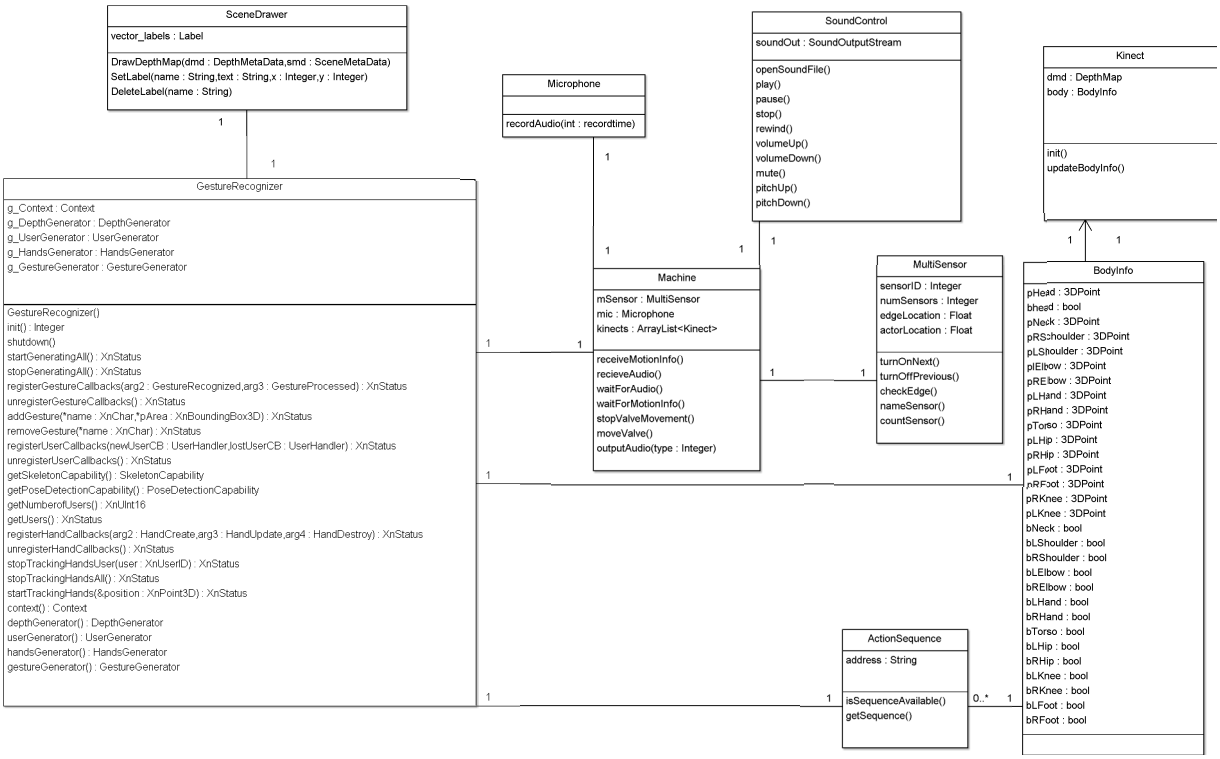
SceneDrawer
vector_labels : Label
DrawDepthMap(dmd : DepthMetaData,smd : SceneMetaData)
SetLabel(name : String,text : String,x : Integer,y : Integer)
DeleteLabel(name : String)
GestureRecognizer
g_Context : Context
g_DepthGenerator : DepthGenerator
g_UserGenerator : UserGenerator
g_HandsGenerator : HandsGenerator
g_GestureGenerator : GestureGenerator
GestureRecognizer()
init() : Integer
shutdown()
startGeneratingAll() : XnStatus
stopGeneratingAll() : XnStatus
registerGestureCallbacks(arg2 : GestureRecognized,arg3 : GestureProcessed) : XnStatus
unregisterGestureCallbacks() : XnStatus
addGesture(*name : XnChar,*pArea : XnBoundingBox3D) : XnStatus
removeGesture(*name : XnChar) : XnStatus
registerUserCallbacks(newUserCB : UserHandler,lostUserCB : UserHandler) : XnStatus
unregisterUserCallbacks() : XnStatus
getSkeletonCapability() : SkeletonCapability
getPoseDetectionCapability() : PoseDetectionCapability
getNumberofUsers() : XnUInt16
getUsers() : XnStatus
registerHandCallbacks(arg2 : HandCreate,arg3 : HandUpdate,arg4 : HandDestroy) : XnStatus
unregisterHandCallbacks() : XnStatus
stopTrackingHandsUser(user : XnUserID) : XnStatus
stopTrackingHandsAll() : XnStatus
startTrackingHands(&position : XnPoint3D) : XnStatus
context() : Context
depthGenerator() : DepthGenerator
userGenerator() : UserGenerator
handsGenerator() : HandsGenerator
gestureGenerator() : GestureGenerator
Microphone
recordAudio(int : recordtime)
SoundControl
soundOut : SoundOutputStream
openSoundFile()
play()
pause()
stop()
rewind()
volumeUp()
volumeDown()
mute()
pitchUp()
pitchDown()
Kinect
dmd : DepthMap
body : BodyInfo
init()
updateBodyInfo()
Machine
mSensor : MultiSensor
mic : Microphone
kinects : ArrayList<Kinect>
receiveMotionInfo()
recieveAudio()
waitForAudio()
waitForMotionInfo()
stopValveMovement()
moveValve()
outputAudio(type : Integer)
MultiSensor
sensorID : Integer
numSensors : Integer
edgeLocation : Float
actorLocation : Float
turnOnNext()
turnOffPrevious()
checkEdge()
nameSensor()
countSensor()
BodyInfo
pHead : 3DPoint
bhead : bool
pNeck : 3DPoint
pRShoulder : 3DPoint
pLShoulder : 3DPoint
pRElbow : 3DPoint
pRElbow : 3DPoint
pLHand : 3DPoint
pRHand : 3DPoint
pTorso : 3DPoint
pLHip : 3DPoint
pRHip : 3DPoint
pLFoot : 3DPoint
pRFoot : 3DPoint
pRKnee : 3DPoint
pLKnee : 3DPoint
bNeck : bool
bLShoulder : bool
bRShoulder : bool
bLElbow : bool
bRElbow : bool
bLHand : bool
bRHand : bool
bTorso : bool
bLHip : bool
bRHip : bool
bLKnee : bool
bRKnee : bool
bLFoot : bool
bRFoot : bool
ActionSequence
address : String
isSequenceAvailable()
getSequence()
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0..*