







(last update : 17 Feb 2011)

- 1) The "client" software (Max, Processing, OF)
- 2) The addon/module/object, that contains
- 3) ... the library (Libfreenect, OpenNI, etc)
- 4) Libusb, that allows the usb dialogue with...
- 5) ...the Kinect

So if you plan to work with the Kinect, you need to find the addon/module/object that allows you to use a Kinect library with your software.

● Libfreenect/OpenKinect : <http://openkinect.org>

-  **OSX** : http://openkinect.org/wiki/Getting_Started#OS_X
 -  **Processing**  : shiffman.kinect.*
 - <http://www.shiffman.net/p5/kinect/>
 - https://groups.google.com/group/openkinect/browse_thread/thread/a6910e49ef99e5ba
 -  **Processing**  : king.kinect.*
 - <https://github.com/nrocy/processing-openkinect#readme>
 -  **Max/MSP**  : jit.freenect.grab
 - <http://impelletier.com/freenect/>
 - <http://cycling74.com/forums/topic.php?id=29469>
 -  **OpenFrameworks**  : ofxKinect
 - <https://github.com/ofTheo/ofxKinect>
-  **Linux** : http://openkinect.org/wiki/Getting_Started#Linux
 -  **OpenFrameworks**  : ofxKinect
 - <http://www.openframeworks.cc/forum/viewtopic.php?f=14&t=5135>
 - <https://github.com/ofTheo/ofxKinect>
 - Processing ?
 - <http://www.local-guru.net/blog/2010/12/28/how-to-use-the-libfreenect-processing-wrapper-on-ubuntu>
-  **Windows** : http://openkinect.org/wiki/Getting_Started_Windows
 - Via libusbemu
 - <https://github.com/OpenKinect/libfreenect/tree/master/platform/windows>
 - https://groups.google.com/group/openkinect/browse_thread/thread/44760344484d0dc6
 - guide supplémentaire (pour le troubleshooting <http://www.as3kinect.org/guides/openkinect-win32-wrapper-guide/>)
 - Archives
 - https://groups.google.com/group/openkinect/browse_thread/thread/8c79745630b39e76
 - https://groups.google.com/group/openkinect/browse_thread/thread/80ac0a51d7ac62aa
 - <https://github.com/slomp/libfreenect/blob/unstable/platform/windows/README.TXT>
 - "The current port of libfreenect for Windows uses a libusb-1.0 emulation layer. This is necessary because libusb-1.0 is not yet available for Windows, even though an announcement of its release was made back in August 2010. Such interface emulation allows Windows development to keep in sync with

the official development branch of libfreenect, without the need of dedicated drivers/implementations. The current status of libusbemu is quite reliable under normal usage circumstances, but by no means stable: caution is advised."

- "Overall performance of libfreenect in Windows The current Windows port has some performance overheads over other platforms and dedicated implementations. This section contains a benchmark scenario and a also a discussion on the results. The conclusion is that such overhead is negligible and should not prevent anyone from using the official port."

- Version de Zaphod

- <http://ajaxorg.posterous.com/kinect-driver-for-windows-prototype>
- <http://is.gd/iTdAh>
-  not compatible with ofxKinect & co (so far)

- **Fakenect**

- à tester: <http://portal.hive13.org/docs/fakenectAndOpenframeworks.html>

- **OpenNI** : <http://www.openni.org/>

-  **Windows, OSX & Linux**

- **OpenFrameworks** 

- à tester : <http://www.openframeworks.cc/forum/viewtopic.php?p=25882#p25882>
- <http://www.openframeworks.cc/forum/viewtopic.php?p=26471#p26471>
- <https://github.com/roxlu/ofxOpenNI/tree/experimental> (OSX)
- <https://github.com/HalfdanJ/OpenNI> (OSX)
- <http://www.openframeworks.cc/forum/viewtopic.php?p=26058#p2605>

- Skeleton tracking (not opensource) !

- + FFAST toolkit: <http://people.ict.usc.edu/~suma/faast> (WIN)

- <https://groups.google.com/group/openni-dev>

- **OSCeleton** : <https://github.com/Sensebloom/OSCeleton>

- Basé sur OpenNI + NITE
- Envoi les infos de squelette par OSC, utilisable dans n'importe quelle app

- **TUIOKinect** : <https://code.google.com/p/tuio Kinect/>

- TuioKinect tracks simple hand gestures using the Kinect controller and sends control data based on the [TUIO](http://www.tuio.org/) protocol. This allows the rapid creation of gesture enabled applications with any platform or environment that supports TUIO. Check out this extensive list of TUIO enabled software for further information: <http://www.tuio.org/?software>

- **CL NUI** : <http://codelaboratories.com/nui>

-  **Windows (only)** : <http://codelaboratories.com/nui>

-  **Processing**  : CLNUI4J

- <https://code.google.com/p/vitamin/downloads/list>
- <http://forum.processing.org/topic/clnui-4-java-kinect>
- works in Eclipse, not well through the P5 IDE

-  **OpenFrameworks** 

- <http://www.openframeworks.cc/forum/viewtopic.php?p=25723#p25723>
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