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OpenNI Documentation We have PDFs available of the OpenNI Programmer's Guide, the OpenNI Migration Guide (OpenNI 1 to OpenNI 2), and how to use Original Structure Sensor with OpenNI 2. There's also a zip download of automatically-generated documentation. iOS developers: OpenNI 2 doesn't work with iOS.

OpenNI 2 Downloads and Documentation | The Structure Sensor

OpenNI or Open Natural Interaction is an industry-led non-profit organization and open source software project focused on certifying and improving interoperability of natural user interfaces and organic user interfaces for Natural Interaction (NI) devices, applications that use those devices and middleware that facilitates access and use of such devices.

OpenNI - Wikipedia

3) Install the exe you've just made which is located in Platform\Win32\CreateRedist\FinalXX\OPENNI-WinXX-1.X.X.X.exe (XX being the number of bits: 32 or 64) The installer will also create the necessary environment variables (OPEN_NI_xxx), add the DLLs to the system path and register the internal modules with NiReg.

GitHub - OpenNI/OpenNI: OpenNI

The OpenNI library provides a general framework for working with various depth cameras using the following classes: OpenNI is used for initialization of work with the library. It provides information about errors, version of the library, devices found. Device is a connected device.

Intel® RealSense™ SDK 2.0 and OpenNI2® – Intel® RealSense ...

OpenNI SDK arrives with pre-compiled samples that can be run immediately after installation. Under the installation directory, go to the Samples/Bin directory and run any of the samples there. Note that some samples have a graphical interface and may require a more powerfull graphic accelerator. Creating new project that uses OpenNI

OpenNI 2.0: Getting Started - OpenNI 2.0 Documentation

The OpenNI organization is an industry-led, not-for-profit organization formed to certify and promote the compatibility and interoperability of Natural Interaction (NI) devices, applications and middleware.

OpenNI on your PC | Kinect Hacks

OpenNI2. Contribute to OpenNI/OpenNI2 development by creating an account on GitHub.

GitHub - OpenNI/OpenNI2: OpenNI2
OpenNI (Open Natural Interaction) is an open source Framework (under LGPL), partially developed by PrimeSence which is one of the creators of the Kinect. It provides standard abstract programming interfaces (API) (in C++ and C #) which allow developers to write applications based on natural interactions.

Kinect: How to install and use OpenNI on Windows – Part 1 ...
OpenNI is the primary assembly you'll need when developing Natural User Interfaces applications. C# tutorials on using the managed OpenNI.net libraries can be found in this blog, so stay tuned ;-). Update June 12, 2011: Troubleshooting

How-to: Successfully Install Kinect on Windows (OpenNI and ...
OpenKinect is an open community of people interested in making use of the amazing Xbox Kinect hardware with our PCs and other devices. We are working on free, open source libraries that will enable the Kinect to be used with Windows, Linux, and Mac.

OpenKinect
PCL/OpenNI tutorial 0: The very basics. PCL/OpenNI tutorial 1: Installing and testing. PCL/OpenNI tutorial 2: Cloud processing (basic) PCL/OpenNI tutorial 3: Cloud processing (advanced) PCL/OpenNI tutorial 4: 3D object recognition (descriptors) PCL/OpenNI tutorial 5: 3D object recognition (pipeline) PCL/OpenNI troubleshooting

PCL/OpenNI troubleshooting - robotica.unileon.es
With the Structure Sensor, the future is in your hands. Rapid 3D scanning of objects and people, 3D maps of interior spaces, and mixed reality experiences where fantasy becomes impossible to tell from reality.

Structure Sensor - 3D scanning, augmented reality, and ...
Python-bindings for OpenNI2 and NiTE2.. This package provides only the Python bindings; be sure to install OpenNI2 (and optionally NiTE2) first. Example: from openni import openni2 openni2.initialize() # can also accept the path of the OpenNI redistribution dev = openni2.Device.open_any() print dev.get_device_info() depth_stream = dev.create_depth_stream() depth_stream.start() frame = depth ...

openni · PyPI
The OpenNI Grabber Framework in PCL As of PCL 1.0, we offer a new generic grabber interface to provide a smooth and convenient access to different devices and their drivers, file formats and other sources of data.

The OpenNI Grabber Framework in PCL — Point Cloud Library ...
CAP_PROP_OPENNI_REGISTRATION – Flag that registers the remapping depth map to image map by changing depth generator's view point (if the flag is "on") or sets this view point to its normal one (if the flag is "off").

OpenCV: Using Kinect and other OpenNI compatible depth sensors
OpenNI Virtual Camera acts as a powerful DirectShow Filter that makes it possible to use a Kinect or OpenNI compatible device as a webcam for video calls.

Download OpenNI Virtual Camera 0.9.5.0 - softpedia

NOTE: The horizontal flip option is bugged and will likely cause crashes. Please do not use it. If you need to flip your video, either flip the sources in OBS itself, or flip on the receiving end (i.e. in Zoom, Skype, etc.)

OBS Virtualcam | OBS Forums

video/x-raw: format: { RGBA, RGB, GRAY16_LE } width: [1, 2147483647] height: [1, 2147483647] framerate: [0/1, 2147483647/1]

openni2src - GStreamer

OpenNI is an organization that is responsible for its framework with the same name. Their framework (that we will call OpenNI in this book) is an open source project and is available for change by any developer. The funder of this project is PrimeSense itself.