Audio Deep Dive

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Audio Architecture

4 element microphone array (USB Audio class driver)

4 channel audio 32 bit, 16khz

Native (COM) DShow DMO
AEC, SSL, BF, NS, AGC, AES, etc.

C# Wrapper

16 bit 16khz 1 ch

Speech API + Kinect Lang Pack

Application

WASAPI
COM
.NET
.NET
.NET
Common Questions/Issues

- Can multiple Kinects be used? How?
- Can I write 64 bit applications? I get a crash ...
- I get a “Speech platform not installed” error (x64)
- My WPF app crashes shortly after starting with a COM Exception
- What’s the difference between beam angle and sound source position?
Summary

- Build for x86
- Use KinectAudioSource in MTA thread
- Install x86 Speech platform
Resources

Main site:
http://research.microsoft.com/kinectsdk

Forums:
Questions?