

To run the Kinect on your laptop

Requirements:

Hardware	Software
<ul style="list-style-type: none">• Kinect for Xbox 360 sensor• Computer with a dual-core, 2.66-GHz or faster processor• Windows 7-compatible graphics card that supports DirectX® 9.0c capabilities• 2-GB RAM (4-GB RAM recommended)	<ul style="list-style-type: none">• Windows 7 (x86 or x64)• Visual Studio 2010 Express (or other 2010 edition)• Microsoft .NET Framework 4.0• For additional requirements for samples, see the Readme file

1. **Go to this website and installed visual studio express c#.**
<http://www.microsoft.com/visualstudio/en-us/products/2010-editions/visual-csharp-express>
2. **Once installed you will need to install the SDK**
<http://research.microsoft.com/en-us/um/redmond/projects/kinectsdk/download.aspx>
3. **Once you have installed the SDK you may find that you need to install Coding4Fun Kinect Toolkit. If you are coding, you will need to make sure that you know where you have unzipped these files, because you will need to re-link the reference.**
<http://c4fkinect.codeplex.com/>
4. **Any more questions then feel free to contact me on @lanky_boi_ray (Twitter) or email me at ray_chambers@lodgepark.org.uk**