

## Trouble Shooting – Common Errors from Kinect SDK Beta 2

After making a few of my Kinect applications I decided to update to SDK Beta 2. I decided to go through some of the applications I had built and I ended up coming along a few errors which stopped me from playing with the interface and the files. I had to go through and do some trouble shooting to see where these errors were coming from. If you're keen to do some programming and if you're keen to view and run the code, this guide will help you get around some of the errors that you might get.

**PLEASE NOTE IF YOU WANT TO RUN THE APPLICATIONS THEN YOU DO NOT NEED TO RUN ANY CODING. IF YOU GO INTO THE DEBUG > BIN FOLDER, ALL YOU WILL NEED TO DO IS RUN THE APPLICATION FILE AND YOUR PROGRAM WILL START RUNNING.**

### 1. **RUNTIME UPDATE**

When I opened up one of my programs I received some errors which I didn't have originally. One of the first things which kept happening in the code was the following error.

*"Runtime runtime = new Runtime();" **This error which occurred was due to changes made in the Kinect SDK Beta 2.***

*The reason for this was because they added in an extra feature which allowed you to use two Kinects. I had to change it in order to get my programs running. This is what it was changed to.*

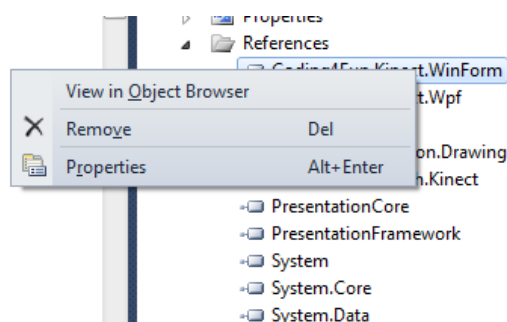
```
Runtime runtime = Runtime.Kinects[0];
```

### 2. **CODING4FUN REFERENCE NOT LOADING**

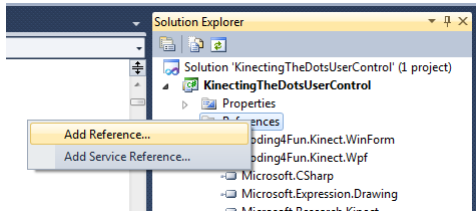
Apart from the error above, I noticed that there were some errors saying that the coding4fun tool kit did not load and that there was an invalid reference. I had to go to this website <http://c4fkinect.codeplex.com/> and download the new tool kit. I extracted it somewhere in which I knew I could easily access it.

From the reference menu you will need to remove the following from the list:

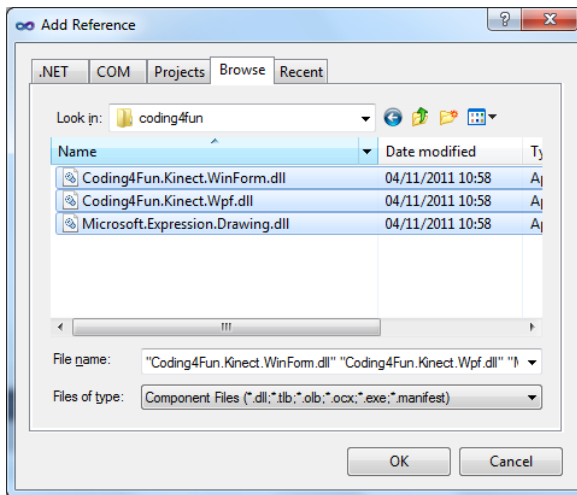
**Coding4fun.Kinect.WinForms**  
**Coding4fun.Kinect.Wpf**  
**Microsoft.Expression.Drawing**



Once removed, you will need to right click on References and add in the new ones. You will need to locate them to wherever you unzipped your files from for the Kinect SDK.



Once you have clicked on Add Reference you will have a new dialogue box, you will be able to browse for the files you unzipped from the coding4fun toolbox.



Select all of your files and then click on the OK button. This will import the references again so that they run with the new Kinect SDK Beta 2.

### 3. **MICROSOFT RESEARCH KINECT**

You might find that the **Microsoft.Research.Kinect** reference gives you an error message. If this is the case then remove it and then locate the new one from your **program files/sdks/Kinect** folder.

### 4. **IMAGES NOT LOADING... URI ERROR**

Once you have fixed all of the problems, you still might find that some of your images do not load. If this happens then all you need to do is copy the source folder to a local hard drive. I have prepared some of my applications on the network and they're trying to locate the network drive. If you paste them into your local hardware i.e (C:\) this tends to avoid the problem.