

Image Component Library - Bug #155

Kinect Grabber does not work any more

2013-02-21 11:24 - Christof Elbrechter

<b>Status:</b>	Closed	<b>Start date:</b>	2013-02-21
<b>Priority:</b>	High	<b>Due date:</b>	
<b>Assignee:</b>	Christof Elbrechter	<b>% Done:</b>	100%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	icl-8.0		
<b>Description</b>			
The KinectGrabber' internal class KinectDevice gets stuck, in it's destructor. Unfortunately this is always called at least once BEFORE the grabber provides any image.			

History

#1 - 2013-02-21 15:11 - Christof Elbrechter

- Status changed from New to In Progress
- Priority changed from Urgent to High
- % Done changed from 0 to 50

- hot-fix is available
- we still need to find out where the actual issue is

#2 - 2013-03-01 14:50 - Viktor Richter

- Status changed from In Progress to Resolved
- Assignee changed from Viktor Richter to Christof Elbrechter
- % Done changed from 50 to 100

Bug resolved.

Seems like the main problem was that the run-loop of the FreenectContext-Thread was not properly locked. After adding a lock, the device does not freeze anymore.

I assume that otherwise the thread is stopped within 'freenect\_process\_events' making all further calls to freenect functions block.

#3 - 2013-03-15 10:11 - Christof Elbrechter

- Status changed from Resolved to Closed