# Image Component Library - Bug #244

## icl-kinect-recorder provided unstable data in the first few frames

2014-05-13 17:16 - Guillaume Walck

| Status: | Closed | | Start date: | 2014-05-13 |
|---|---|---|---|---|
| Priority: | Normal | | Due date: | |
| Assignee: | | | % Done: | 100% |
| Category: | | | Estimated time: | 0.00 hour |
| Target version: | icl-8.5 | | | |

**Description**

I noticed by zooming on recorded depth data (when replaying them in sfbdemo) that at the loop between the end and the beginning the data jumps a little.
data here for instance

/vol/ni/share/data/cube-setting/recording/2cubes-init-rotated/

tested with that line

bin/demo -d etc/perikles/depth-qvga.xml -c etc/kuka-vision/dc-color-qvga.xml -dcp etc/kuka-vision/dc-props.xml -so
 etc/kuka-vision/segmenter-properties.xml -dir /vol/ni/share/data/cube-setting/recording/2cubes-init-rotated/ -ldb
 /vol/ni/share/data/cube-setting/database/classifier-db-nilscubes2dc_cam.xml

After analysis, this seems to be from the first five to ten frames. If one removes the first 10 frames the loop is nice and no jump is noticed. (please do not alter our data for these tests ;-) ).

André and I think it could come from the kinect it self stabilizing the depth image after some iteration after start. It could be interesting to record the data in icl-kinect-recorder after this stabilization period.

**History**

**#1 - 2017-09-22 10:47 - Guillaume Walck**

*- Status changed from New to Closed*

*- % Done changed from 0 to 100*

has been solved long time ago by adding an option to icl-kinect-recorder  called  -drop-num-first-frames|-drop