

# macOS: Kinect + Touchdesigner (MAC M1)

Kinect usually doesn't work on mac in Touchdesigner but people try to find ways to work around it.

<https://github.com/stosumarte/FreenectTD/releases/tag/v1.0.0>

Tested on mac by Blackbox employe location IBB.

No skeleton tracking only depth registration (V1 & 2), pointcloud (V2) and IR output (V2)

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Revision #5

Created 2025-05-12 13:37:06 UTC by Simone

Updated 2026-03-03 11:21:34 UTC by Simone