

# XBOX ONE KINECT & USB CONTROLLERS

## **KINECT DOES NOT FUNCTION ON A USB2 PORT OR CONTROLLER**

The Kinect for Windows v2 sensor will not work on a USB 2 port or controller. To use the sensor, you must have a USB3 port or controller.

## **ONLY USB3 CONTROLLERS FROM INTEL AND RENESAS ARE SUPPORTED**

If you use a different brand of USB3 controller, the Kinect sensor may not function correctly. For example:

- The sensor may fail to enumerate
- Depth may not stream
- Color may not stream
- The sensor may stop functioning
- Packet loss may increase

## **KINECT MAY NOT FUNCTION CORRECTLY IF IT IS ON THE SAME USB3 CONTROLLER AS OTHER DEVICES**

If you use the Kinect on the same USB3 controller as other devices, you may experience the following problems:

- If other devices have already reserved bandwidth on the USB3 controller, there may not be enough bandwidth available for Kinect to function. In this case, you will receive an error from Windows when you plug in the sensor.
- Other devices, which require reserved bandwidth, may not operate correctly.
- The performance of other devices (such as mice or keyboards) may be degraded if they run on the same USB3 controller.
- USB storage devices on the same controller may not function correctly, or may cause the Kinect to function incorrectly.