**Ogre Viewer setup and test**

The Ogre Viewer tool is a standalone tool for viewing and animating the Vehicle. The procedure for setting it up and testing it follows.

1. Update local copy of the META trunk
2. Navigate to trunk\models\Zogre\ZogreSystems
3. If you don’t have VS C++ 2005 installed, run the executable “vcredist\_x86.ext”\*
4. Run the batch file “start-meta-ifv.bat”. This runs the Ogre command window that launches the Ogre Viewer and displays the Vehicle
5. In the Viewer, select ‘v’ to display the view buttons. View 5 is displayed by default
6. Select View 5 and then navigate to trunk\models\HighFidelityRampSimulinkModel
7. Run the batch file “ramp\_tester\_168.bat. This animates the Vehicle by opening the ramp

\* vcredist\_x86.ext installs runtime components of the VS C++ library required to run applications developed with VS C++ on a computer that does not have the exact version of VS C++ installed.