Ogre

Overview

Ogre is provided as a renderer with the Toolkit as an open source alternative to Unity, and as an example of SmartBody integration. Ogre uses SmartBody as a dll. For more information on the Ogre3D engine, please see OgreSDK.

Users

Launching Ogre

To launch Ogre, select the 'Ogre' profile from the 'Profiles' menu option in the Launcher, or select Ogre as the renderer 'Visualization' section and hit 'Launch'.

Connecting with SmartBody

By default Ogre loads SmartBody as a dll and connects to it once it initializes. It can also communicate with SmartBody when it's running as a separate process using the Bonebus protocol if this is specified in the config file for Ogre.

Developers

Ogre has been integrated as a rendering engine with the Toolkit as an example showing that alternative renderers can be used with the Toolkit. It demonstrates how an open source engine can be integrated with the Toolkit.

Message API

Known Issues

FAQ