

ODE Repository Layout

ODE is stored in RTC 3.0. It is recommended that you use the full Eclipse client for most work.

The ODE5.0 stream is separated into three components, **ode.base** (the bulk of the base source code), **ode.3rdparty** (3rd Party source and object files), and **ode.plugin** (the Eclipse plugin source code).

If you wish to avoid legal concerns, do not checkout/extract/view any files in **ode.3rdparty**, although for Windows you will need at least the regex object files to do a build, and for all platforms the jar files in order to rebuild the ODE packaging library.

The root dir of the **ode.base** component is “src” and is thus suited to checkout directly into an ODE backing build or sandbox (yes, ODE builds itself).

Note that on Windows platforms, the regex source code included in **ode.base** is just a stub and will NOT actually perform regex functionality at runtime. Thus, if you need to recompile the source code for the ODE library on Windows (ode0500.dll), you MUST be willing to extract either the 3rdParty regex source code or at least the pre-built regex object files (which were built with MSVC++ 6.0). You may need to obtain legal approval for this.

The **ode.plugin** source code is not fully supported and hasn't been developed in many years. It may or may not compile with the current versions of Eclipse.