

## The necessary steps you need to take to install the precompiled OGRE SDK



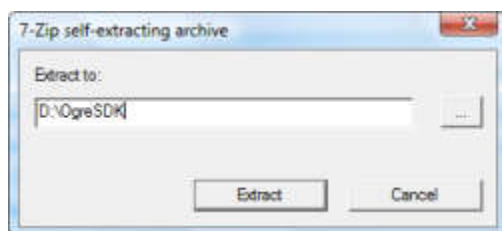
This details the necessary steps you need to take to install the precompiled OGRE SDK.  
If you want to build Ogre from source instead, visit the [Building Ogre](#) page.

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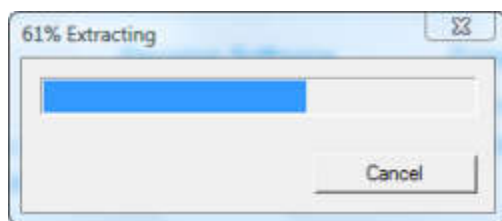
### Prerequisites:

1. Go to <http://www.ogre3d.org/download/sdk>. (There are also more recent **SDK's made available by the forum user Transporter**)
2. Download the SDK matching your IDE version.
3. Download and install DirectX: [directx\\_Jun2010\\_redist.exe](#)

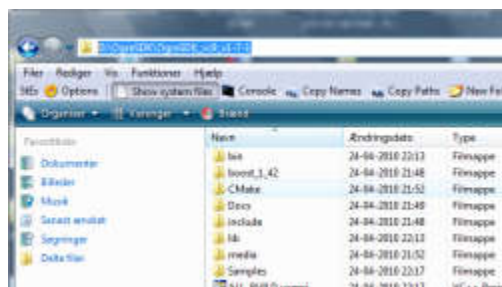
### Run the installer:



### Unpack to a suitable location:



### Go to the directory of the newly installed sdk and copy the full path:



### Setting the Environment Variable, OGRE\_HOME.

Now, you need to set the %OGRE\_HOME% environment variable. This environment variable enables you, the developer, to easily switch between different OgreSDK versions and transfer/compile Ogre3D projects of other users (portability).

To set this environment variable, enter the following in any Command Prompt window (Windows Vista/7/8/newer):

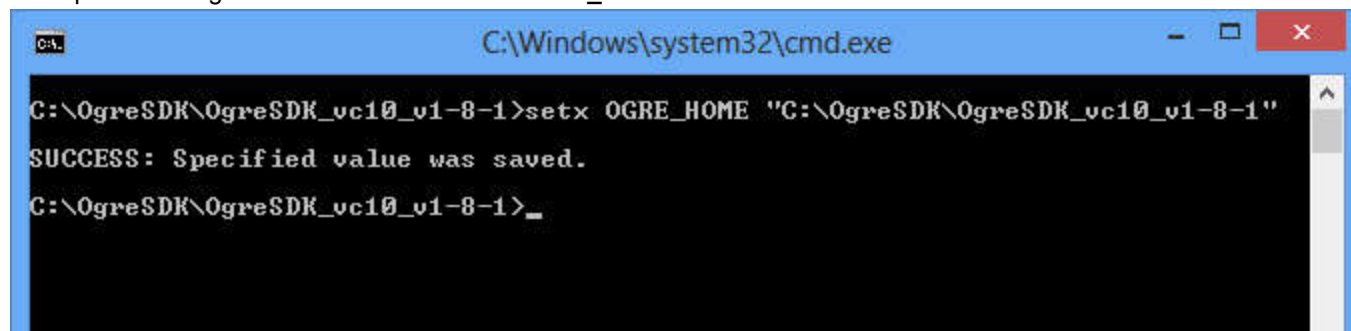
```
setx OGRE_HOME "<path-to-OgreSDK-here>"
```

If you are using Windows XP, or any prior Windows version, you will need to use the 'set' command, like so:

```
set OGRE_HOME="<path-to-OgreSDK-here>"
```

Take note of the use of quotation marks, as they are required, otherwise you will get several *'file not found'* errors when trying to compile any Ogre3D project.

Example 1: Setting the environment variable *OGRE\_HOME* on Windows 8:

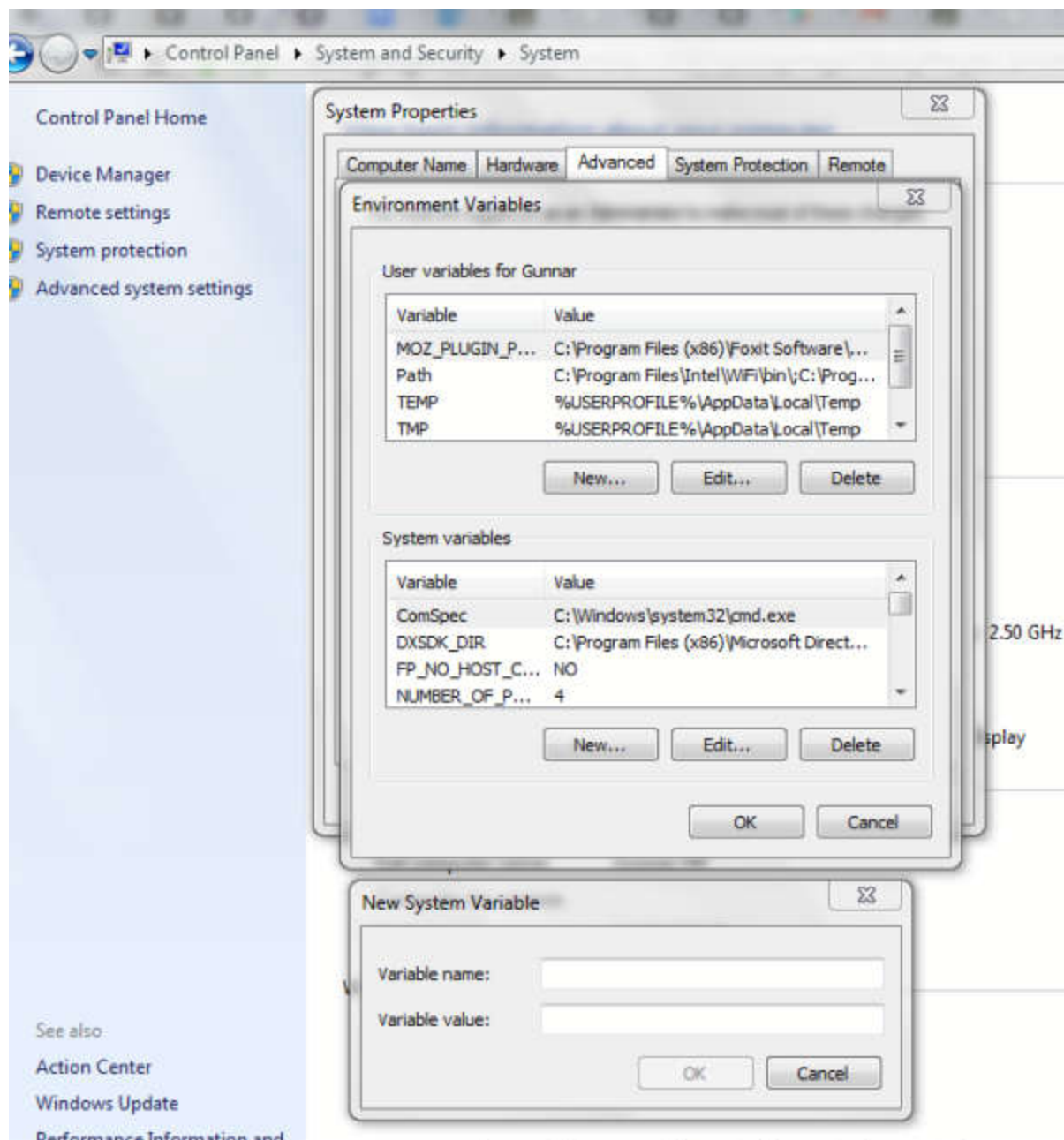


Example 2: Setting the environment variable *OGRE\_HOME* on Windows 7:

Go to Control Panel -> System and Security -> System. From the left navigation panel choose Advanced system settings. Click on Environmental variable button and enter in the fields

Variable name: *OGRE\_HOME* and in

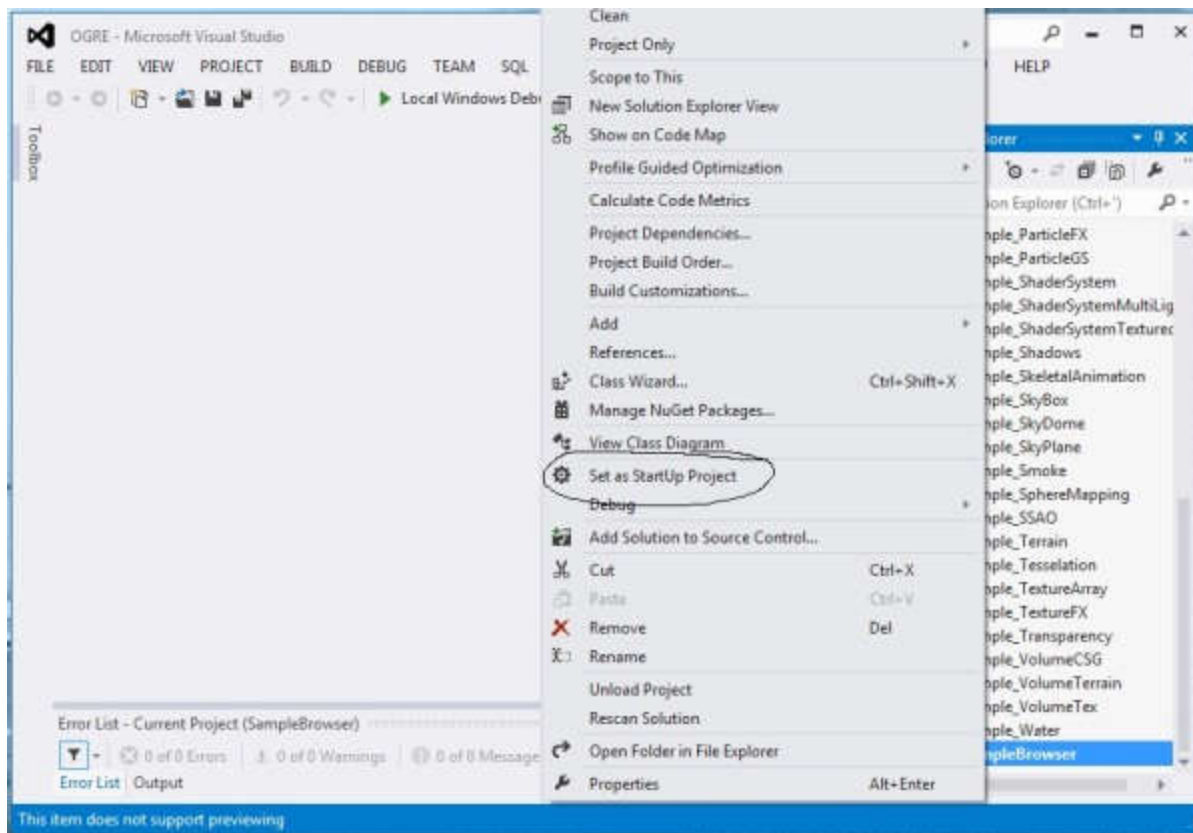
Variable value: your path to Ogre example: C:\OgreSDK\OgreSDK\_vc10\_v1-8-1



That's it. 😊

Open the solution Ogre.sln with Visual Studio and build the project(could take a few minutes). Then Right click on sampleBrowser and choose: 'Set as startup Project'.

RUN SampleBrowser and you can explore all the samples that are included with the Ogre Solution.



## Next Step:

Now you are ready to go to [Setting Up an Application](#), and/or visit the [Tutorials](#).

Alias: [Installing An SDK](#)

Alias: [Installing\\_An\\_SDK](#)

Alias: [Installing\\_the\\_Ogre\\_SDK\\_on\\_Mac\\_OS\\_X](#)



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