**Project Descriptions and Purposes**

**Executables**

**OMEEngine –** Simple command-line based tool for executing OME models using the model file (.omem) or using a control file (.omec).

*Required Libraries:* OMERuntime.

**UniversalConverter –** Tool for converting source model files to OME model files (.omem). Input can be the following:

.sml (Simile)

.pl (Simile)

.mdl (Vensim)

.xml (XMILE)

*Required Libraries:* OMERuntime, OMEDraw.

**OMESimRunner** – Modular GUI tool for running a model and browsing a results using different views. View formats can be loaded from and saved to control files (.omec).

*Required Libraries:* OMERuntime, OMEDraw.

**ModelClassBuilder –** Creates a pair of .h and .cpp files that contain a class that can be compiled into a representation of the model passed in through a .omem or .omec file.

*Required Libraries:* OMERuntime.

**Plugins for other tools**

**OMEAdapter –** Autonomous process extension for Envision which allows the incorporation of an OMEModel and its runtime into a larger Envision project.

*Required Libraries:* OMERuntime, LuaLib.

**Support Libraries**

**EnvLibs** – A DLL project from the Envision source tree; not distributed with OME. Libs is only required for compiling OMEAdapter.

**LuaLib -**  A static library project for compiling a standard Lua implementation for use with OME; should only need to be recompiled if there are changes to the Lua engine settings or another distribution is swapped in.

**OMERuntime –** Library which contains all the runtime logic and model component definitions pertinent to running a simulation.

*Required Libraries:* LuaLib.

**OMEDraw –** Library which contains Model component attributes that are peripheral to those that are needed for running a simulation. Also contains classes for storing result viewing attributes.

*Required Libraries:* OMERuntime, LuaLib.

**Other**

**ModelProject –** Class for taking the output from ModelClassBuilderand compiling it into a Model dll.