

ODE-Virtual-Machine Installation Guide

Kubota Lab., Tokyo Metropolitan University, JAPAN

Organizing Team Members

Advisor: Prof. Naoyuki Kubota, Prof. Naoyuki Takesue, Prof. Kazuyoshi Wada;

Chair: Dr. Wei Hong Chin; Co-Chair: A.R. Anom Besari;

Facilitator: Noriko Takase, Azhar Aulia Saputra, Fernando Ardilla, Mohamad Yani, Li Lianchao

We have prepared an ODE (Open Dynamics Engine, <https://www.ode.org/>) development environment based on the free non-commercial software VMware Workstation player & VMware Fusion Player. If you are tired of various environment configurations and just want to focus on multi-legged locomotion robot design itself, you may follow this guide.

We will take the installation under windows 10 as an example to show you how to use it.

1. Download the necessary VMware file at the following address.

VMware Workstation Player for Windows and Linux:

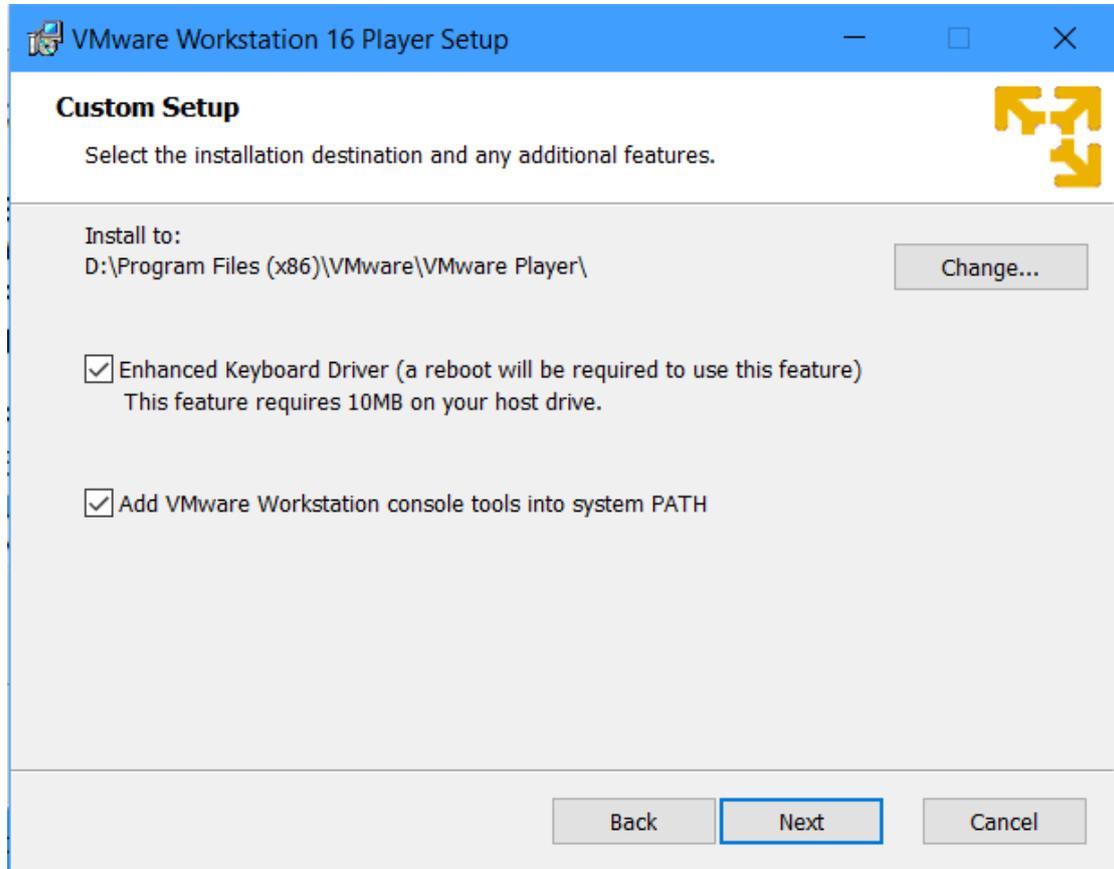
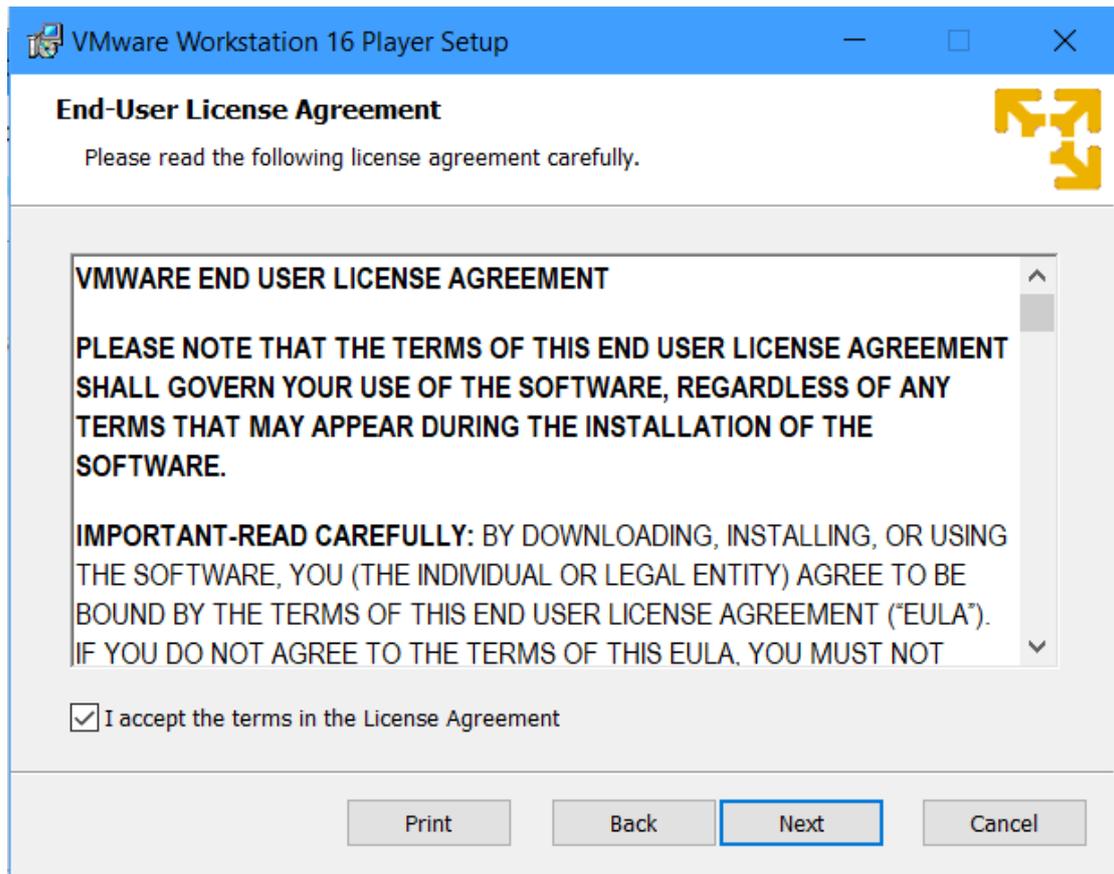
<https://www.vmware.com/products/workstation-player/workstation-player-evaluation.html>

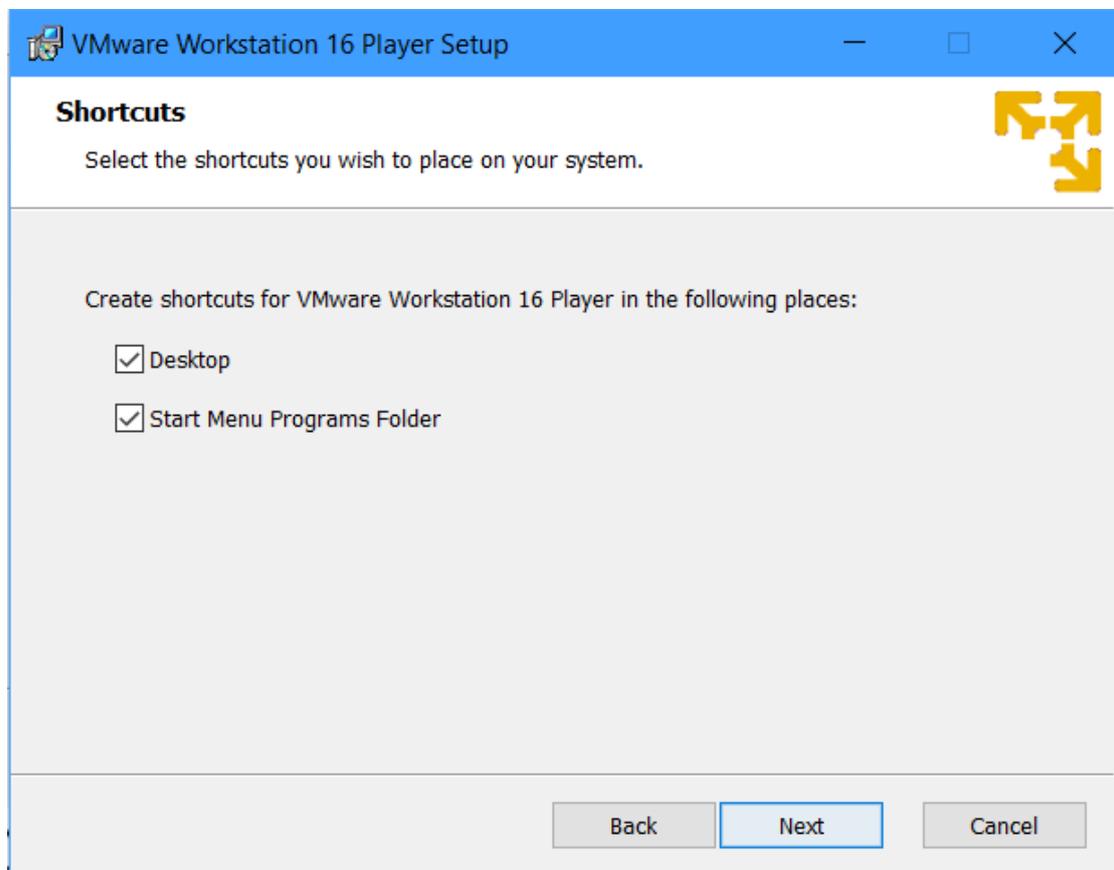
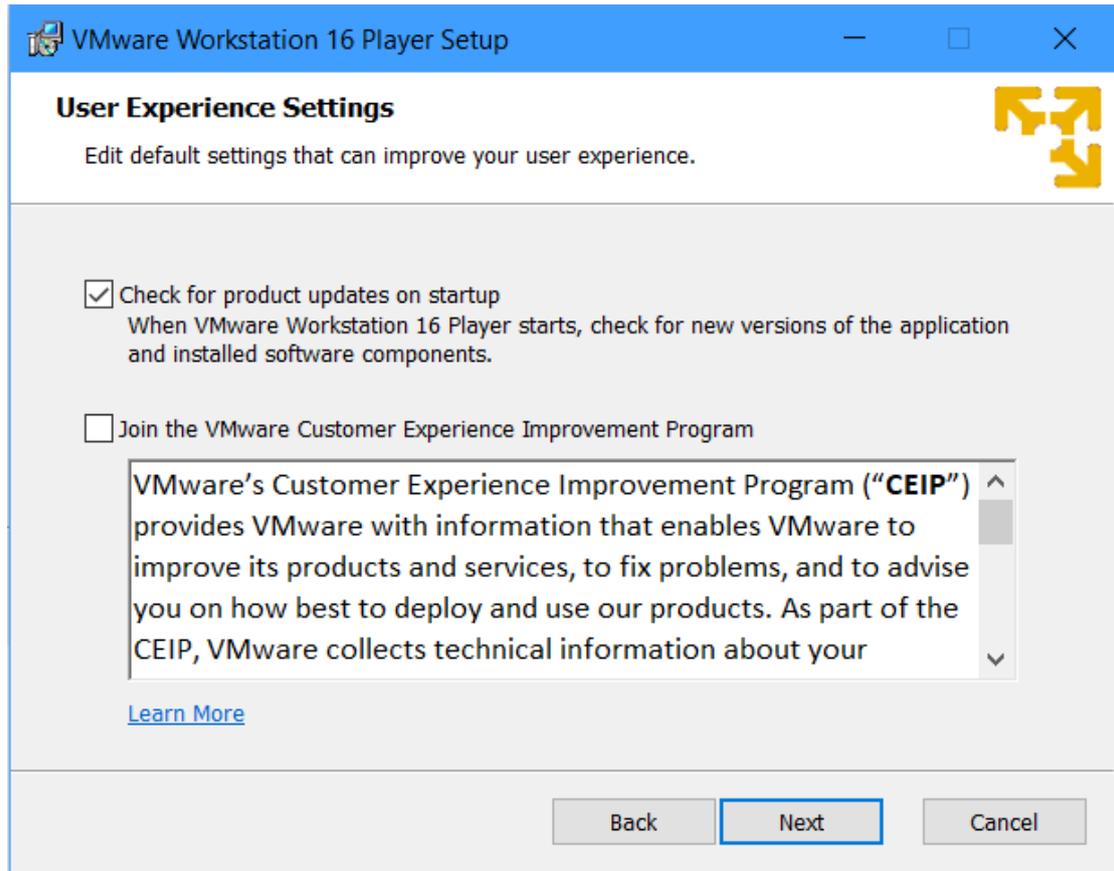
VMware Fusion Player for macOS:

https://my.vmware.com/web/vmware/downloads/info/slug/desktop_end_user_computing/vmware_fusion/12_0

2. Under Windows, you can install VMware Workstation Player like any ordinary software. Below are some installation screenshots.







3. After the installation and reboot your computer, open “VMware Workstation 16 Player”, you can activate it for free non-commercial use.



4. Download the file “ode-env.ova” provided by us.
This virtual environment is constructed on the light Linux system Xubuntu 20.4 LTS.
We provide the download address on our homepage. If the download speed of our homepage link is too slow, you may choose the following download method.

baidu drive:

<https://pan.baidu.com/s/18EmDasE6IAJJGNymFZgxCw>

pass code: hhth

google drive:

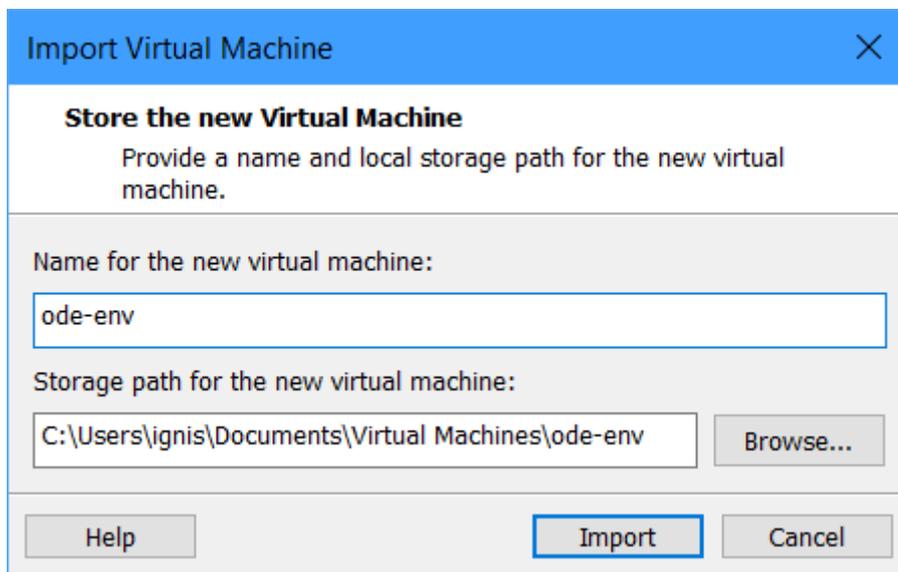
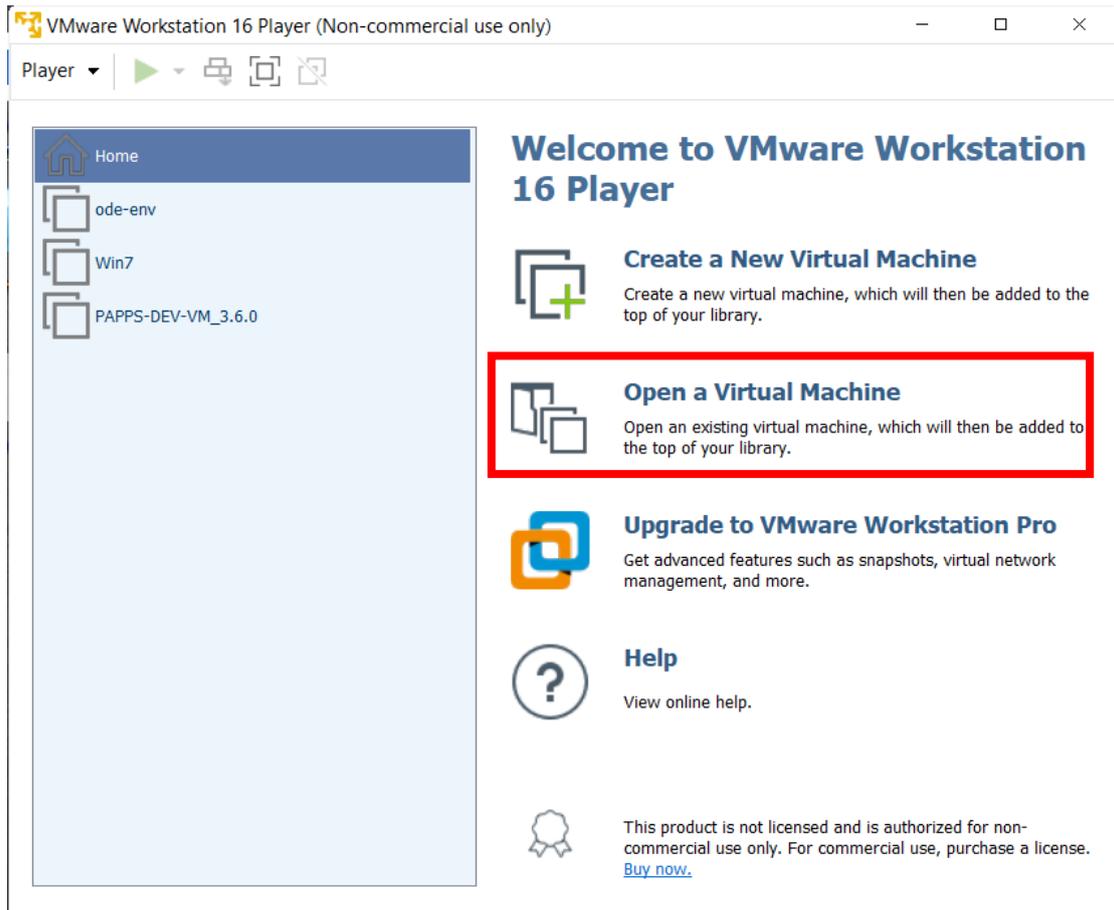
<https://drive.google.com/file/d/17RJBvmJYkblqi6CLpH1JLRy2Bh0orLGp/view?usp=s>

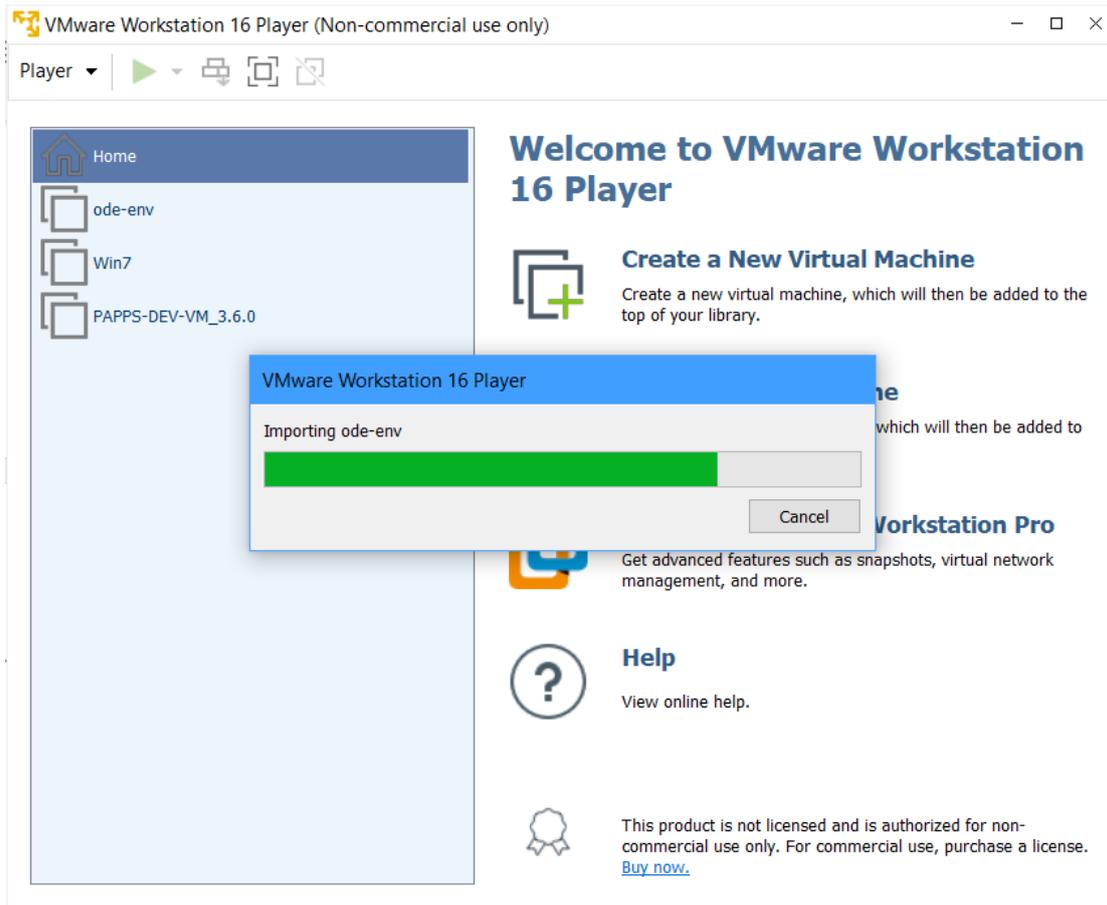
[haring](#)

dropbox:

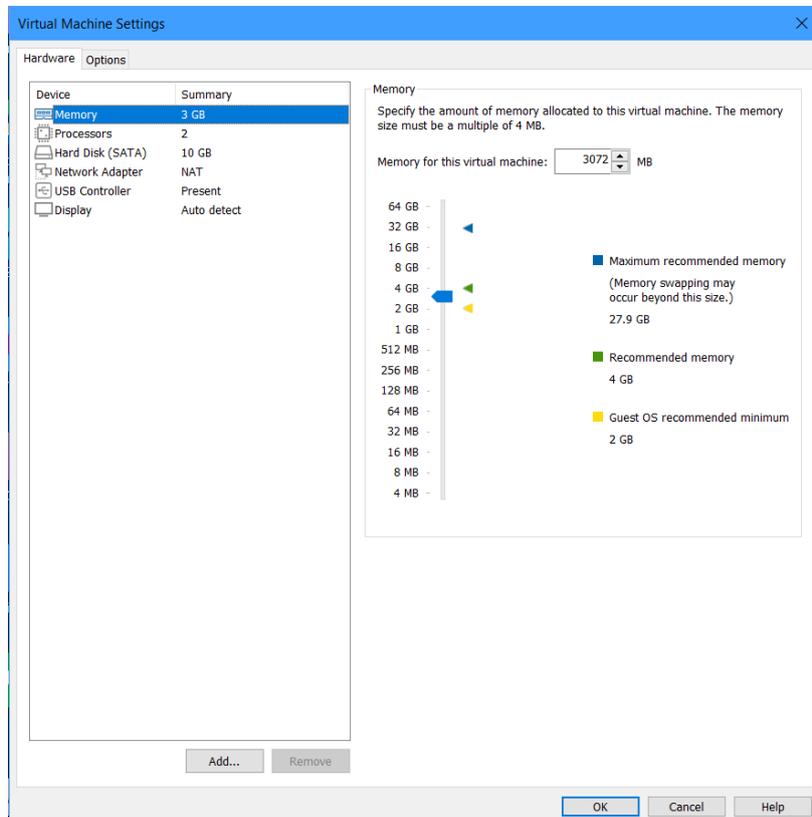
<https://www.dropbox.com/s/yvkeyrbmr9s13bn/ode-env.ova?dl=0>

5. Then click "Open a Virtual Machine", choose the file "ode-env.ova" provided by us.





If you are familiar with Vmware, you may make some configuration changes for your computer. The default configuration should meet the needs of most people.



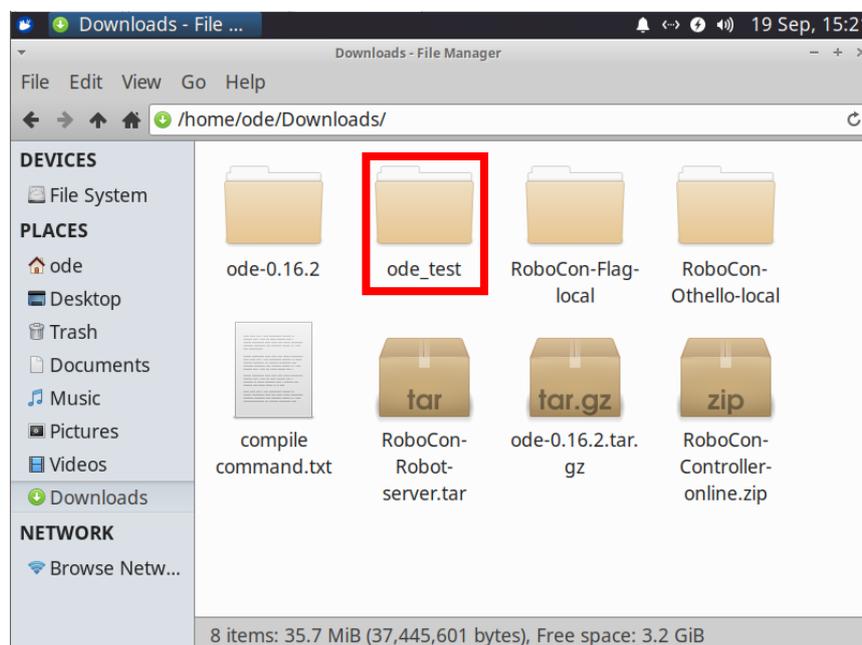
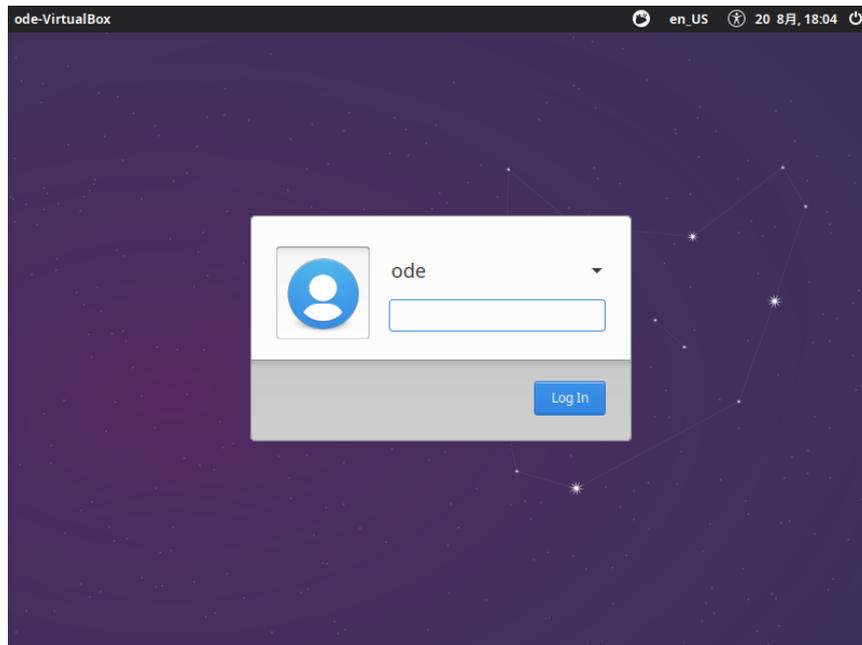
6. After the import is over, you can start using the ode development environment. Below is some basic information about this system.

username: ode

password: ode

root password: ode

We put a demo of a multi-legged locomotion robot and compile command file under linux in the directory `/home/ode/download`.



7. Compile the file `main.cpp` in `ode_test`.

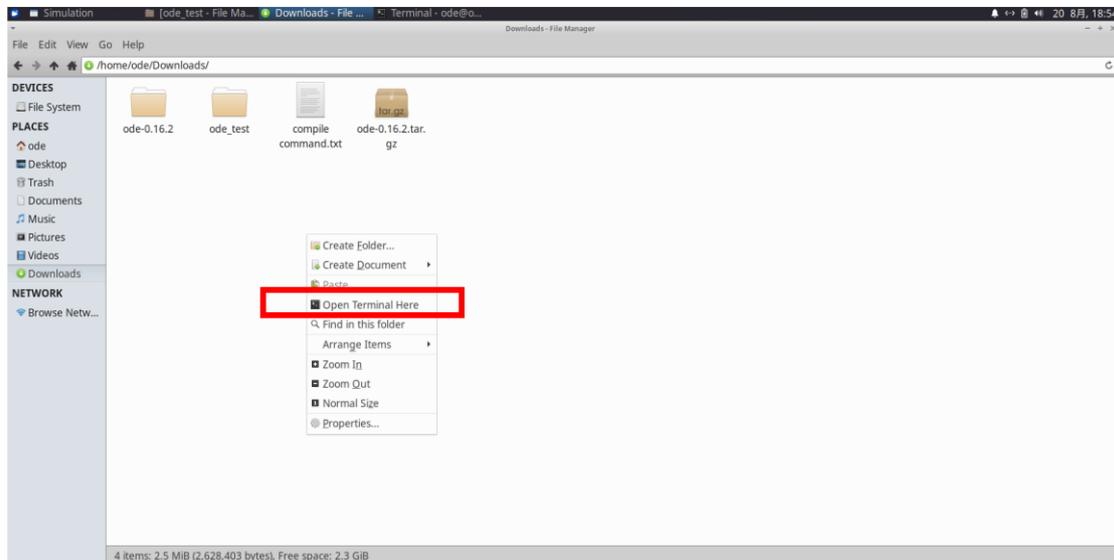
Open the file root `/home/ode/download/ode_test`

Use this command to compile:

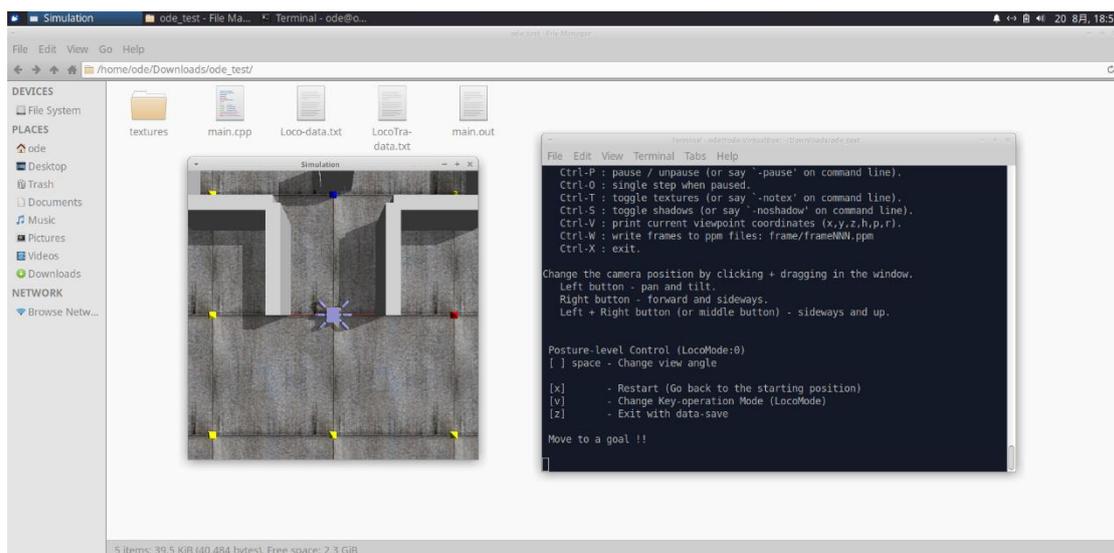
```
g++ -I/usr/local/include -o main.out main.cpp -L/usr/local/lib -lode -ldrawstuff -lglut -IGL -IGLU -IX11 -lm -lpthread -DdDOUBLE -std=c++11
```

Use this command to run:

```
./main.out
```



Congratulations, you should get your first multi-legged locomotion robot now.



Support by:



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