

Installing the C version of MuJoCo 2.2.1 on mac and compiling/running code

(A) Installing MuJoCo and loading a model file

[illegible]

1) Navigate to <https://github.com/deepmind/mujoco/releases>
and download the mac installer, **mujoco-2.2.1-macos-universal2.dmg**
from

2) Mount the **mujoco-2.2.1-macos-universal2.dmg** then move the MuJoCo to the Applications folder

3) To load a model, open MuJoCo by double clicking the icon from Application folder. Then go to the model folder and drop an xml, say humanoid.xml onto the open window. If everything worked fine, you should see a humanoid in the window

(B) Compiling the C programs provided by Deepmind

[illegible]

1) From the link <https://github.com/deepmind/mujoco/releases> download the Source Code. Unzip this file in a good location (e.g., Documents)

2) Go to the sample folder and rename Makefile.macos to Makefile.

3) In terminal navigate to mujoco-2.2.1/sample folder. Then type make. If everything worked fine you should see a series of executables are created. (see I below)

4) In terminal and within the sample folder type, `./simulate ../model/humanoid.xml`. If everything worked fine, you should see a humanoid in the window

1) If 3 throws an error it is probably because you either don't have glfw or have not set the path. To install glfw in terminal type `brew install glfw`. Then locate glfw. It should be something like `/usr/local/Cellar/glfw/3.3.8`. In the makefile change `GFWROOT?=/usr/local/Cellar/glfw/3.3.8`. Retry make

Writing your own programs and running them

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1) Download the `template_mujoco221.zip`.

2) In mujoco-2.2.1 make a new folder called my_project. Unzip the template_mujoco221.zip.

3) In terminal navigate to template file. Type `./run_unix` and you should see a window opens and a cube falls on the floor. (Also see I above if there are errors)

4) See the file `how_to_use_template` on how to use the template to develop your own code. You should now be able to use the examples in tiny.cc/mujoco.

