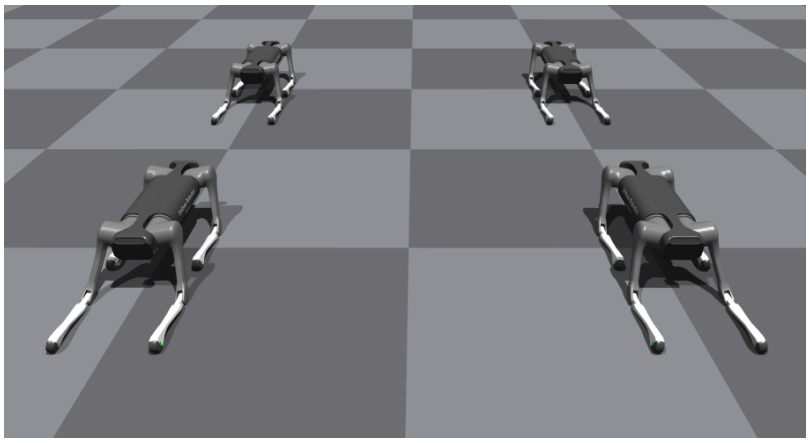
# Note for Model Import

## Aliengo

### Modifications

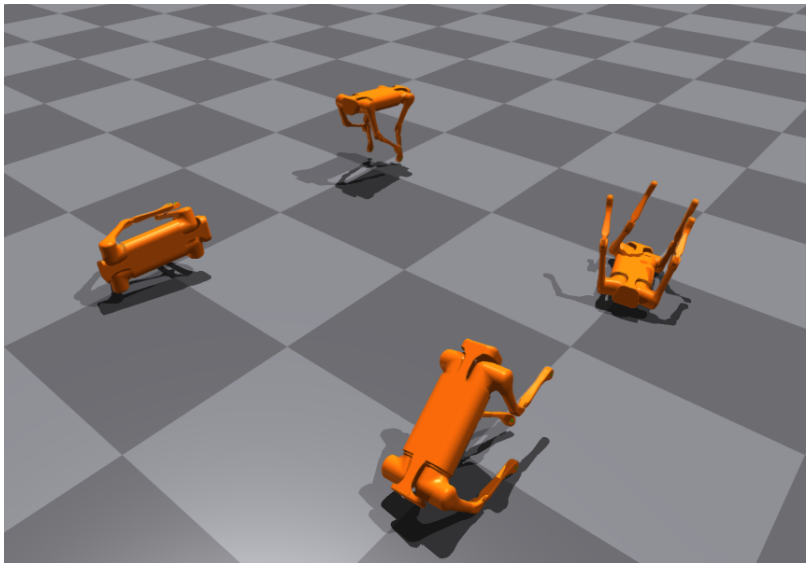
1. Replace `package://aliengo_description/` with `../` in *URDF*.
2. Set `flip_visual_attachments` to `True` when loading asset.
3. Duplicate `python/rlgpu/cfg/anymal.yaml` and modify names in `defaultJointAngles` to Aliengo's cooresponding name.
4. Add `Aliengo` to `retrieve_cfg(...)` in `python/rlgpu/utils/config.py`. Note that both `pytorch_ppo_<name>.yaml` and `<name>.yaml` can be modified for training and model performance respectively.
5. Change `args.task` back to `Anymal` in `python/rlgpu/utils/parse_task.py` due to a builtin restriction.

### Static Import



### Parallelized Training

```
python python/rlgpu/train.py --task=Aliengo
```



# Xiaotian

## Modifications

1. Convert `STL` mesh file to either `dae` mesh or `obj` file online.
2. Replace `package://xiaotian_description/` with `../` in *URDF*.
3. Replace `.STL'` with `.dae` or `.obj` in *URDF*.
4. Set `flip_visual_attachments` to `False` when loading asset.

## Static Import