

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

(A) Installing MuJoCo and loading a model file

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A1) Navigate to <https://github.com/deepmind/mujoco/releases> and download the linux installation files, [mujoco-2.2.1-linux-x86_64.tar.gz](#) Unzip this file and put it in a good location (e.g., Documents)

A2) In terminal, navigate to bin folder and then type ./simulate. This will open up a GUI.

A3) To load a model, 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

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B1) Assuming you have done A1) above

B2) In terminal type `sudo apt install libglfw3-dev.` (see **)

B3) 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)

B5) Navigage to bin folder. (`cd ..` followed by `cd bin`). Then

