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

(A) Installing MuJoCo and loading a model file

A1) Navigate to https://github.com/deepmind/mujoco/ releases

and download the linxu installation files, <u>mujoco-2.2.1-linux-</u> <u>x86_64.tar.gz</u>

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

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

type ./simulate. Now you can do A3) above

** lock error in B while installing GLFW. See https:// itsfoss.com/could-not-get-lock-error/. Stop the updates, restart linux, and redo install.

(C) Writing your own programs and running them

C1) Download the template_mujoco221_linux.zip.

C2) In mujoco-2.2.1 make a new folder called my_project. Unzip the template_mujoco221_linux.zip.

C3) In terminal type sudo -H nautilus. Enter root password. Press Ctrl + L. In the bar type /usr/lib. Now copy-paste the two files from mujoco/lib to /usr/lib. These files are: libmujoco.so and libmujoco.so.2.2.1

C4) In terminal navigate to template file. Type ./run_linux and you should see a window opens and a cube falls on the floor. You might need to create an executable chmod +x run_linux

C5) See the file how_to_use_template on how to use the template to develop your own code.