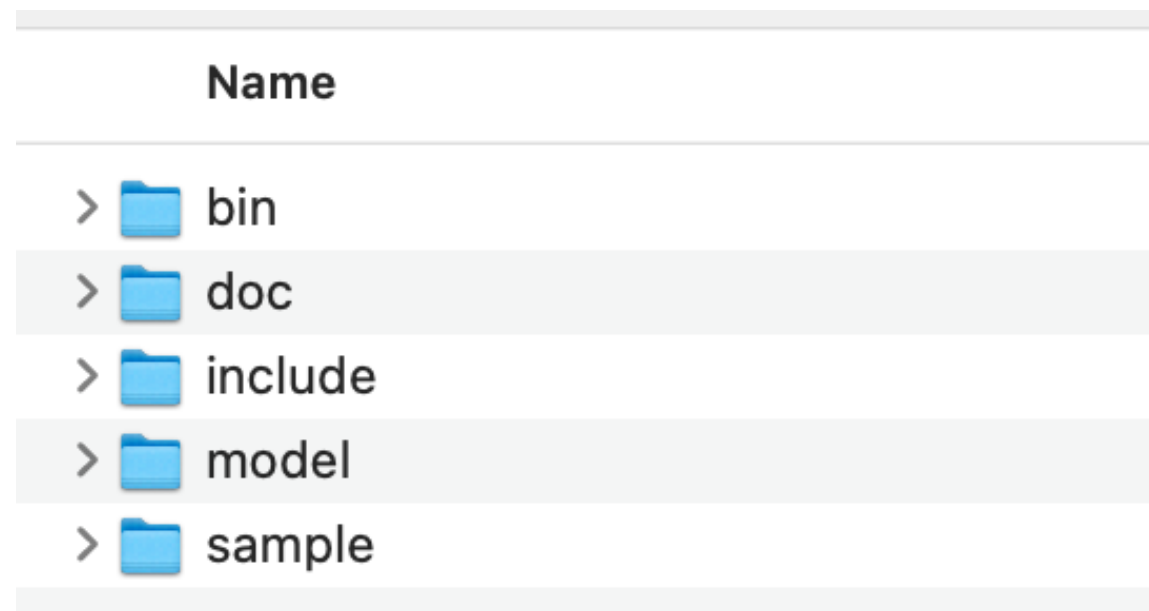


# MuJoCo installation

1. Download mujoco200 appropriate to your system: win/mac/linux Link: <https://roboti.us/download.html>
2. Download mjkey.txt Link: <https://roboti.us/license.html>
3. Unzip I in appropriate location on you computer (e.g., Documents). Drop the mjkey.txt in the folder “bin” folder.



File structure in mujoco

# MuJoCo installation

4. Linux/Mac: Install make/gcc/make; Win: Install Visual studio installer then install “Desktop Development with C++). See the instructions on [tiny.cc/mujoco](http://tiny.cc/mujoco)
5. Recommended: Install Atom ([atom.io](http://atom.io)) for editing C/xml files






# MuJoCo (checking installation)

1. In the shell\*, navigate to “sample” folder. Type make. If there are no errors, you are all set.
2. In the shell\*, navigate to “bin” folder. Type `./simulate ../model/arms26.xml` (unix) or `simulate ../model/arm26.xml`. If you see a moving arm, this confirms you are ready to start working in MuJoCO.

\*shell. For Linux/Mac that is the program “terminal”. For Win that would be a x64 shell obtained as follows. Start -> Visual Studio -> x64 Native Tools Command prompt

# MuJoCo (File structure)

- bin: Executables
- sample: c/c++ code and make
- model: xml files

Name
>  bin
>  doc
>  include
>  model
>  sample

- Current framework: In sample, type make; In bin type ./  
<executable> ../model/<mujoco\_model\_file.xml>

# MuJoCo (our workspace)

- We will follow an easier framework



- We will follow a different framework. Create a myproject folder.
- We will put makefile, C code, xml and run them from this folder (hopefully that is simpler to you).