

MuJoCo VR Help

The Windows 64-bit executable mjvive.exe simulates MuJoCo models in VR on the HTC Vive. Support for the Oculus Rift will soon be added. **As with any other VR application, make sure you do not hit physical objects near you.**

First make sure SteamVR is running and your HTC Vive is working. At least one controller is required to interact with the simulation; two is even better. Run mjvive.exe with a single command-line argument specifying the MuJoCo model file (some demo models are included). Alternatively, you can run it without command-line arguments and it will ask you to type the model file name. The file extension should be included in the file name.

The keyboard can be used to enable and disable various visualization options, with the same keys as in the simulate.cpp code sample included with MuJoCo Pro. BackSpace resets the simulation.

The main interaction is done with the handheld controller. Each controller can be in one of two modes: MOVE (rendered as arrow) or PULL (rendered as box). Each controller also has an identifying color: red or green.



Pressing the Menu button switches the controller between MOVE and PULL mode.

In **PULL** mode:

Pressing the Pad Up/Down buttons selects the previous/next body in the model. The selected body is highlighted with the same color as the controller. Each controller has its own selection.

Holding the Trigger button attaches a string to the selected body and starts pulling it, in both position and orientation. Use this to throw the model around and play with it. Note that each controller can be pulling a different body.

In **MOVE** mode:

Hold the Trigger button and move/rotate the controller to move/rotate the world.

Hold the Trigger button and slide your finger up/down along the Touchpad to scale the world.