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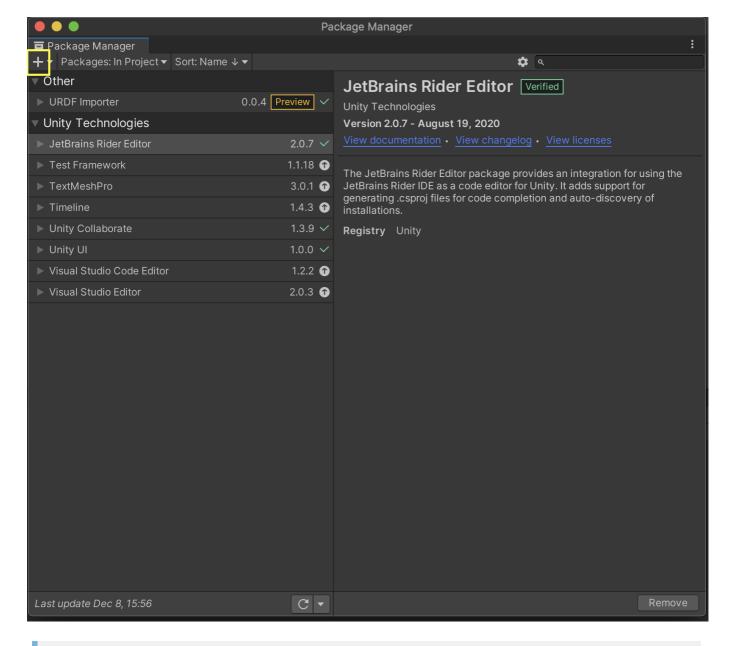
# **ML-Agents**

## Unity ML-Agents Toolkit Documentation

설치	Installation
설정	Getting Started Guide
설립	Making a New Learning Environment

# 참고

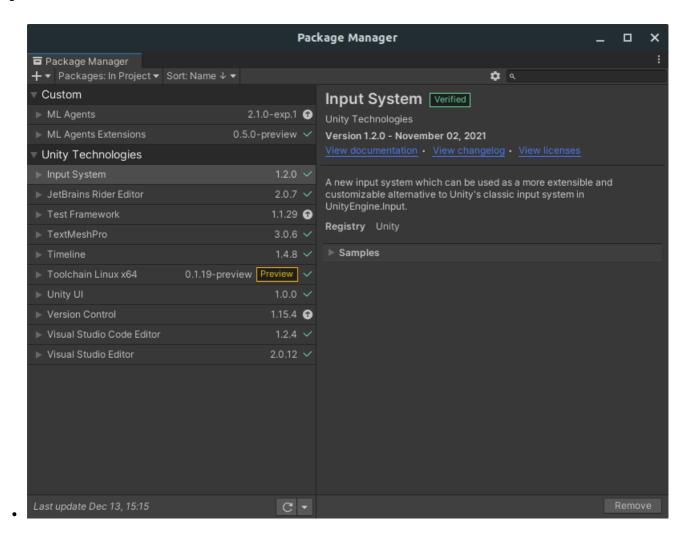
## Package Manager



#### Input System

• 자체 내부에서 추가 가능

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#### optional

#### Barracuda (Package Manager)

\$ git clone https://github.com/Unity-Technologies/barracuda-release

#### ML Agents & ML Agents ExtentionConfigure your Development Environment

\$ pip3 install mlagents==0.27.0

\$ git clone --branch release\_18 https://github.com/Unity-Technologies/ml-agents.git

\$ cd ./ml-agents \$ pip3 install -e ./ml-agents-envs/ \$ pip3 install -e ./ml-agents/ \$ pip3 install -e ./gym-unity/

- 1. 그리고 유니티 Package Manager 에서 상단 플러스 버튼 누르고 `add package from disk` 선택
- 2. 다시 ml-agents 깃 받은 폴더에 들어가면 아래와 가ㅌ이
- \*![Screenshot from 2021-12-15 23-34-04](https://user-images.githubusercontent.com/8021479/146205723-62ac2a57-cd0c-43e3-8941-550ec290fcfe.png)
  - `com.unity.ml-agents`
    - 1. `package.json` 선택

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```
com.unity.ml-agents.extensions`
      1. `package.json` 선택
### comment
처음에 계속 안되던 모습
![](https://user-images.githubusercontent.com/8021479/145679617-60b9bc24-
e86d-4e96-a3b2-5b2dace4b78d.png)
이 부분 주석 처리
![](https://user-images.githubusercontent.com/8021479/145679624-adc38c99-
3ef3-4506-8f3b-aff5dd9aacb4.png)
![](https://user-images.githubusercontent.com/8021479/145761529-dcf9f700-
1d5f-47b4-972e-e3178f89dc9d.png)
* [이슈](https://github.com/NamWoo/My_ML_Agents/issues/1)
## final result
![](https://user-images.githubusercontent.com/8021479/145761527-a52be307-
c210-4436-ab06-7e7cb37f64ba.png)
[다시 # Home main 으로](../README.md)
```