

ML-Agents

Unity ML-Agents Toolkit Documentation

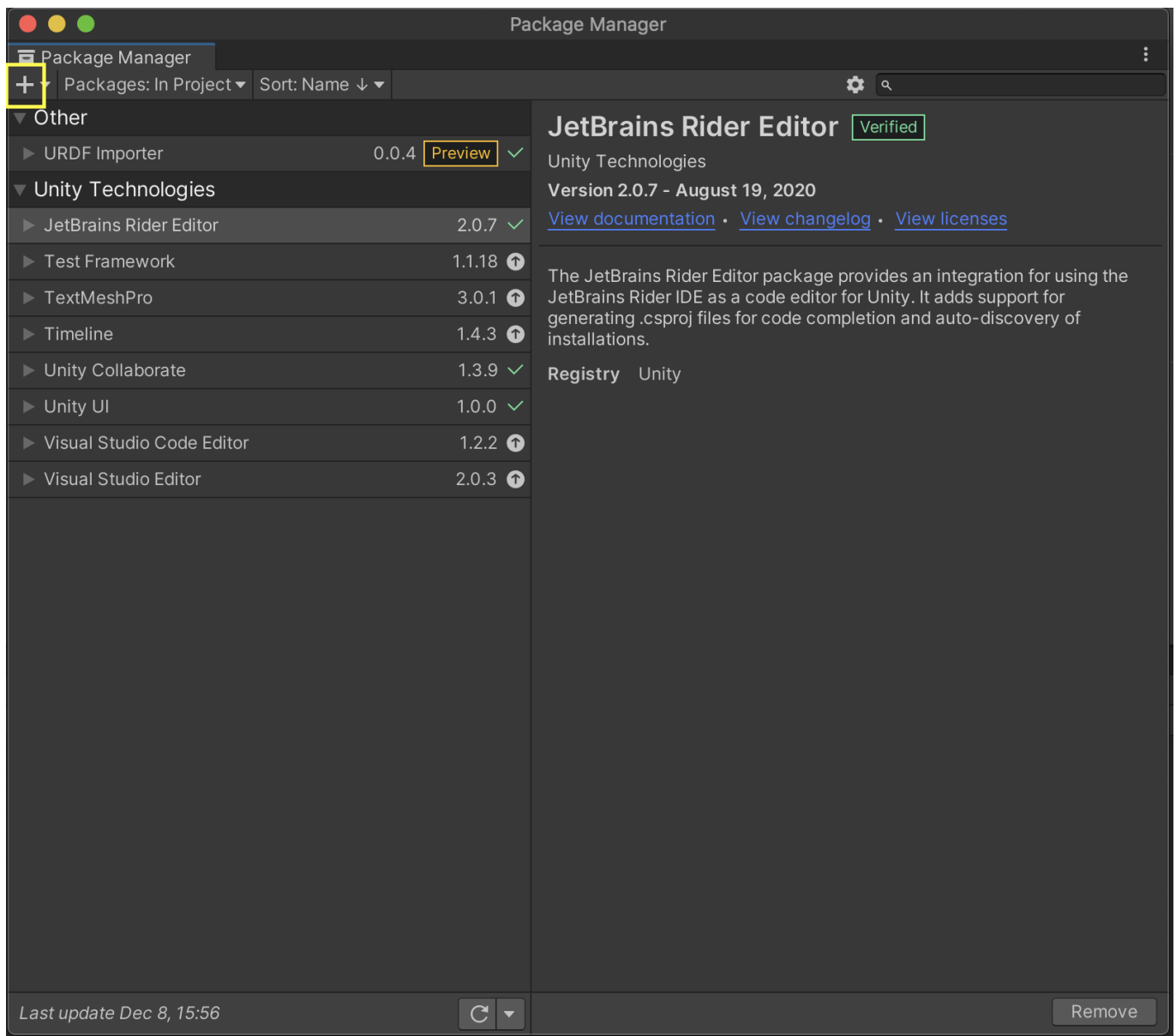
설치 [Installation](#)

설정 [Getting Started Guide](#)

설립 [Making a New Learning Environment](#)

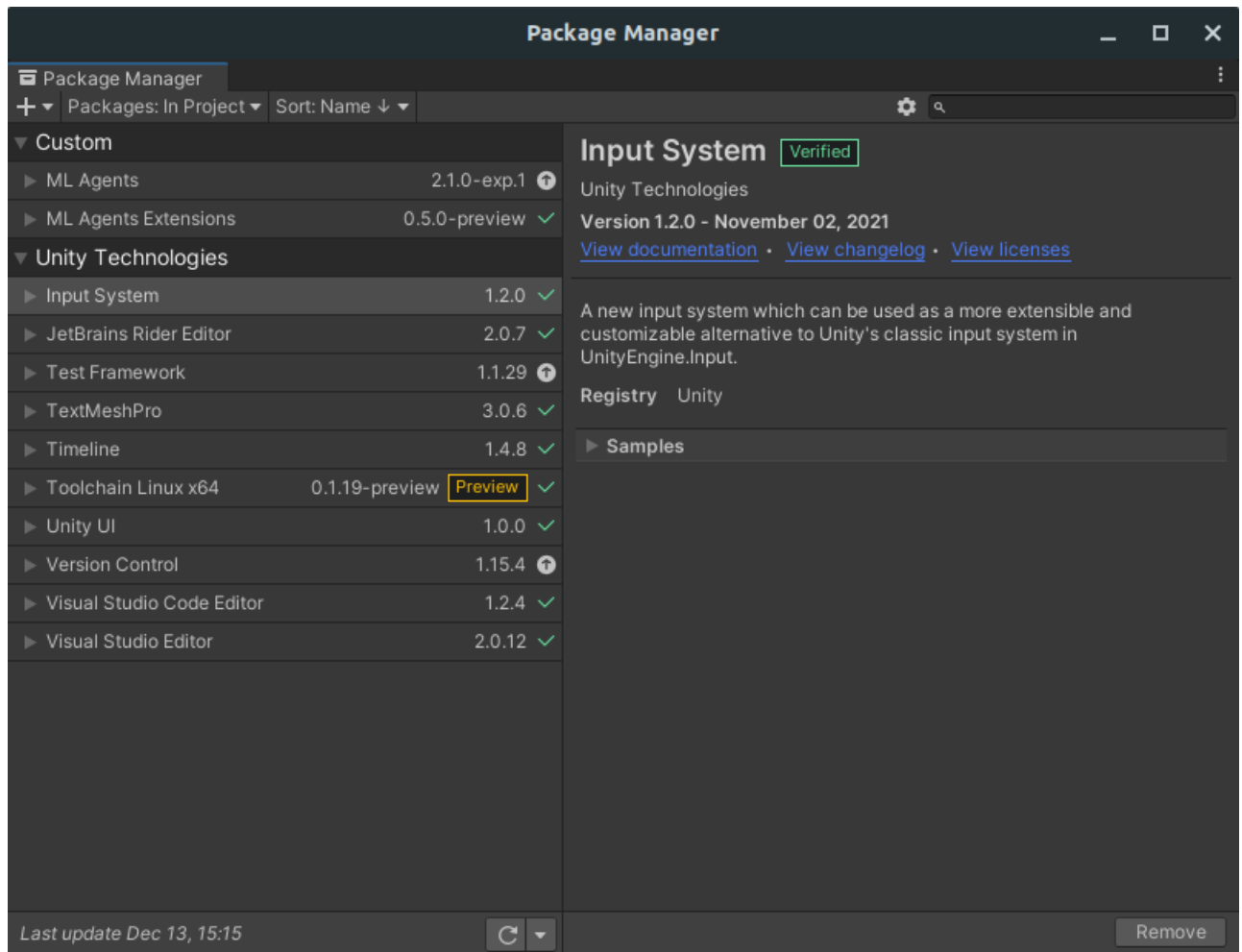
참고

Package Manager



Input System

- 자체 내부에서 추가 가능



optional

Barracuda (Package Manager)

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

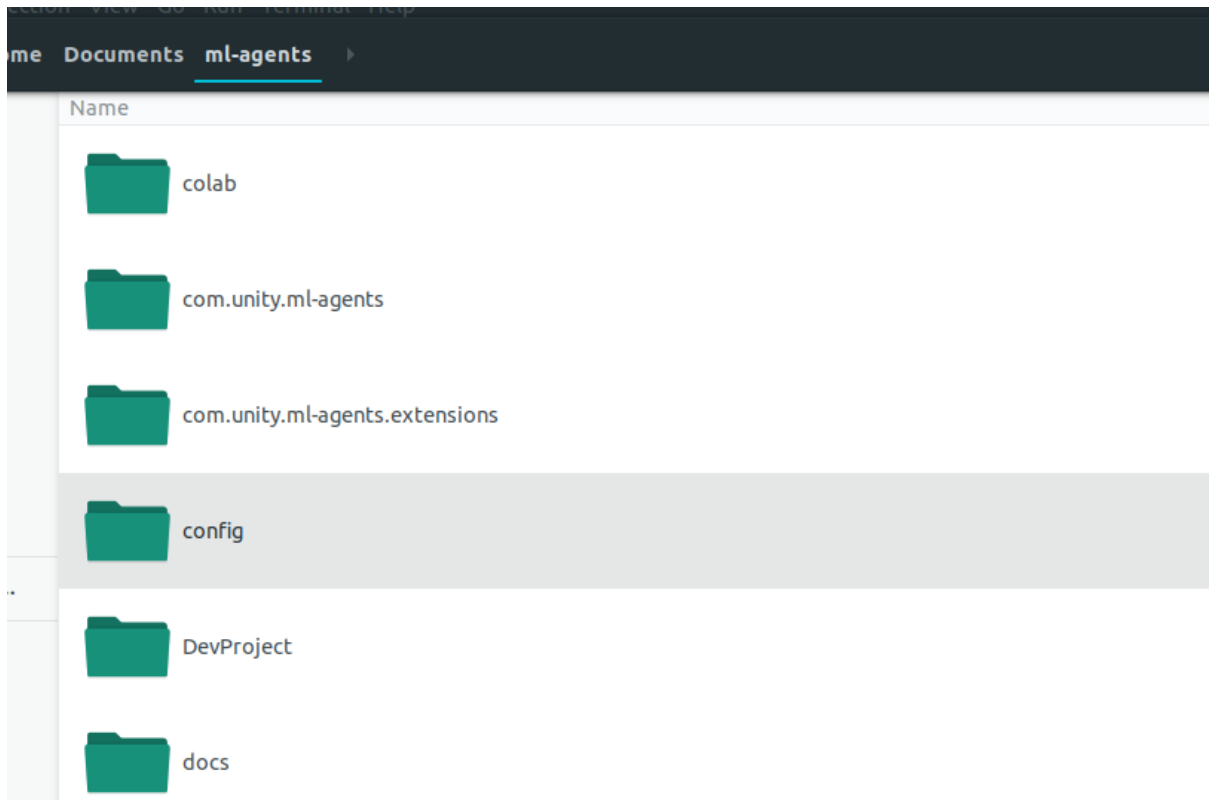
ML Agents & ML Agents Extension Configure your Development Environment

```
$ 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 같이



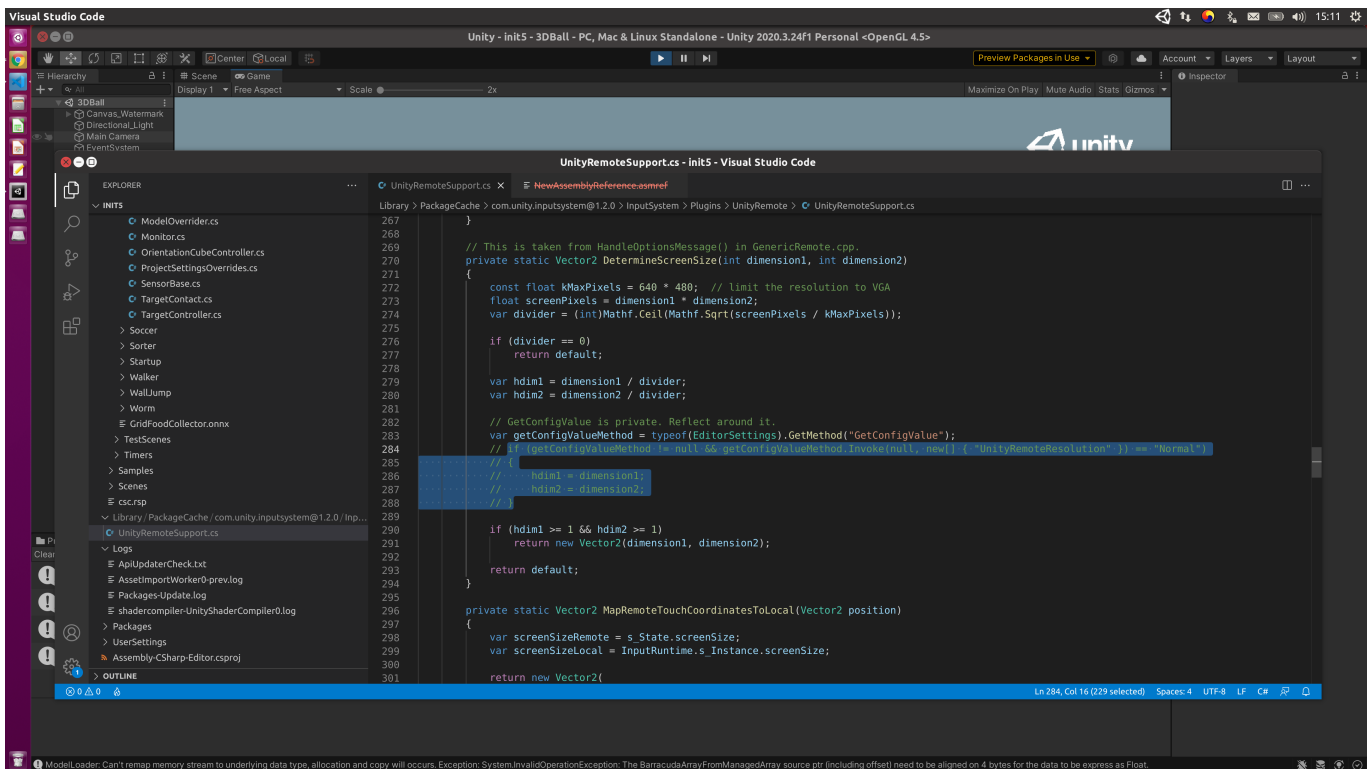
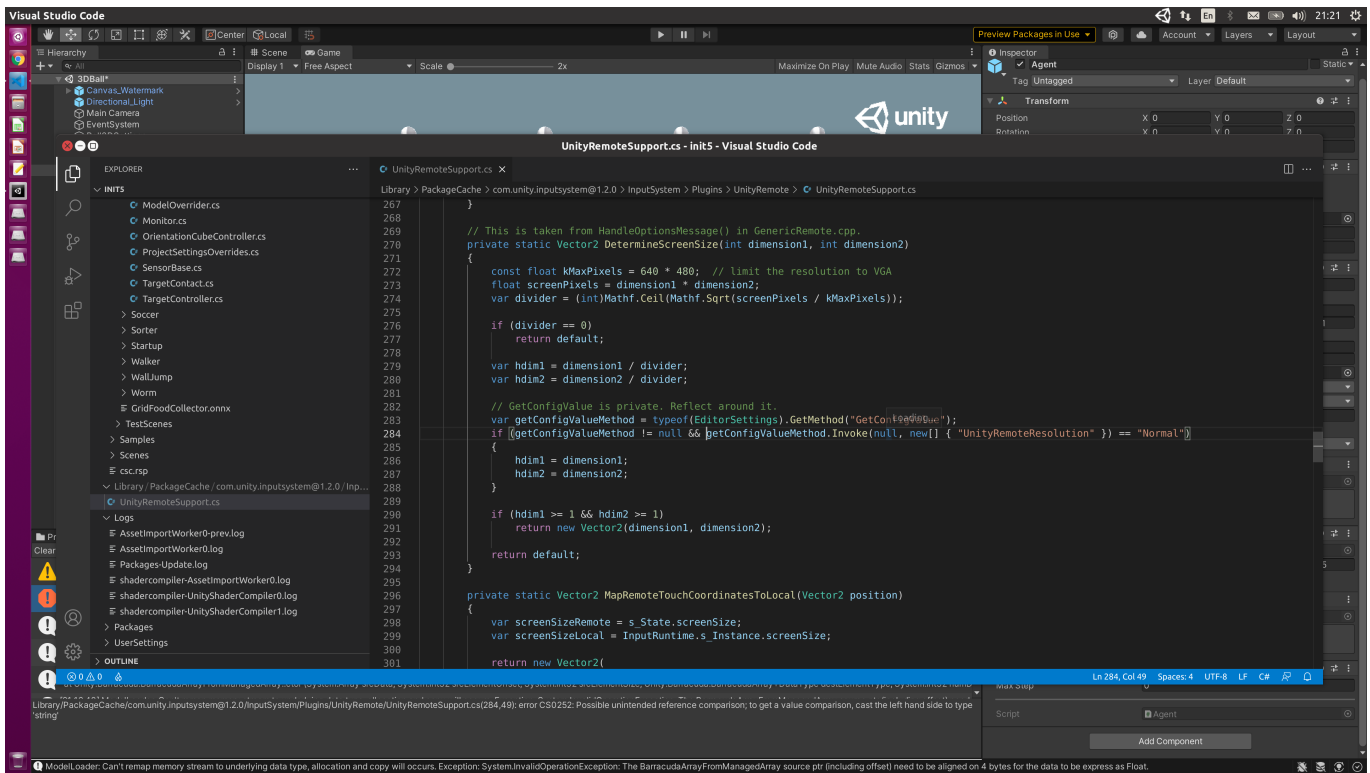
1. com.unity.ml-agents
 1. package.json 선택
2. com.unity.ml-agents.extensions
 1. package.json 선택

comment

처음에 계속 안되던 모습

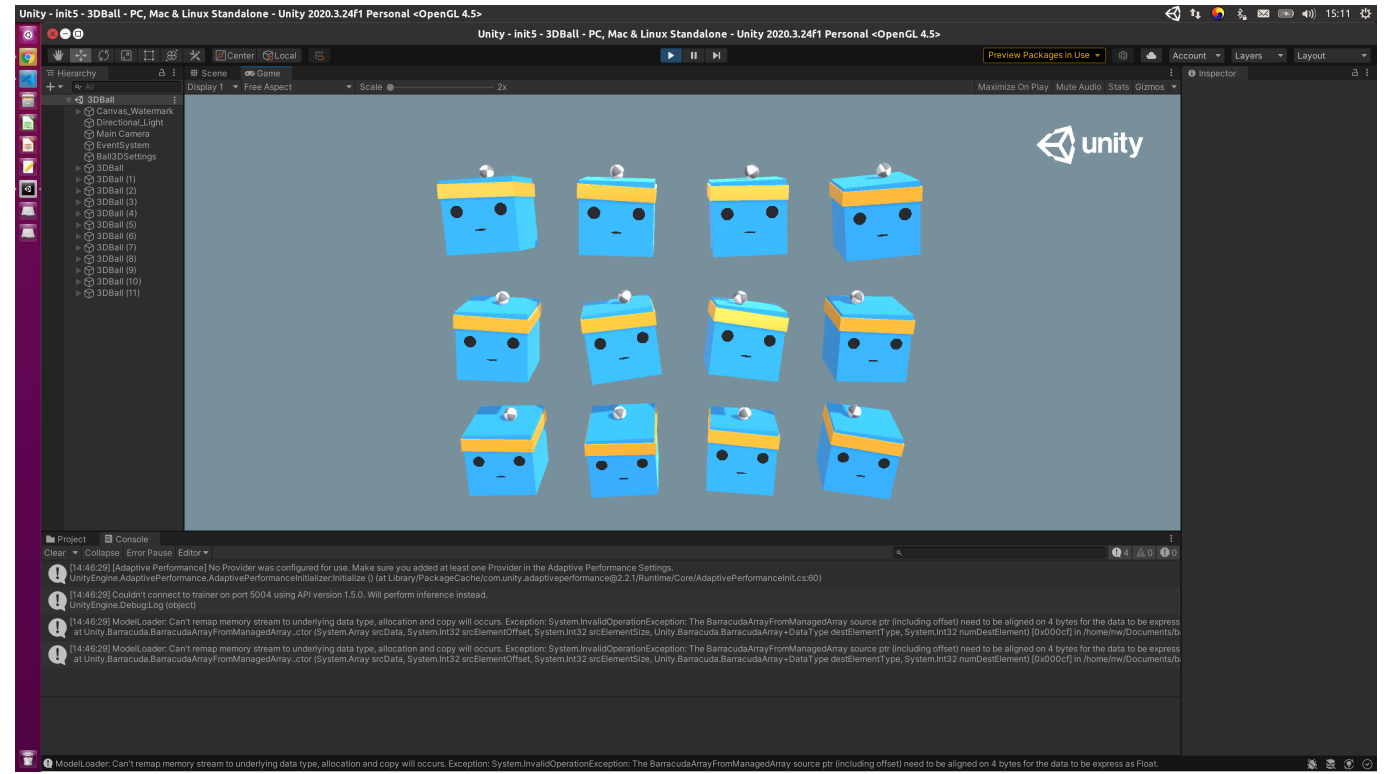


이 부분 주석 처리



- 이슈

final result



다시 # Home main 으로