

# ML-Agents

## Unity ML-Agents Toolkit Documentation

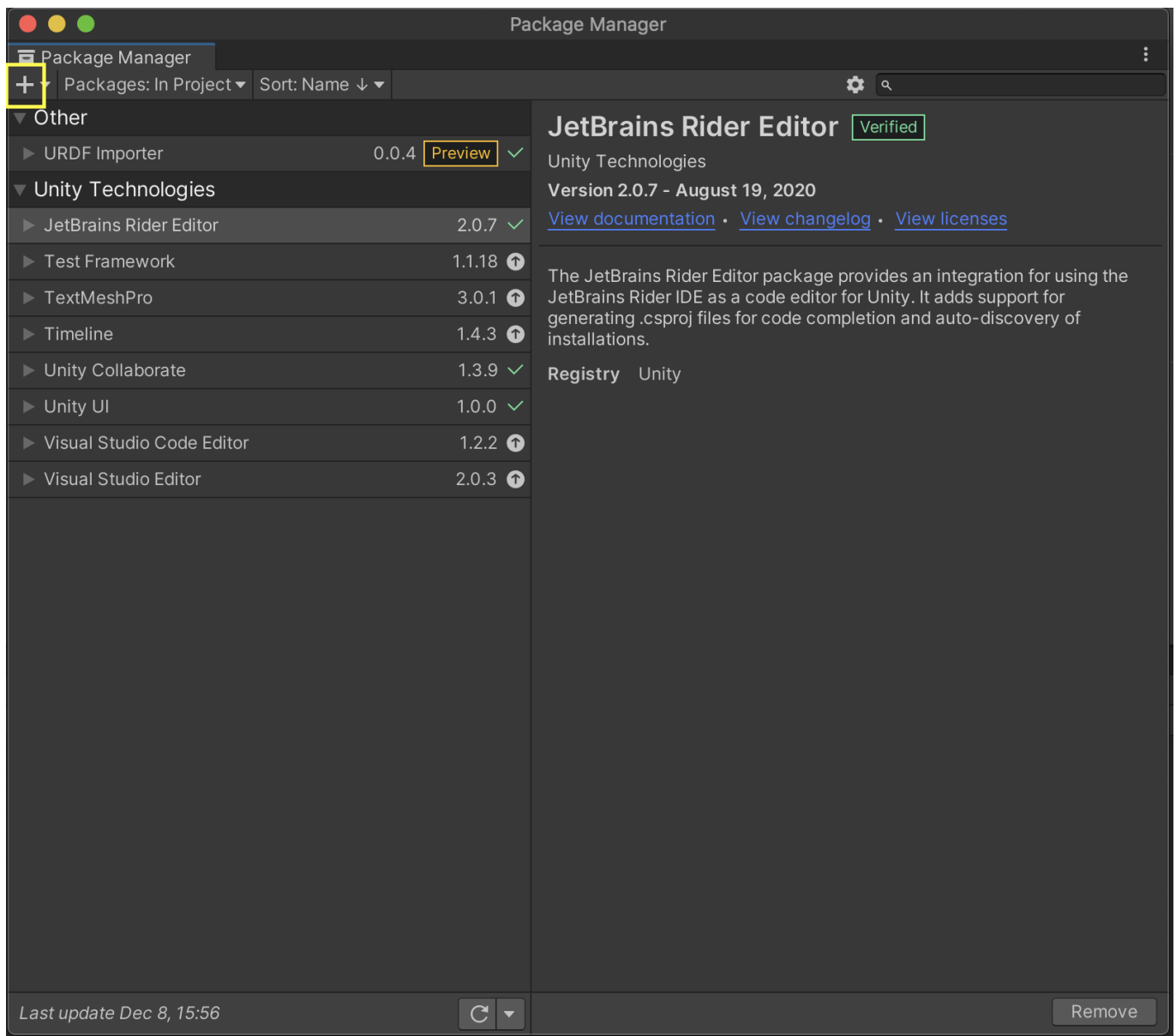
설치 [Installation](#)

설정 [Getting Started Guide](#)

설립 [Making a New Learning Environment](#)

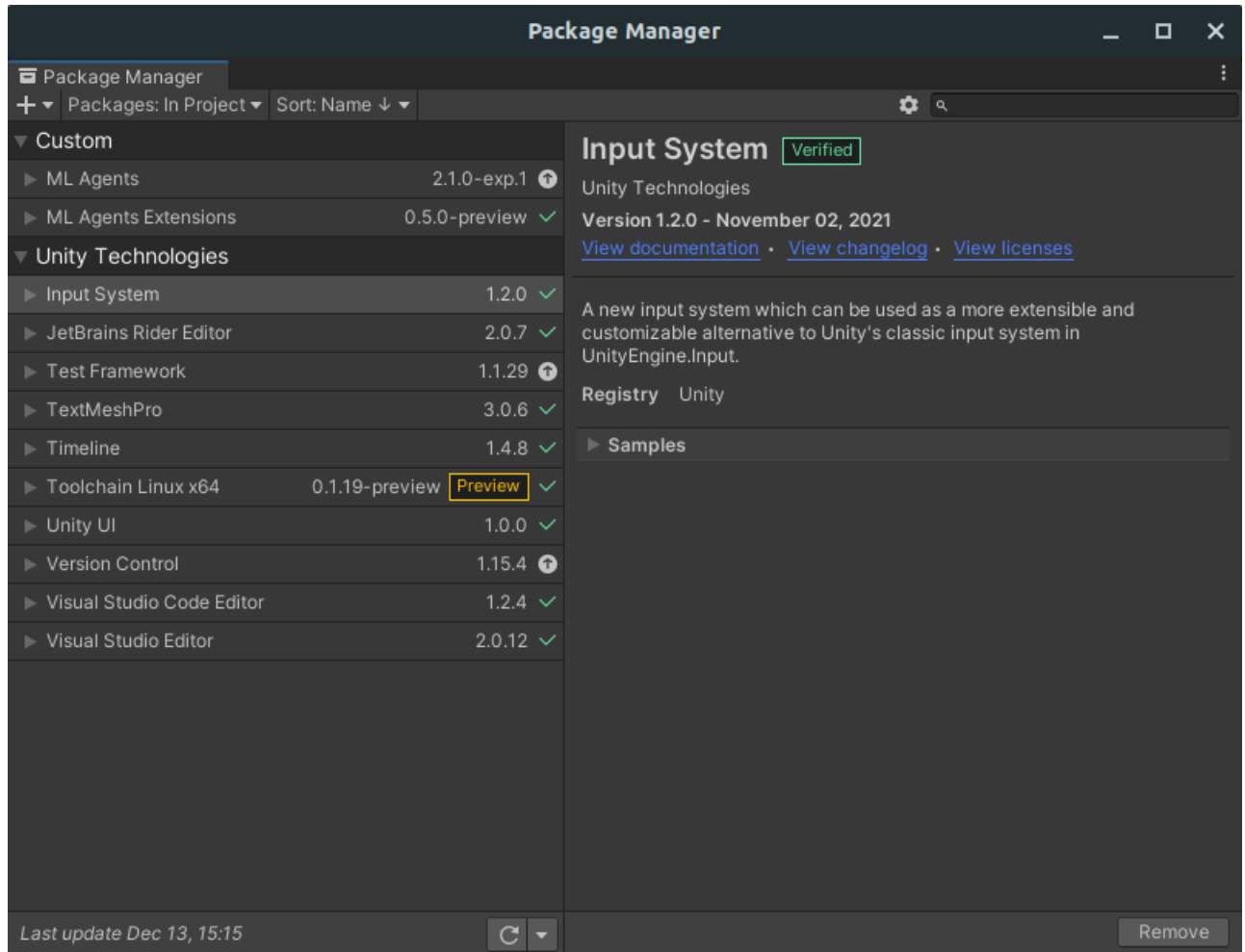
## 참고

### 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 가ㄹ이
  - \* ![Screenshot from 2021-12-15 23-34-04](https://user-images.githubusercontent.com/8021479/146205723-62ac2a57-cd0c-43e3-8941-550ec290fcfe.png)
  - 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](https://github.com/NamWoo/My\_ML\_Agents/issues/1)

## final result



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[다시 # Home main 으로](../README.md)