# Installation

ref: https://github.com/Unity-Technologies/ml-agents/blob/main/docs/Installation.md

#### **INDEX**

- 1. Set My ENV
- 2. Set In Unity

## My ENV

- OS
- Ubuntu 18.04 good
- Ubuntu 20.04 good
- Graphic Driver
  - Nvidia 470.57.02 (NVIDIA-Linux-x86\_64-470.57.02.run)
- CUDA
  - CUDA 11.1
    - wget
      https://developer.download.nvidia.com/compute/cuda/11.1.0/local\_in
      stallers/cuda\_11.1.0\_455.23.05\_linux.run
  - CUDA 11.3 failed
  - CUDA 11.5 failed
- Python
  - o 3.6.9 good
  - o 3.8.10 good
  - o 3.9. failed
  - o 3.11. failed

## dependency

```
sudo apt-get update
sudo apt install build-essential -y
wget https://us.download.nvidia.com/XFree86/Linux-x86_64/470.57.02/NVIDIA-
Linux-x86_64-470.57.02.run
chmod +x NVIDIA-Linux-x86_64-470.57.02.run
sudo ./NVIDIA-Linux-x86_64-470.57.02.run

sudo apt-get install -y build-essential curl gcc ssh git net-tools vim
pip3 install torch==1.8.0+cu111 torchvision==0.9.0+cu111 torchaudio==0.8.0
-f https://download.pytorch.org/whl/torch_stable.html

git clone https://github.com/Unity-Technologies/barracuda-release
pip3 install mlagents==0.27.0
```

nw\_00\_installation.md

```
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/
```

## optional

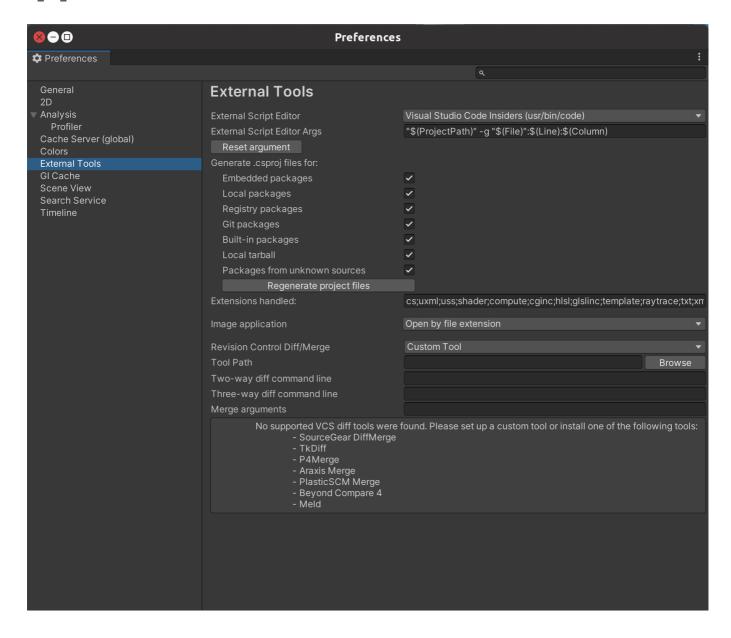
#### dotnet

```
sudo apt-get update; sudo apt-get install -y apt-transport-https && sudo apt-get update && sudo apt-get install -y dotnet-sdk-6.0 sudo apt-get update; sudo apt-get install -y apt-transport-https && sudo apt-get update && sudo apt-get install -y aspnetcore-runtime-6.0
```

## In Unity

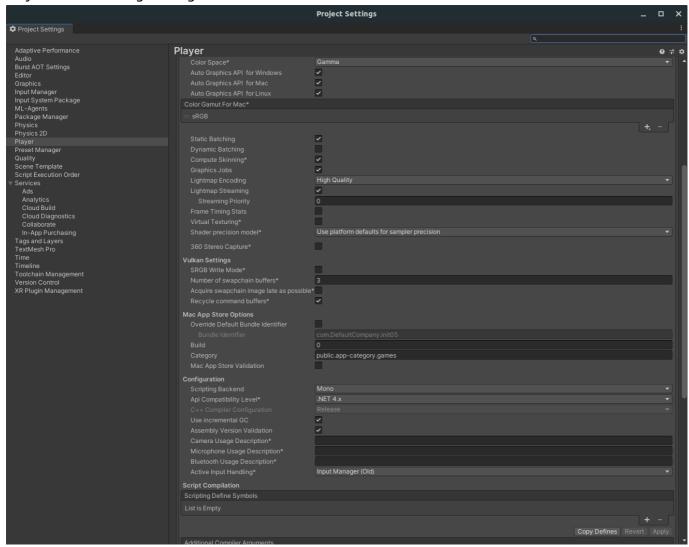
#### **External Tools**

External Scripts Editor Visual Studio Code Insiders



**Project Settings** 

Player - Other Settings Configuration



- 1. Api Compatibility Level .NET 4.X
- 2. Active Input Handling Input Manager (OLD)

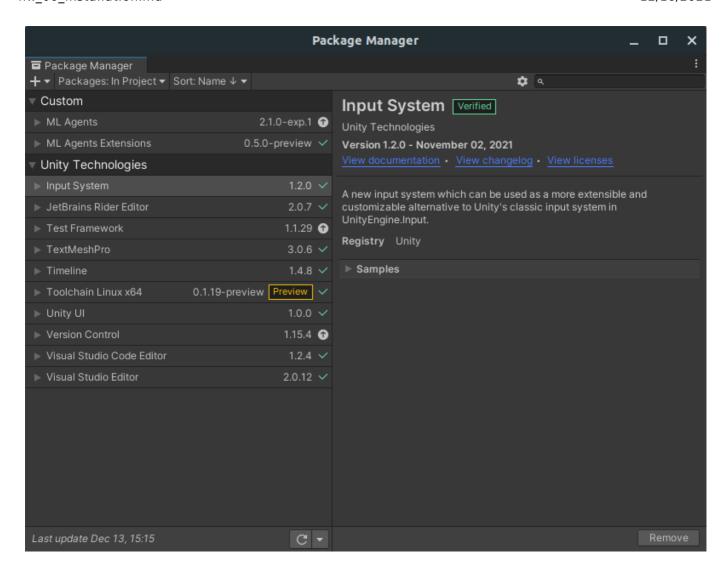
### Package Manager

#### required

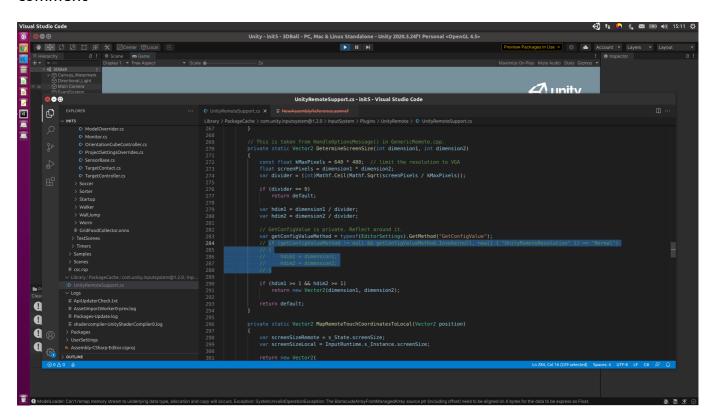
- 1. Input System
- 2. ML Agents
- 3. ML Agents Extenstions

## optional

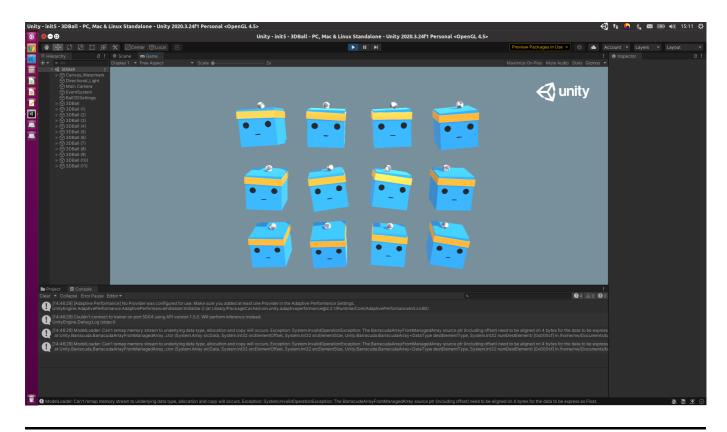
- 1. Barracuda
- 2. Visual Studio Code Editor



#### comment



## final result



다시 # Home main 으로