# ML-Agents Configuration UI
# Documentation

## Introduction

This project is a user interface for [Unity ML-Agents](#). It helps the users, that they can create/modify a yaml file inside Unity Editor.

Moreover, the users can run the mlagents-learn command without command line.

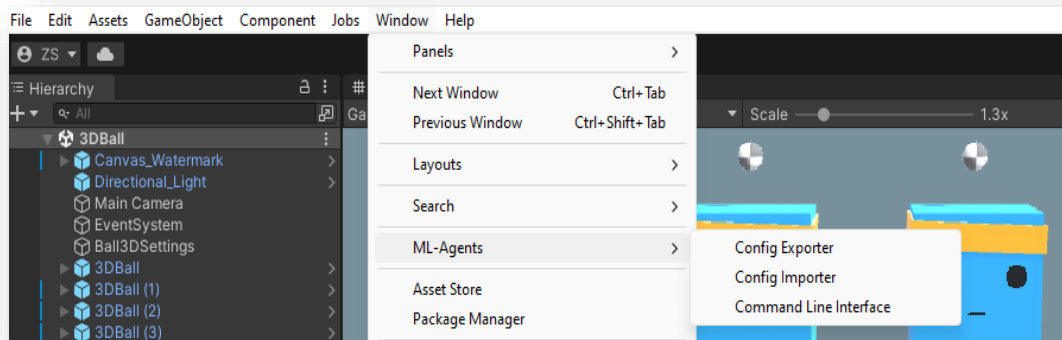Please check the LICENSE in Xardas/ML-Agents Configuration folder.

Furthermore, you can find the source code on [Github](#).

## Test Environment

It was tested with Unity ML-Agents Release 20 only.

- OS
  - Windows 11
  - Ubuntu 20.04
  - MacOS Ventura 13.4.1
- Unity
  - 2021.3.29f1
  - 2022.3.7f1
  - 2023.1.9f1

## Features

1. **Creation**

The users can create parts of the ML-Agents config yaml file as ScriptableObject. They contains tooltips, validation. Futhermore, the users can see only the actual fields. For example: If PPO Trainer Type is selected, the specific variables of SAC type is not visible.
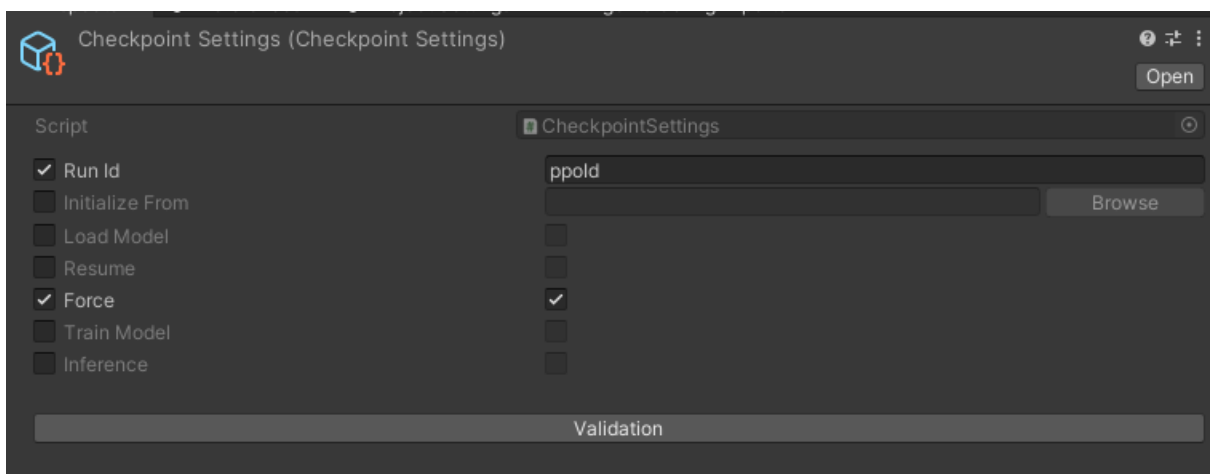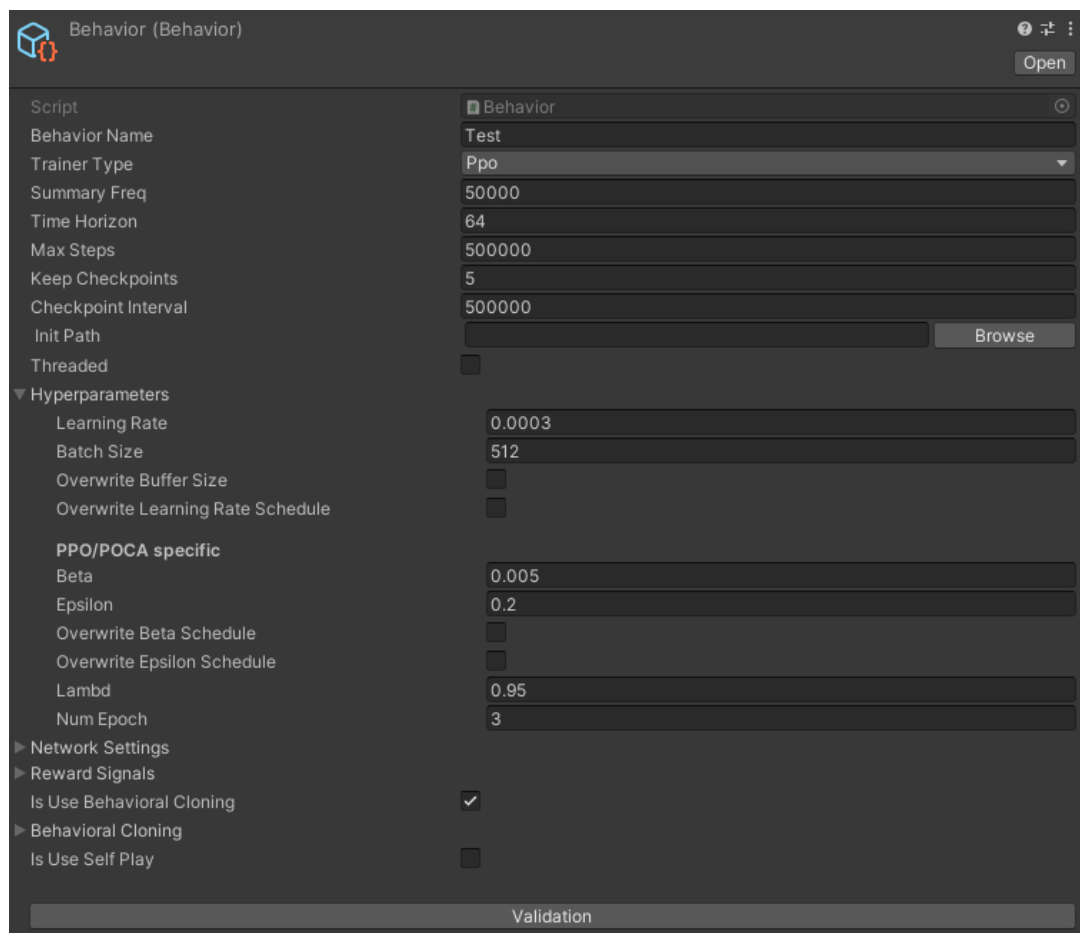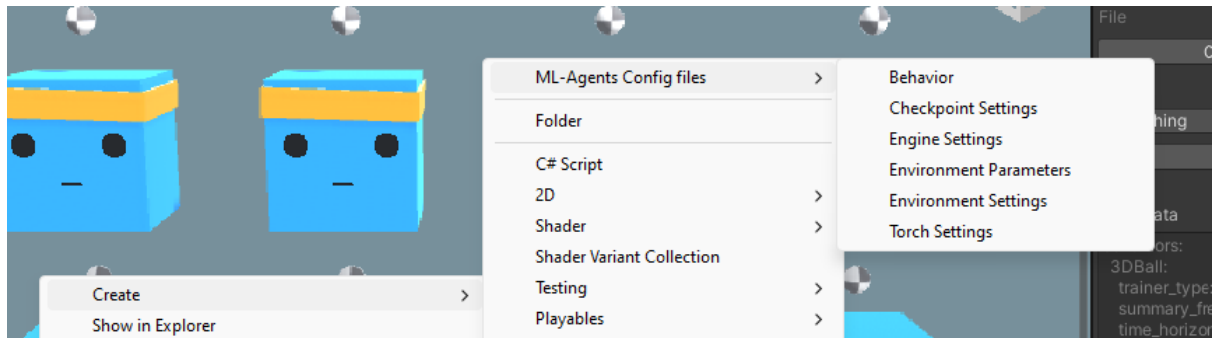
**2. Import**

The users can import any ML-Agents config yaml file from samples or their own custom project. The files will be created in Assets/Xardas/ML-Agents Configuration/Files folder. (If the folder doesn't exist, it will be created.)

Limit: If the yaml file has default_settings, it will be part of the Behaviors. After that, if the users want to modify the same variable in the Behaviors, they have to update them one by one.

**3.** Export

The users can export ML-Agents Config ScriptableObjects into a yaml file.
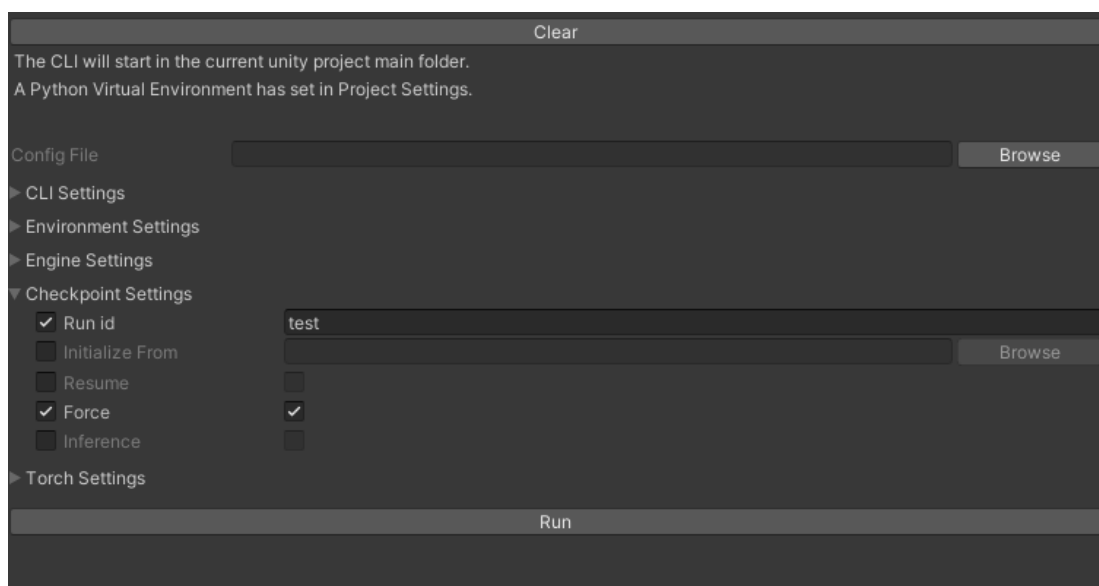
**4. Run Command Line**

Firstly, it has to be configured. It is in Project Settings/ML-Agents Configuration. If the users use Python Virtual Environment, they have to add the activate file.
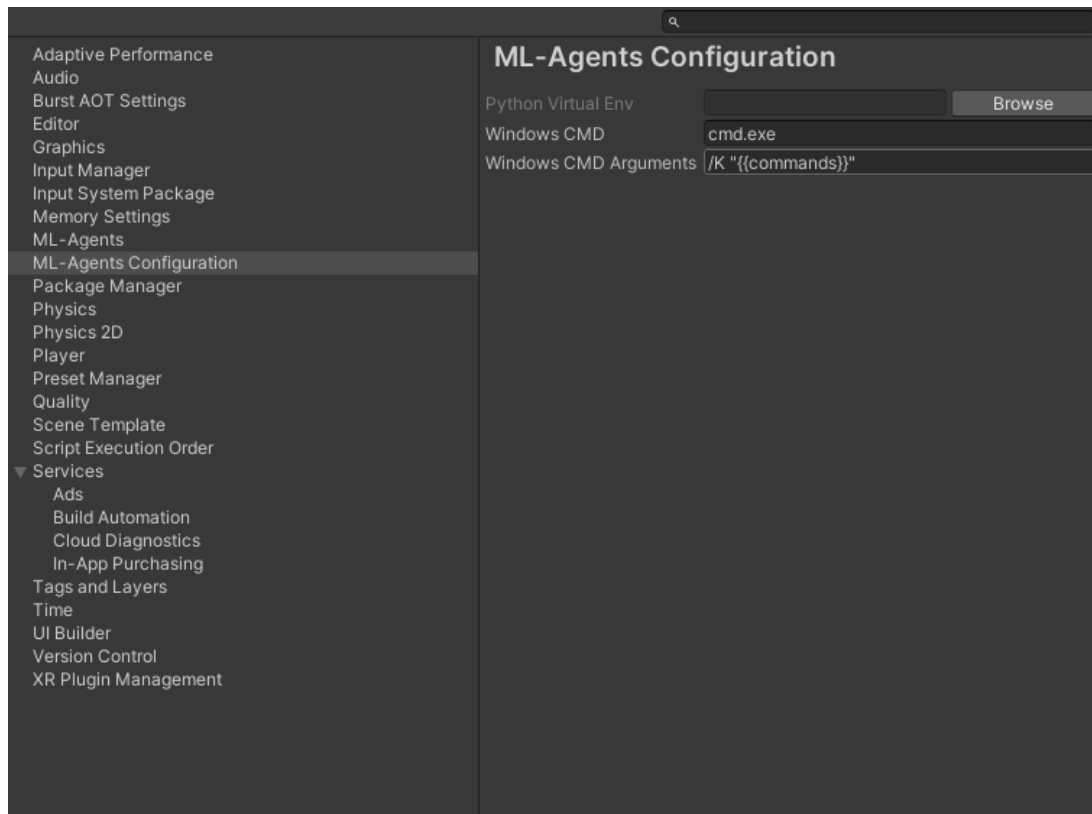


When the users want to run the mlagents-learn command, they have to select a yaml file and they can add the parameters of command.



Note: By default, the Windows uses CMD, the MacOS uses Terminal and the Linux uses gnome-terminal. On MacOS and on Linux, a mlAgentsCommand.sh file is always generated in the project folder. If the users use Git (or any source control system), they should add this sh file to .gitignore.