Tutorial:

Windows:

Create Environment in your Project folder

Open Anaconda Prompt (If Command Prompt is used, then use key word *py* instead of *python*)

>cd C:\FilePath\UnityProjectName

To create a virtual environment with name venv inside the UnityProjectName

>python -m venv venv (OR >py -m venv venv, in command propmt)

>venv\Scripts\activate

Upgrade the pip

>python -m pip install --upgrade pip

Install pytorch-Need to check the correct version

>pip install torch==1.7.1 -f https://download.pytorch.org/whl/torch_stable.html

Install mlagents

>python -m pip install mlagents==0.27.0 (version 18)

>python -m pip install mlagents==0.28.0 (version 19)

>python -m pip install mlagents==0.30.0 (version 20)

Check if works

>mlagents-learn --help

Run Simulation

Open Anaconda Prompt and go to project file

>cd C:\FilePath\UnityProjectName

Activate the virtual environment you have created

>venv\Scripts\activate

Run Simulation

>mlagents-learn config\ProjectTrainingParameters.yaml --run-id=ProjectId

Press Start in Unity

To resume add at the end of line "--resume"

>mlagents-learn config\ProjectTrainingParameters.yaml --run-id=ProjectId --resume

To force add at the end of line "--force"

To deactivate virtual environment

>venv\Scripts\deactivate

To get results in tensorboard- No activation of virtual enviroment is needed:

>tensorboard --logdir results

In Linux:

Create Environment in your Project folder

Open terminal

$ cd FilePath/UnityProjectName

To create a virtual environment with name venv inside the UnityProjectName

$ python3 -m venv venv

Activate virtual environment

$ source venv/bin/activate

Upgrade the pip

$ python3 -m pip install --upgrade pip

Install mlagents

$ python3 -m pip install mlagents==0.27.0 (version 18)

$ python3 -m pip install mlagents==0.28.0 (version 19)

Check if works

$ mlagents-learn --help

Run Simulation

$ mlagents-learn config/ProjectTrainingParameters.yaml --run-id=ProjectId

Deactivate virtual environment

$ deactivate