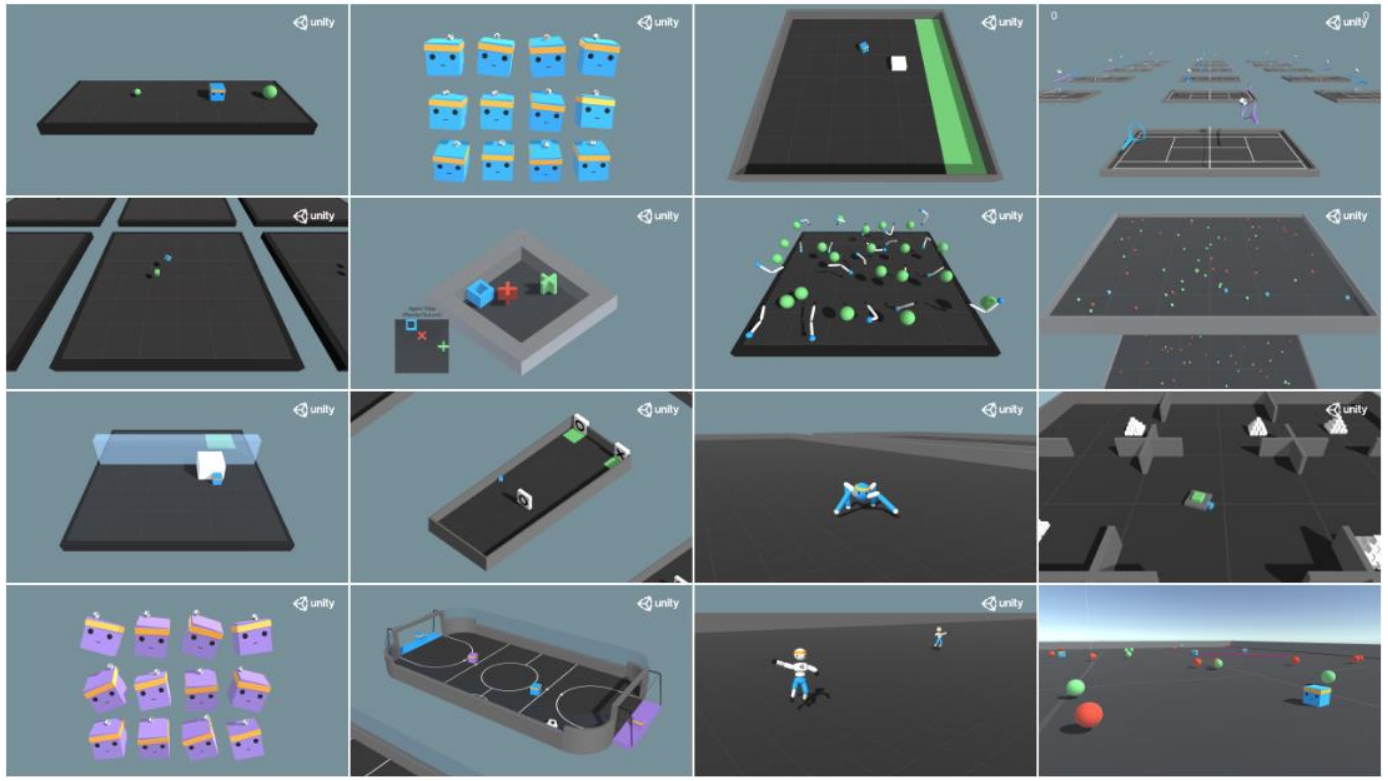
UNITY ML-AGENTS

SETUP



Unity ML-Agents Toolkit (Beta)

docs reference | license Apache-2.0

UNITY ML-AGENTS

Anaconda:
https://docs.conda.io/projects/conda/en/latest/user-guide/install/index.html

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Unity installation:

https://docs.unity3d.com/Manual/GettingStartedInstallingHub.html

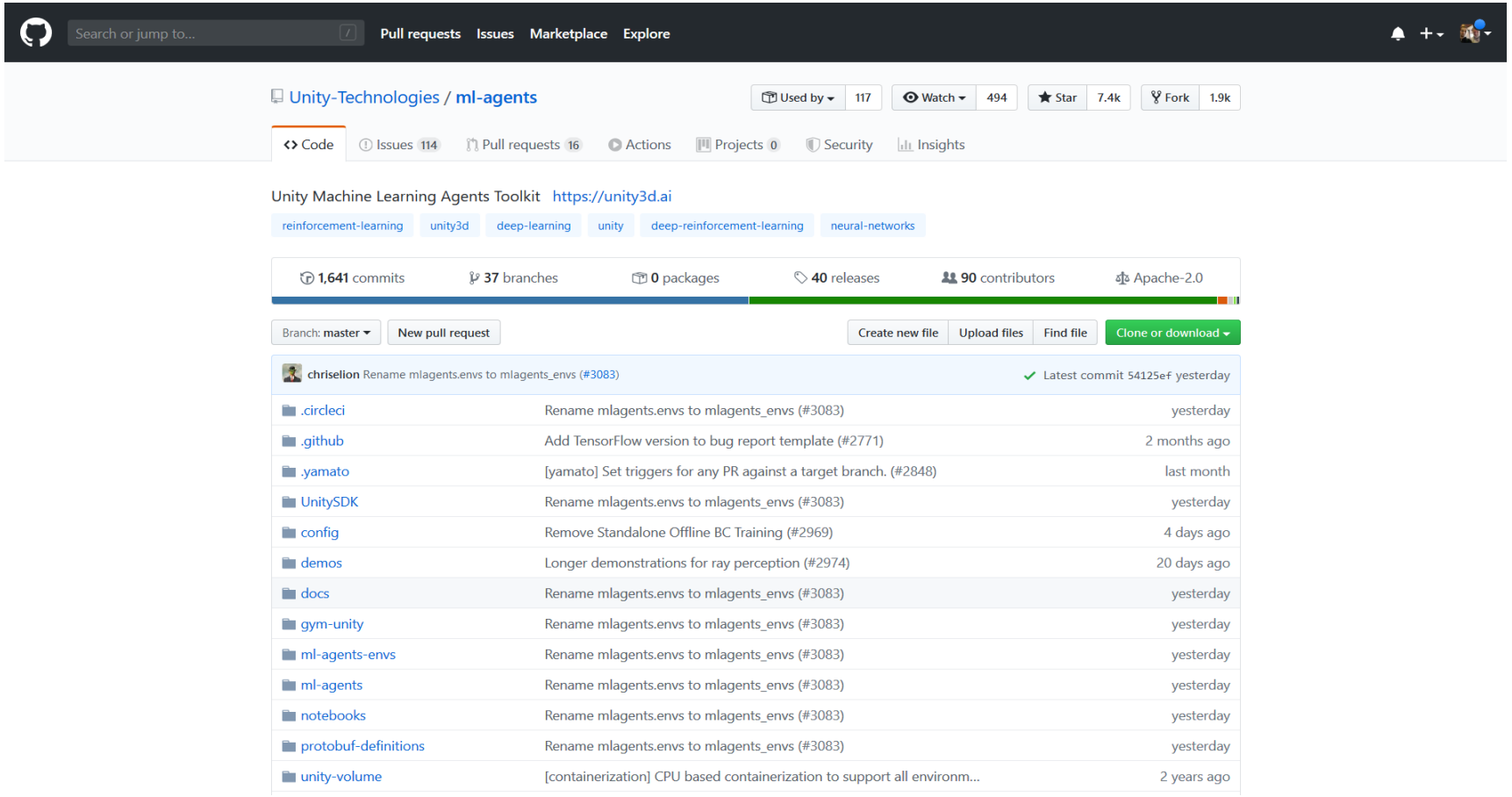
Cercate di scaricare sempre una delle ultime versioni

ANACONDA®

unity

UNITY ML-AGENTS

In generale Andare al seguente Link: https://github.com/Unity-Technologies/ml-agents



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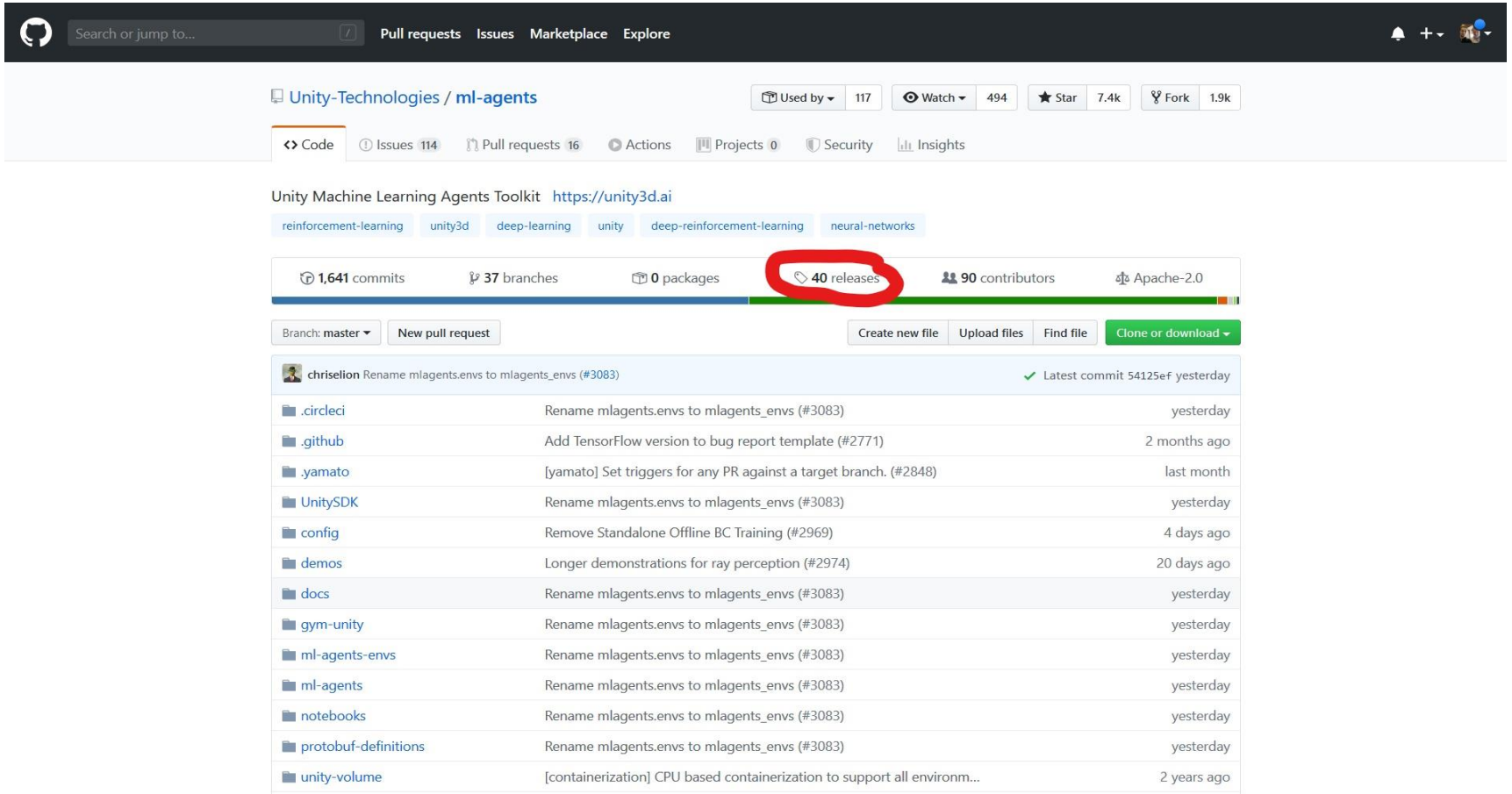
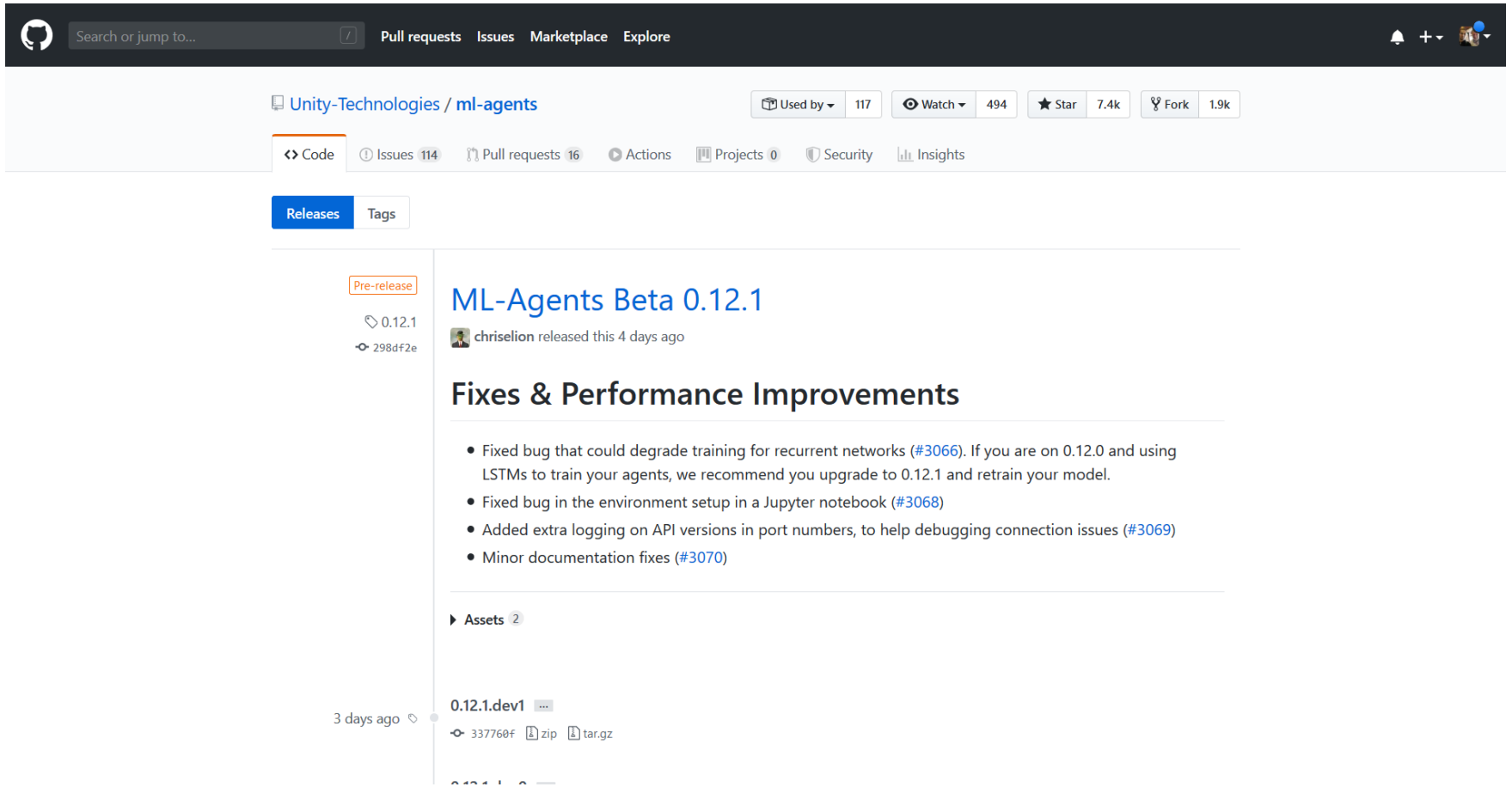
Clikkare su release



UNITY ML-AGENTS

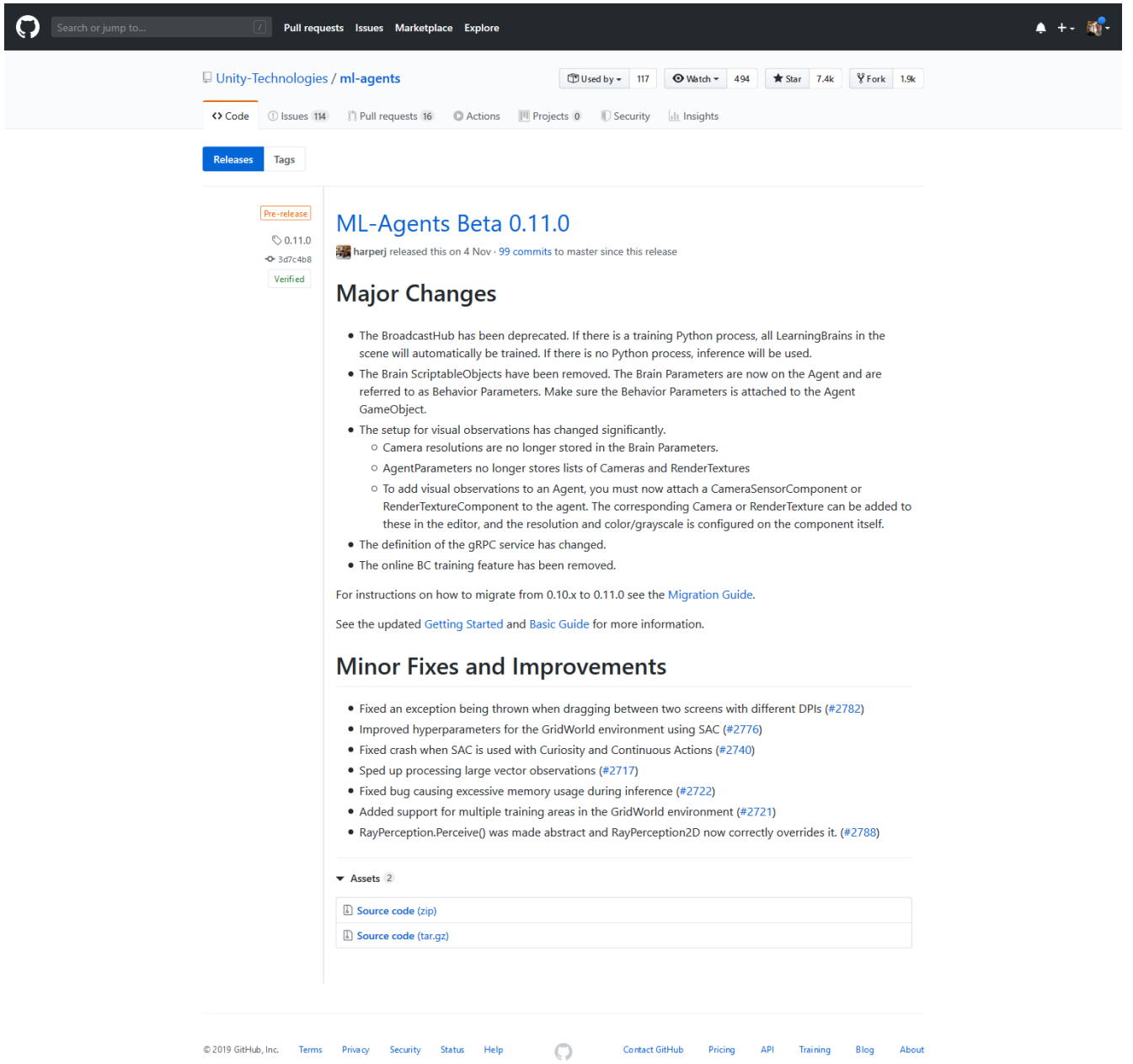
Conviene sempre scegliere una release perche' se si riscontra un probelma, attraverso la community e' piu' facile risolvere I problemi



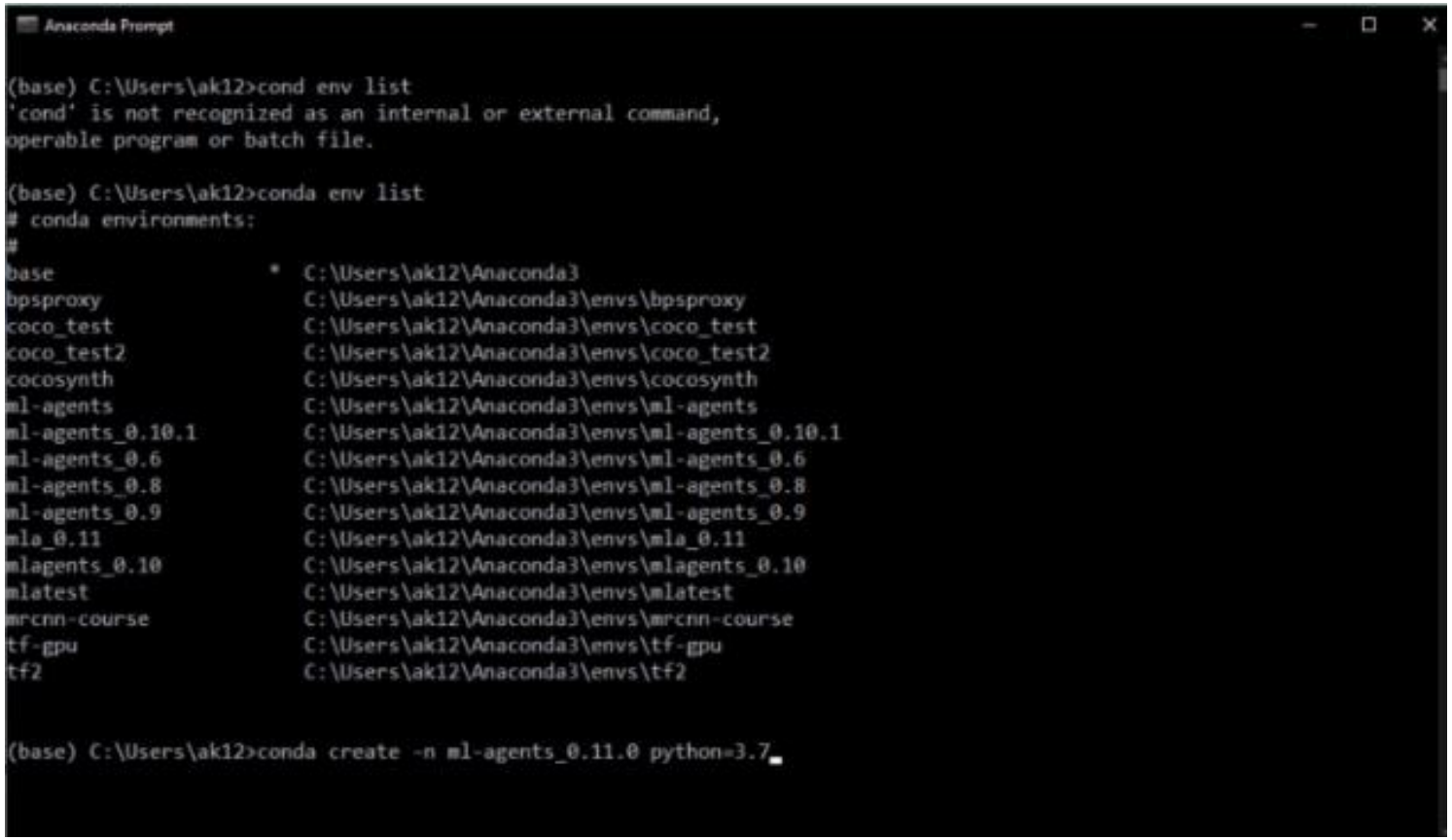
UNITY ML-AGENTS

https://github.com/Unity-Technologies/ml-agents/releases/tag/0.11.0

Download the Source Code from the link



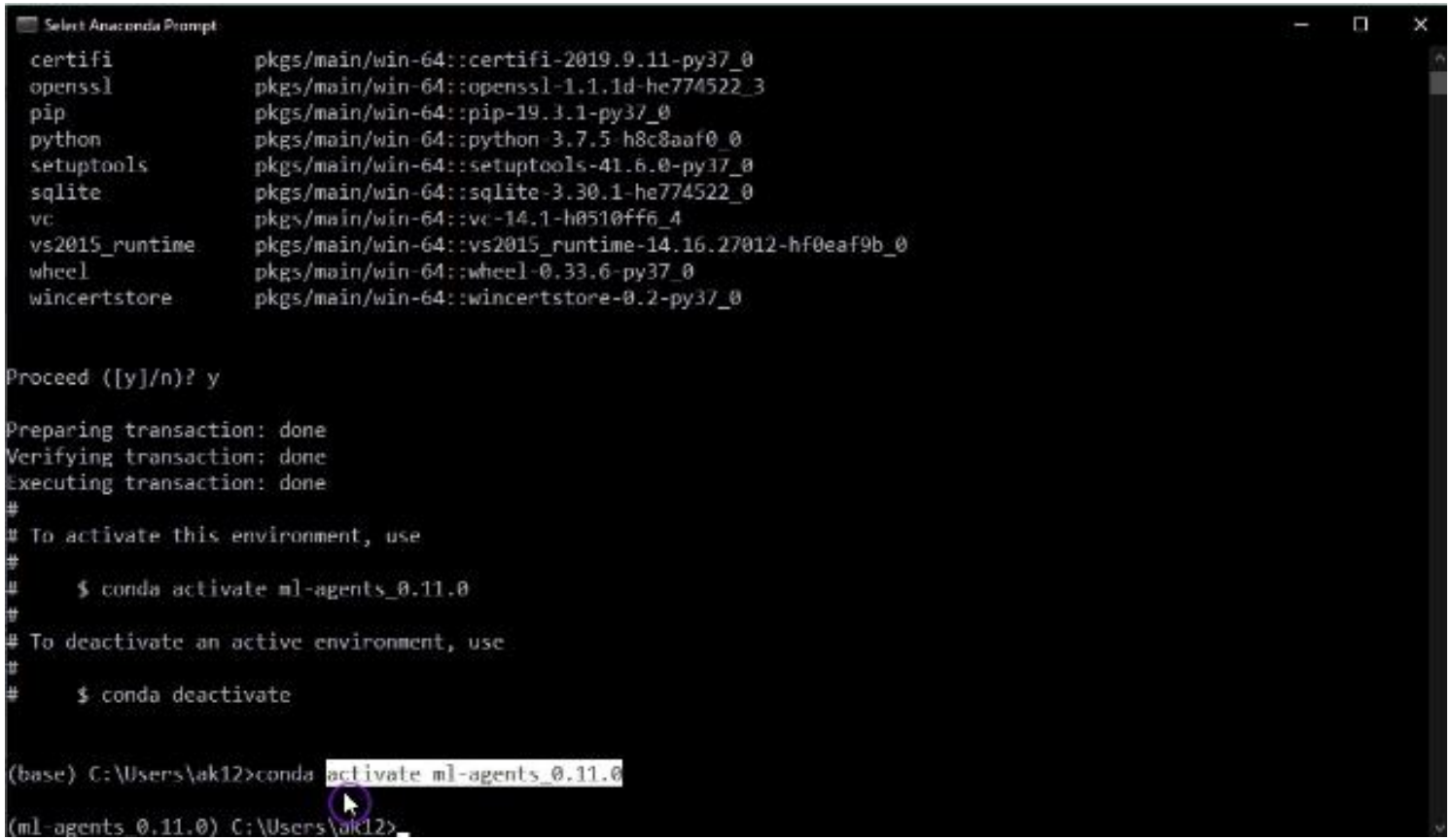
UNITY ML-AGENTS



- Anaconda Setup Enviroment to train:

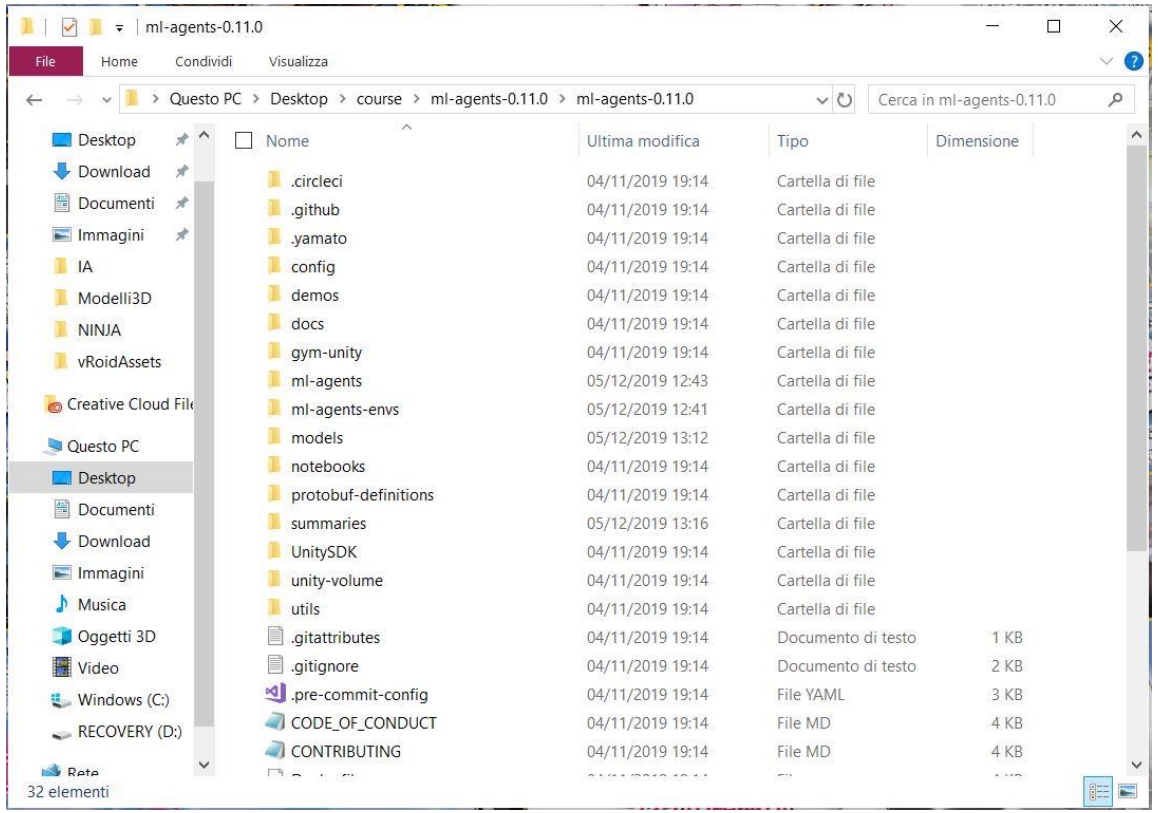
- Aprire l'Anaconda Prompt
- Creare un enviroment con il seguente comando:
- conda create –n ml –agents_0.11.0 python=3.7
- E premere invio

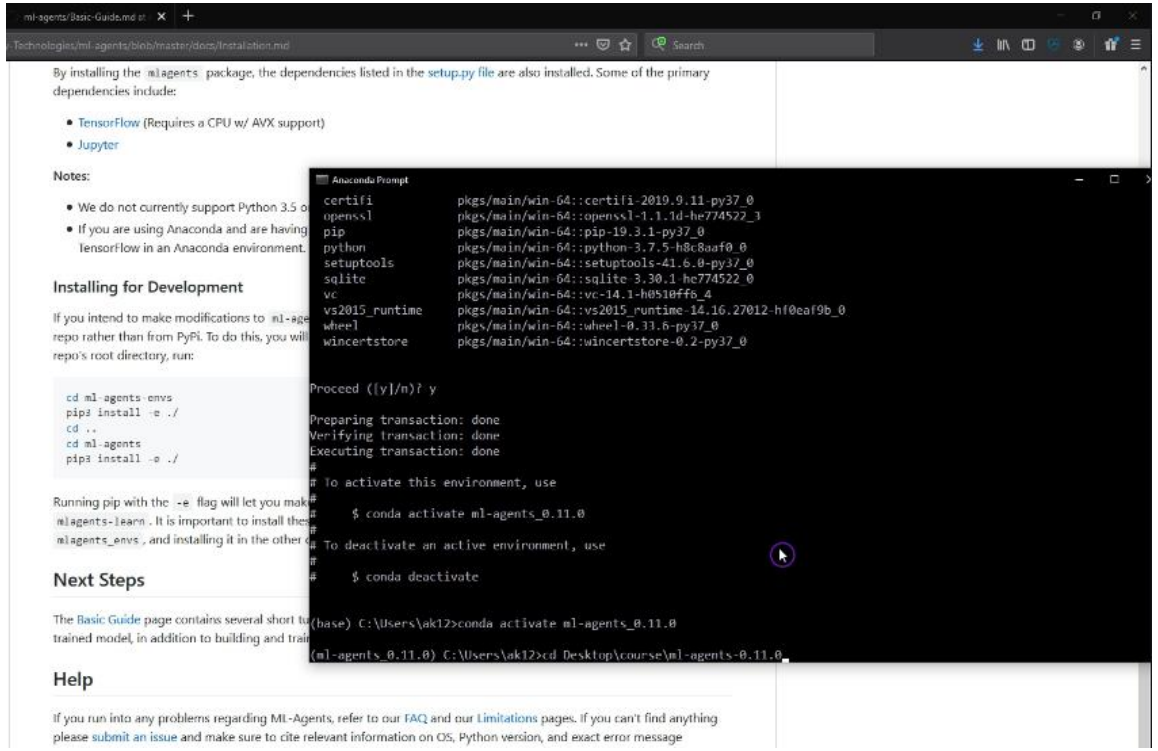
UNITY ML-AGENTS



- Anaconda Setup Enviroment to train:

- conda activate ml-agents_0.11.0
  - (spoiler: prima di poter addestrare il vostro agente dovrete sempre utilizzare questo comando)

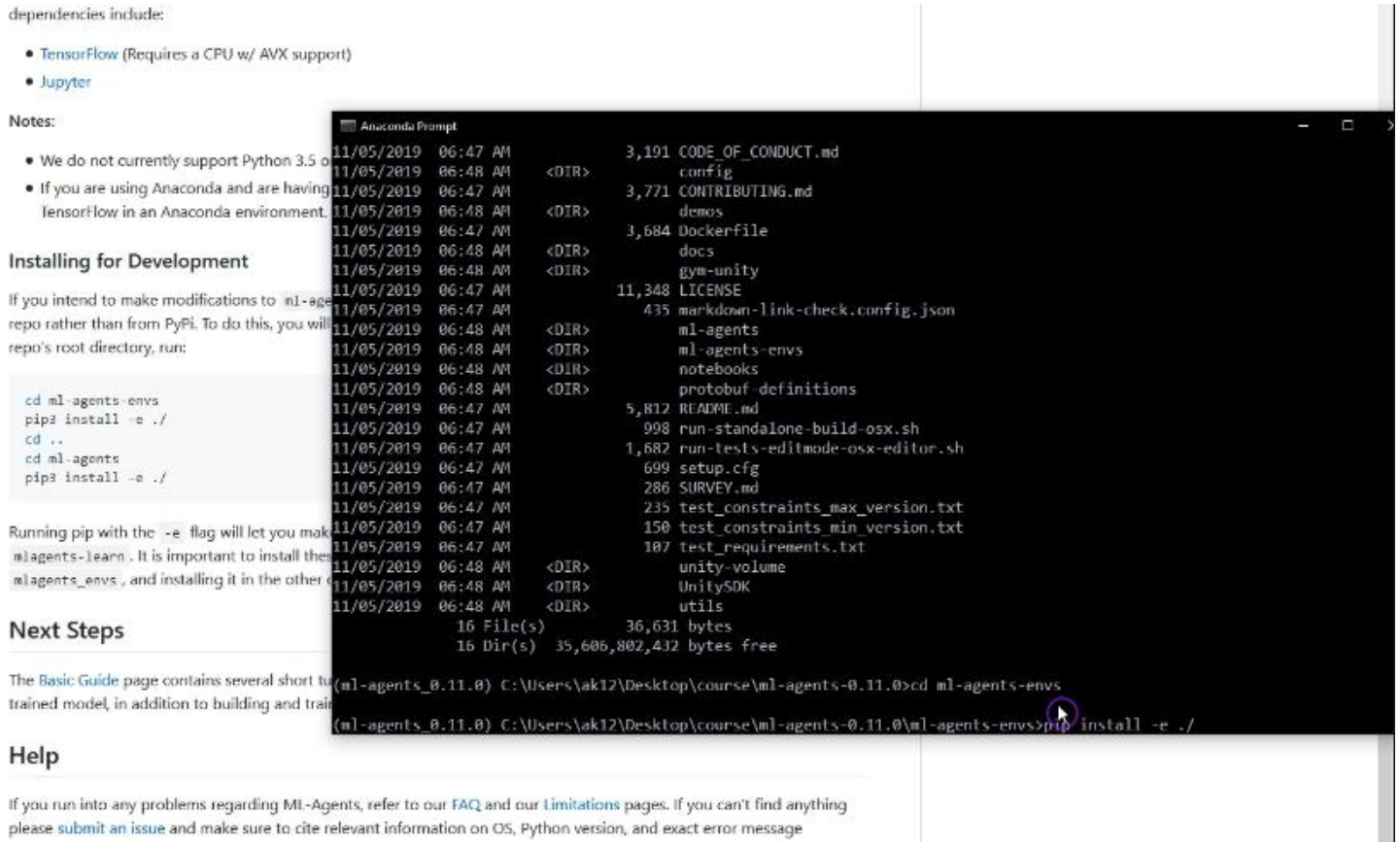




UNITY ML-AGENTS

Cambiare cartella con il comando cd

Dove avete messo il source code scaricato precedentemente



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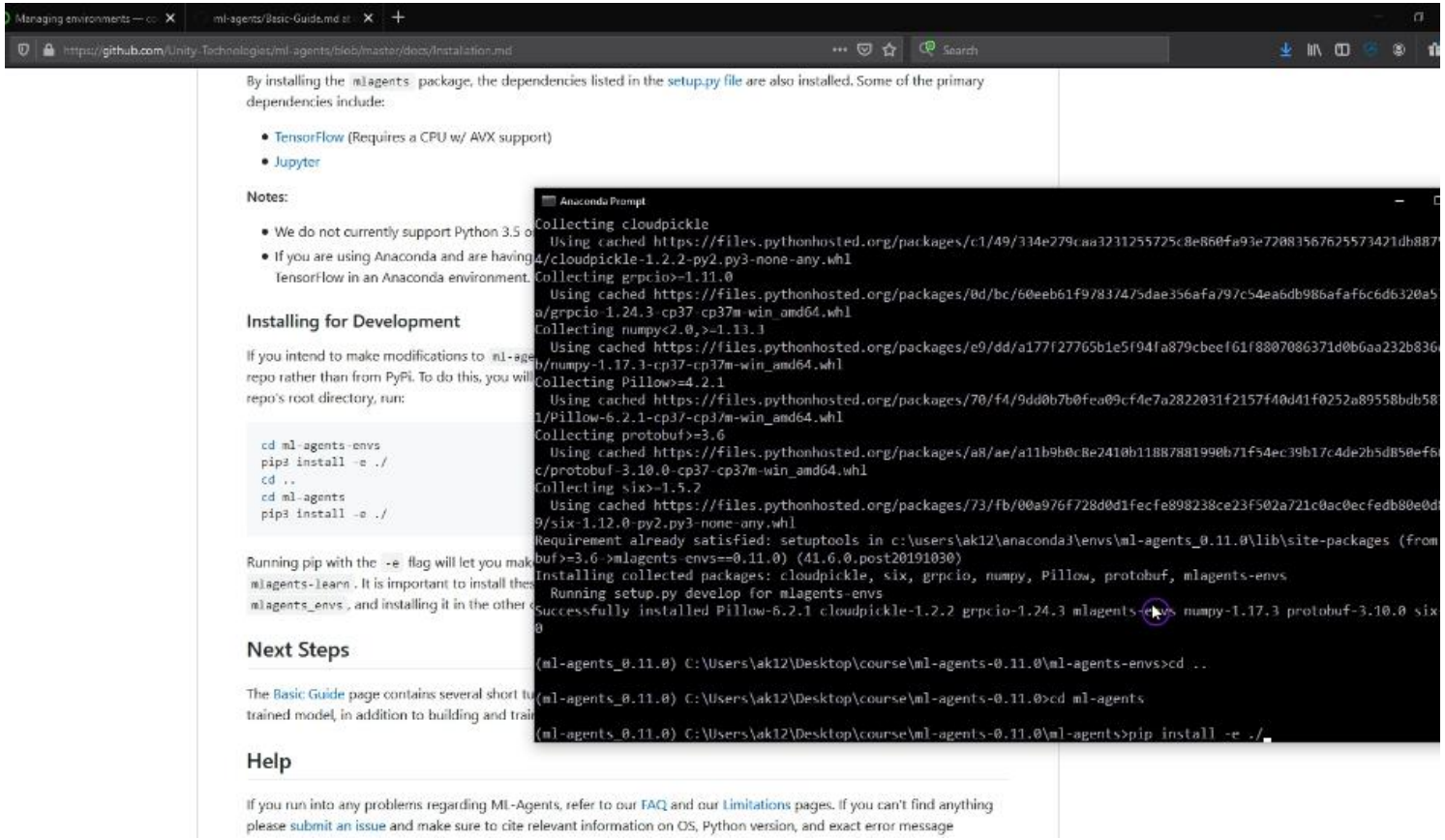
- Dare I seguenti comandi:
- cd ml-agentes-envs
- pip install -e ./
- Premere Invio



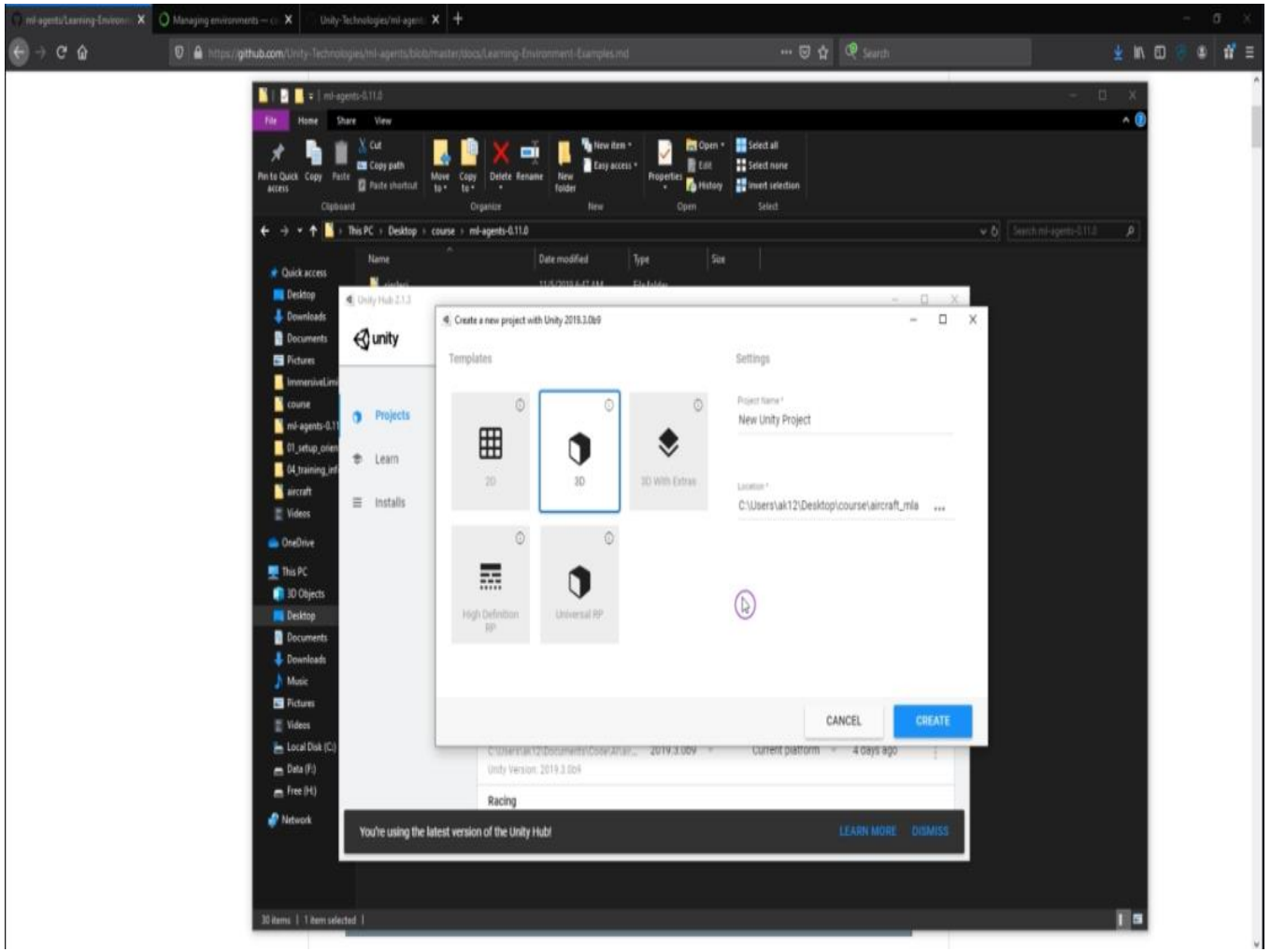
UNITY ML-AGENTS

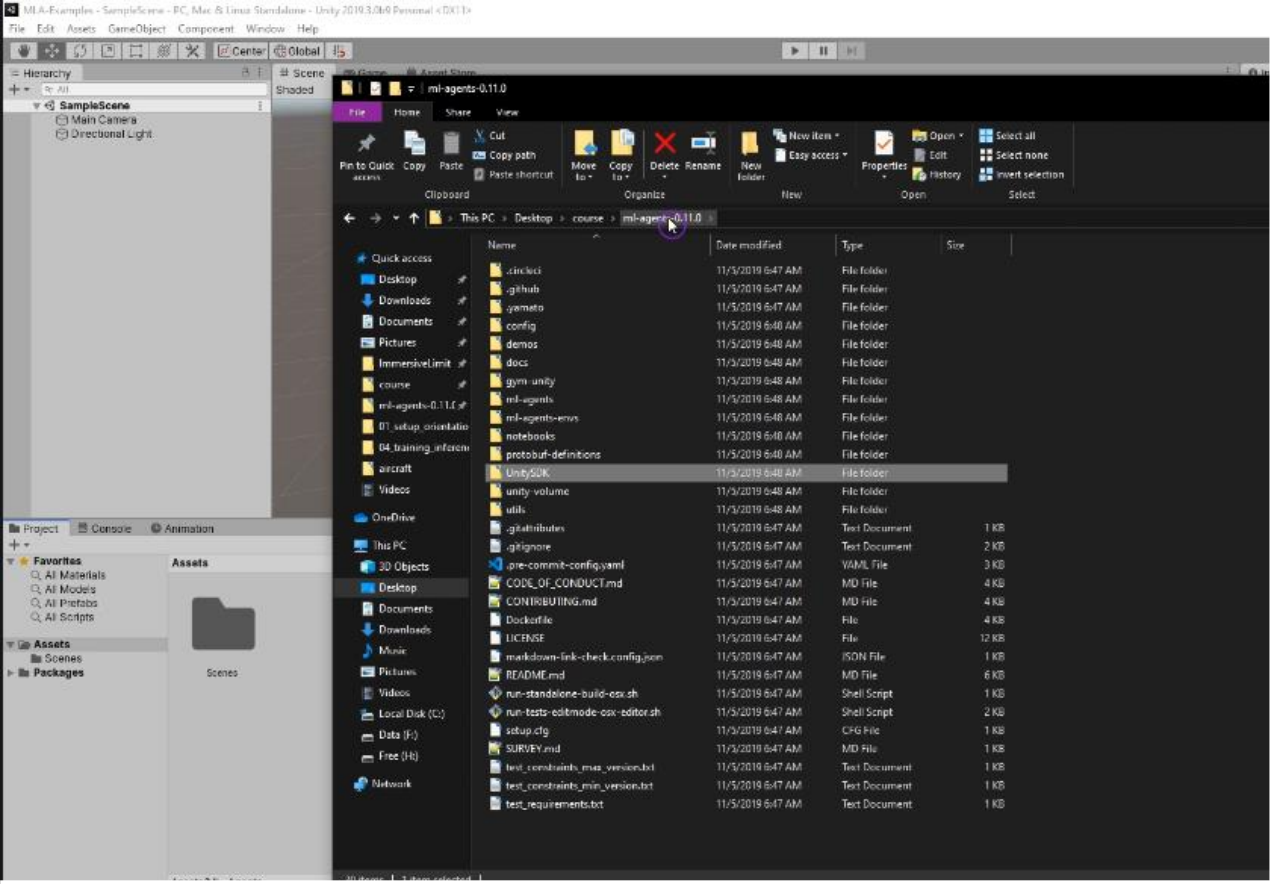
- A questo punto una volta installato eseguite questi 3 comandi in ordine:
- cd ..
- cd ml-agents
- Pip install –e ./
- Premere invio

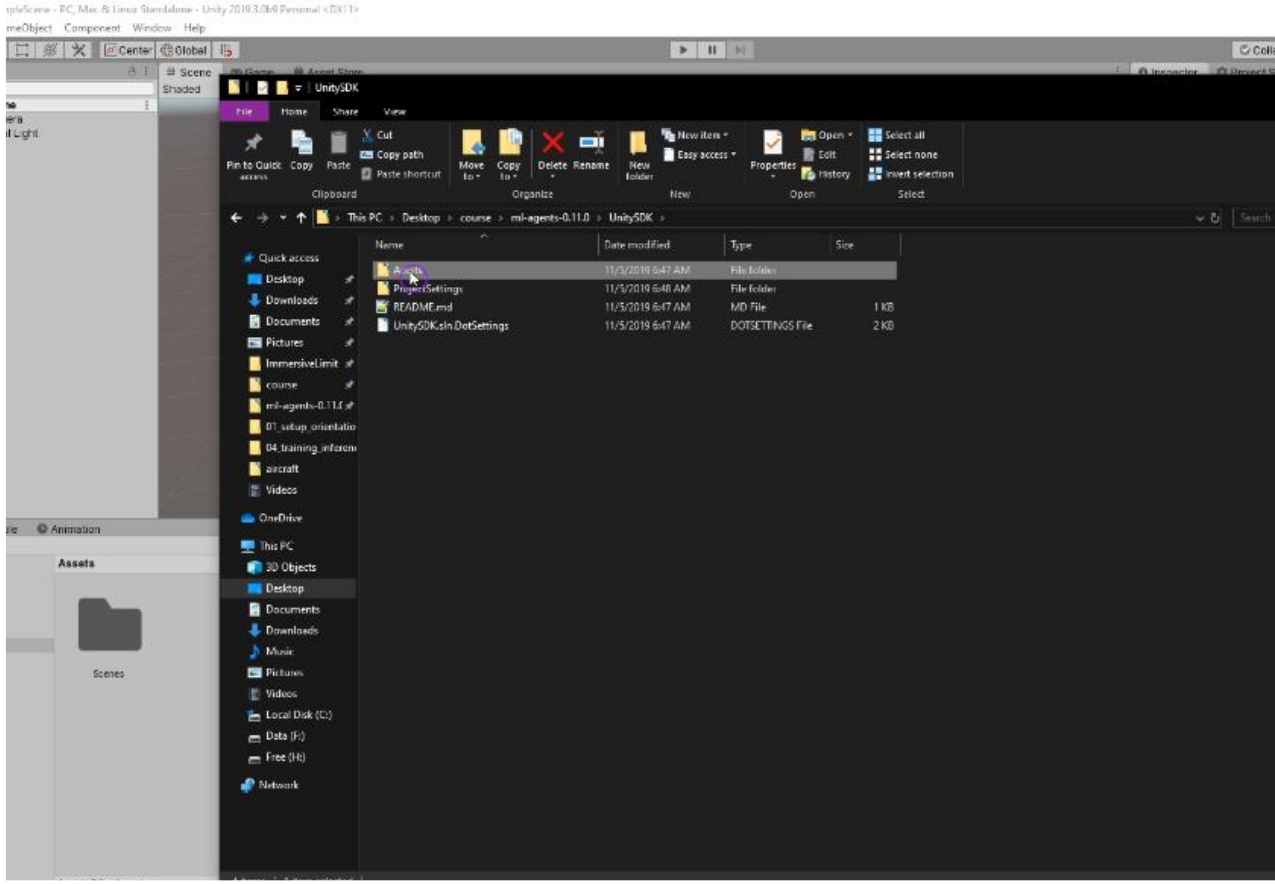
UNITY ML-AGENTS

Se e’ andato tutto bene COMPLIMENTI!!!!!!!!

Creare un nuovo progetto su Unity







UNITY ML-AGENTS

Adesso aprite la cartella dove avete messo il SourceCode scaricato! Clikkate su UnitySdk e dopo di che clikkate sulla Cartella Assets

UNITY ML-AGENTS

Adesso fate un bel drag and drop della cartella Ml-Agents dentro il vostro progetto Unity e siamo finalmente pronti per fare il training!!!!