

Issue name 1: AirSim C++ API hasn't the same number of arguments between Rpc client and server calls  
Issue Link 1: <https://github.com/microsoft/AirSim/issues/4484>  
Issue name 2: simSetSegmentationObjectID don't find the Unreal spawned objects  
Issue Link 2: <https://github.com/microsoft/AirSim/issues/4483>  
Issue name 3: Support for UE5  
Issue Link 3: <https://github.com/microsoft/AirSim/issues/4480>  
Issue name 4: camera\_tf is ambiguous when different vehicles have same camera names in ROS2  
Issue Link 4: <https://github.com/microsoft/AirSim/issues/4475>  
Issue name 5: Usage of UWorld::AsyncSweepByChannel instead of UWorld::LineTraceSingleByChannelTrace for better lidar performance  
Issue Link 5: <https://github.com/microsoft/AirSim/issues/4474>  
Issue name 6: How to calculate corresponding points coordinates with RGBD image?  
Issue Link 6: <https://github.com/microsoft/AirSim/issues/4473>  
Issue name 7: Anyone knows the reason that the AI Characters keep static in the AirSimGameMode while in the None or other modes the AI Characters work normally?  
Issue Link 7: <https://github.com/microsoft/AirSim/issues/4470>  
Issue name 8: CameraDefaults->CaptureSettings cannot be applied to new cameras  
Issue Link 8: <https://github.com/microsoft/AirSim/issues/4469>  
Issue name 9: Edit on GitHub link redirects to 404 page  
Issue Link 9: <https://github.com/microsoft/AirSim/issues/4454>  
Issue name 10: The camera\_optical\_tf is wrong in ENU coordinate system in ROS2  
Issue Link 10: <https://github.com/microsoft/AirSim/issues/4453>  
Issue name 11: Conversion depth image into ros2 sensor\_msgs::Image has redundant timecost.  
Issue Link 11: <https://github.com/microsoft/AirSim/issues/4448>  
Issue name 12: dist\_msg.max\_range is given the wrong value in ROS2  
Issue Link 12: <https://github.com/microsoft/AirSim/issues/4445>  
Issue name 13: lidar\_data is given the wrong timestamp in ROS2  
Issue Link 13: <https://github.com/microsoft/AirSim/issues/4444>  
Issue name 14: C++ Lidar API  
Issue Link 14: <https://github.com/microsoft/AirSim/issues/4443>  
Issue name 15: AirSim (+ ROS wrapper) not publishing clock when /use\_sim\_time is set to true?  
Issue Link 15: <https://github.com/microsoft/AirSim/issues/4442>  
Issue name 16: Set Vehicle Pose teleporting to random locations when vehicle collided with a wall  
Issue Link 16: <https://github.com/microsoft/AirSim/issues/4435>  
Issue name 17: simLoadLevel does not correctly switch between maps  
Issue Link 17: <https://github.com/microsoft/AirSim/issues/4432>  
Issue name 18: Airsim ROS2 jerky movement and control when capturing imagery  
Issue Link 18: <https://github.com/microsoft/AirSim/issues/4428>  
Issue name 19: How can I get collision information with AirSim ROS Wrapper?  
Issue Link 19: <https://github.com/microsoft/AirSim/issues/4424>  
Issue name 20: Move drone a specific distance in unreal engine.

Issue Link 20: <https://github.com/microsoft/AirSim/issues/4423>

Issue name 21: Airsim stuck after connecting to jupyter/E2EDeepLearning #URGENT

Issue Link 21: <https://github.com/microsoft/AirSim/issues/4422>

Issue name 22: LiDAR accuracy incorrect

Issue Link 22: <https://github.com/microsoft/AirSim/issues/4418>

Issue name 23: Correct commands to get the OpticalFlow

Issue Link 23: <https://github.com/microsoft/AirSim/issues/4414>

Issue name 24: Move one meter in x direction using MoveToPositionAsync

Issue Link 24: <https://github.com/microsoft/AirSim/issues/4413>

Issue name 25: Improve accuracy of FDetectionInfo.Box2D

Issue Link 25: <https://github.com/microsoft/AirSim/issues/4412>