

ReactiveCollection: Why ForEach doesn't exist.
<https://github.com/neuecc/UniRx/issues/486>

UniRx fails to compile when Physics or Physics2D module is disabled
<https://github.com/neuecc/UniRx/issues/485>

Bug: Observable.Delay with Scheduler.MainThread ignores Time.timeScale > 1f
<https://github.com/neuecc/UniRx/issues/484>

[Bug] Odd behaviour in ReactiveProperty
<https://github.com/neuecc/UniRx/issues/483>

Strange behavior when using WithLatestFrom on reactive properties
<https://github.com/neuecc/UniRx/issues/482>

Using the new Input System with UniRx?
<https://github.com/neuecc/UniRx/issues/481>

Why Subject->OnError stops it?
<https://github.com/neuecc/UniRx/issues/478>

ObservableStateMachineTrigger issue when disabling animator or parent object
<https://github.com/neuecc/UniRx/issues/477>

FromAync not available
<https://github.com/neuecc/UniRx/issues/475>

OnPointerBeginDragHandler() should automatically add ObservableDragTrigger
<https://github.com/neuecc/UniRx/issues/473>

Observable.EveryUpdate() keeps being called even after exiting play mode
<https://github.com/neuecc/UniRx/issues/472>

UniRx/Assets/Plugins/UniRx/ReadMe.txt should be ReadMe.md
<https://github.com/neuecc/UniRx/issues/470>

Feature Request: TakeWhile inclusive option, causing it to emit the final value
<https://github.com/neuecc/UniRx/issues/469>

Are there something like ThrottleWhile or SubscribeAsync ?
<https://github.com/neuecc/UniRx/issues/468>

Are there anyway to wait Initialize before Create ?
<https://github.com/neuecc/UniRx/issues/467>

Can it replace a dependency on System.Reactive?
<https://github.com/neuecc/UniRx/issues/464>

AOT error on reflection with il2cpp build
<https://github.com/neuecc/UniRx/issues/460>

ReactiveCollection.Dispose() is not setting isDisposed = true
<https://github.com/neuecc/UniRx/issues/459>

Does it supports Nintendo Switch?
<https://github.com/neuecc/UniRx/issues/458>

Allow AsyncMessageBroker to receive data from subscribers ?
<https://github.com/neuecc/UniRx/issues/456>