Agent training is working fine but exported model dose not working in Unity
https://github.com/Unity-Technologies/ml-agents/issues/5203

Tensorboard Graphs Overwritten When Launching Sequential Training Sessions
https://github.com/Unity-Technologies/ml-agents/issues/5188

Manually getting action
https://github.com/Unity-Technologies/ml-agents/issues/5165

Reward based on dynamic number of decisions
https://github.com/Unity-Technologies/ml-agents/issues/5163

Toggle for ignore trigger interactions on rayperception sensor
https://github.com/Unity-Technologies/ml-agents/issues/5153

Make both physics modules optional dependencies (com.unity.modules.physics
https://github.com/Unity-Technologies/ml-agents/issues/5104

Sorter with Attention:
https://github.com/Unity-Technologies/ml-agents/issues/5087

Performance with a large number of agents
https://github.com/Unity-Technologies/ml-agents/issues/5086

How to send data from mlagents-python module to unity editor fast?
https://github.com/Unity-Technologies/ml-agents/issues/5085

In 3DBall project, code is different from github example explain page
https://github.com/Unity-Technologies/ml-agents/issues/5051

ZIP file is corrupted
https://github.com/Unity-Technologies/ml-agents/issues/5016

Unity Freezes during Training, then the training stops.
https://github.com/Unity-Technologies/ml-agents/issues/5009

Unexpected getSteps Behavior with Python API
https://github.com/Unity-Technologies/ml-agents/issues/4992

Better Unity Integration
https://github.com/Unity-Technologies/ml-agents/issues/4989

Globally setting the logging level in in gym_unity/envs/__init__.py conflicts with u
https://github.com/Unity-Technologies/ml-agents/issues/4987

Actions don't have expected standard-deviation when sampling from GaussDistI
https://github.com/Unity-Technologies/ml-agents/issues/4986

Stable epsilon or specific range
https://github.com/Unity-Technologies/ml-agents/issues/4984

Defining 'spec' as @property in UnityEnvironment() prevents from registering env
https://github.com/Unity-Technologies/ml-agents/issues/4963

UserWarning: This overload of nonzero is deprecated -> mlagents-learn no long
https://github.com/Unity-Technologies/ml-agents/issues/4910

Avoid 3D ball example agents to shake