

## Release Notes

### Version 1.3.2 Features:

- Patrol task waypoints is now a SharedTransformList instead of Transform[]. **Your patrol waypoints will need to be reassigned – sorry about this!**
  - Patrol can patrol the waypoints randomly
  - Added gizmos to the patrol task
  - Gizmos improvement
  - Offset on the conditional tasks takes relative offset rather than the absolute offset
  - Fixed the WithinDistance task from clearing the objects list when the task ended
  - The following third party integration tasks have been updated:
    - o A\* Pathfinding Project
    - o Apex Path
    - o NavMesh 2D
    - o Poly|Nav
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### Version 1.3.1 Features:

- Fixed CanSeeObject from always finding an object when the object has a collider and is within distance/field of view
  - Fixed the Within Distance task from resetting the object list when it shouldn't
  - Added Speed and Angular Speed to the grouping tasks
  - The following third party integration tasks have been updated:
    - o Apex Path
    - o NavMesh 2D
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### Version 1.3 Features:

- Added support for NavMesh 2D
  - Added support for Poly|Nav
  - CanSeeObject, CanHearObject, and WithinDistance tasks can now take an offset
  - Updated A\* Pathfinding Project and Apex Path integration tasks
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### Version 1.2.1 Features:

- Updated the tasks to support Behavior Designer 1.4 features
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#### **Version 1.2 Features:**

- Added support for Apex Path
  - Relocated third party assets to <http://www.opsive.com/assets/BehaviorDesigner/Movement/integrations.php>
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#### **Version 1.1.2 Features:**

- Supports Behavior Designer 1.3.5 (changed behaviorTree.group to behaviorTree.Group)
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#### **Version 1.1.1 Features:**

- Added the Within Distance conditional task
  - Cover now accepts a layer mask to determine what objects it can take cover behind
  - Improved the cover algorithm for determining if an object is considered cover
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#### **Version 1.1 Features:**

- Added support for the A\* Pathfinding Project. Supports both APath and RichAI
  - CanSeeObject/CanHearObject tasks can now look for a specific object instead of a LayerMask
  - Fixed the namespace in CanSeeObject and CanHearObject. This will cause Behavior Designer not to recognize the previous tasks anymore and you'll need to add them again – we're sorry about that
  - The WithinSight angle wasn't being properly calculated
  - Relocated the task icons into an Editor folder
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#### **Version 1.0.2 Features:**

- Updated the deprecated call from behaviorTree.enableBehavior to behaviorTree.EnableBehavior
  - Updated the deprecated call from behaviorTree.disableBehavior to behaviorTree.DisableBehavior
  - Added tooltips to the task fields
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#### **Version 1.0.1 Features:**

- Added the TaskDescription attribute to all of the tasks.