Release Notes

Version 1.5.2 Features:

- Added the Follow task
- Improved the base Movement class API
- Added a tag to WithinDistance
- Fixed the tag from being used incorrectly within Can Hear Object
- Improved the NavMesh HasArrived and RemainingDistance calculation
- The following third party integration tasks have been updated:
    - A* Pathfinding Project
    - Apex Path
    - Poly|Nav

Version 1.5.1 Features:

- Added arrived distance back to the NavMesh tasks
- Added a tag to CanSee/HearObject
- Improved wander – thanks syscrusher!
- Set base version to Unity 5
- The following third party integration tasks have been updated:
    - A* Pathfinding Project
    - Apex Path
    - Poly|Nav

Version 1.5 Features:

- Major code refactor – ensure all Movement task fields are correct after update
- Added a base Movement class which is inherited by all pathfinding implementations
- Fields use a SharedGameObject rather than a SharedTransform
- Exposed the ignore layer mask to the tasks which use MovementUtility
- Added a target offset to the tasks which use MovementUtility
- Fixed 2D CanSeeObject from using the wrong plane
- Fixed the target object from not always being seen when it should be
- Renamed the Third Party folder to Integrations
- Removed support for the deprecated NavMesh2D asset
- The following third party integration tasks have been updated:
    - A* Pathfinding Project
    - Apex Path
    - Poly|Nav

- Third Person Controller

Version 1.4.1 Features:

- Can See Object task ignores the "Ignore Raycast" layer
- Can Hear Object will cache the AudioSource for quick lookup
- Can Hear Object can now use the logarithmic rolloff in addition to linear rolloff
- Seek will update the target if the target position has changed, regardless of if a targetTransform or targetPosition has been specified
- Improved the wander task to find a new target when arrived at the wander destination instead of a specified number of seconds – this reduces the amount of jitter
- The following third party integration tasks have been updated:
    - A* Pathfinding Project
    - Apex Path
    - NavMesh 2D
    - Poly|Nav

Version 1.4 Features:

- Added support for the Third Person Controller
- Refactored the tasks to use a base class
- The group tasks now use SharedVariables for the object references
- Added a 2D option for RotateTowards
- Added the ability for the patrol task to pause after arriving at a waypoint
- Updated the A* Pathfinding Project speed and angular speed variables to use the same terminology as the A* Pathfinding Project
- The following third party integration tasks have been updated:
    - A* Pathfinding Project
    - Apex Path
    - NavMesh 2D
    - Poly|Nav

Version 1.3.3 Features:

- LineOfSight will take into account the layer mask
- Fixed the Within Distance task from clearing out the objects array if the object tag is specified during a conditional abort.

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

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

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

Version 1.2.1 Features:

- Updated the tasks to support Behavior Designer 1.4 features

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)

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 AIPath 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

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

Version 1.0.1 Features:

- Added the TaskDescription attribute to all of the tasks.