Release Notes

Version 1.2 Changes:

- Added integration with the A* Pathfinding Project
- Removed support for Unity 5.1 and 5.2

Version 1.1.2 Changes:

- Fixed Formations Group from not rejoining properly after a follower has left and joined the group again
- Updated sample tree serialization

Version 1.1.1 Changes:

- Added support for Unity 5.6
- Removed support for Unity 5.0
- Improved the handling of switching targets/leaders
- Added integration with the Behavior Designer – Movement Pack

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Version 1.1 Changes:

- Added support for Unity 5.5
- Removed the Follow Orders task – this task is no longer necessary
- Individual Formation tasks can act as either a leader or follower
- Added the following integrations:
    - Apex Path
    - Deathmatch AI Kit

Version 1.0.2 Changes:

- Fixed a Unity 5.1 compiler error resulting from a new Unity HelpURL attribute

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Version 1.0.1 Changes:

- Added a lookAhead parameter which specifies how far ahead the agent can look
- Fixed race condition when using one formation after another

- Fixed overflow when isLeader is enabled