

Release Notes

Version 1.1.1 Features / Fixes:

- Includes the runtime source code!
 - Improved UnityEngine.Object serialization
 - Improved the running visualization: tasks will smoothly fade after they get done running
 - Bugfixes
-

Version 1.1 Features / Fixes:

- Added variables ([documentation](#))
- The “Save” button now exports to a .asset file ([documentation](#))
- Can specify the time that the Behavior Manager updates ([documentation](#))
- Tasks can be categorized in the editor with TaskCategory ([documentation](#))
- Added InheritedField attribute ([documentation](#))
- Added an instant property to tasks ([documentation](#))
- Bugfixes

Required Changes:

- **The data format for the behavior trees has changed.** Run the Behavior Designer Update tool on each behavior tree to update to the most recent format.
 - Deprecated the SharedField and SyncedField attributes. The new variables feature replaces these in functionality
 - Deprecated the task External Behavior Tree – use the task Behavior Tree Reference instead
-

Version 1.0.3 Features / Fixes:

- Serialization fixes
 - Renamed “link” to “reference” when referencing other tasks within the graph
-

Version 1.0.2 Features / Fixes:

- Added Behavior Designer gizmos (can be disabled within the preferences)
- Proper coroutine support within tasks
- Serialization fixes

- Sort the tasks alphabetically, ignoring namespaces
 - Support the “Delete” keyboard command
 - Added the time to logging
-

Version 1.0.1 Features / Fixes:

- In Unity 4.3 Resources.LoadAssetAtPath causes unnecessary warnings/errors if a project was upgraded from a previous Unity version. This fix removes that call.