

## Release Notes

### Version 1.1.2 Features / Fixes:

- Relocated the core runtime files to Plugins/Behavior Designer to get around Unity bug 599473.
- The active tasks will now receive OnCollision/OnTrigger callbacks
- The node connection line will show even at the furthest zoom level
- Private task fields will show in the inspector if they have the SerializeField attribute
- Builds correctly on WINRT
- Parent behavior trees will consume the external behavior tree's shared variables
- Serialization fixes
- Changed the default values for the repeater task
- Added a preference to turn off the task fading
- Minor bugfixes

### Required Changes:

- **The location of the core runtime files has changed.** Before you update remove the entire Behavior Designer/runtime folder.

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### 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

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### 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
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#### **Version 1.0.3 Features / Fixes:**

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