

## Release Notes

### Version 1.2.1 Fixes:

- No “real” new features or fixes, corrected the meta files so the scripts associate correctly when importing the sample projects or Movement Pack.

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### Version 1.2 Features / Fixes:

- External behavior trees will load in the editor when running
- Multiple behavior trees can be referenced through the behavior tree reference task
- Can reference an external behavior tree through script using `behaviorTree.externalBehavior`
- Added search to the task list
- Added pause/resume signals to `uScript`
- Added pause/resume/end events to `PlayMaker`
- Added watched variables
- Can show the task description within the editor with the `TaskDescription` attribute (new pref added)
- Tasks can be disabled through the editor – hover over the task to show this option
- Parent tasks can be collapsed – hover over the task to show this option
- The size of the connection tab on the tasks has slightly been increased
- Increased the hit area of the task connection line to make clicking on it easier
- Variables from a referenced tree will be loaded into the parent tree
- Prevented shared variables from being shared by more than one behavior tree
- Serialization fixes

### Required Changes:

- Deprecated `BehaviorReference.externalBehavior`. Use the array `BehaviorReference.externalBehaviors` instead
- Deprecated `Start_PlayMakerFSM.eventName` – use `Start_PlayMakerFSM.startEventName` instead

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### 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.