

Release Notes

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
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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:
 - o Apex Path
 - o Deathmatch AI Kit
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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