

Release Notes

Version 1.0.3 Changes:

- Serialization fixes
 - Renamed “link” to “reference” when referencing other tasks within the graph
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Version 1.0.2 Changes:

- 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 Changes:

- 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.