

Update Instructions 1.4.5b to 1.5

Please delete the State Machine folder and import the package from the asset store or from my website.

If your earlier created state machines give errors in unity please run the fix refactoring method. You can access and execute this method from the menu bar in unity. It is located in Window/State Machine/Fix Refactoring.

Update binded state machines.

Open the scene that has binded state machines and execute Window/State Machine/Fix Refactoring.

In version 1.5.x the execution order and optimizations were improved. Tutorials on how to write custom actions and more details can be soon found here:

<http://zerano-unity3d.com/AIDocumentation/>

If you still have problems to update to the latest version, please post your questions to our forums: <http://zerano-unity3d.com/Forums/forum-1.html>