

Release Notes

Version 1.2.2 Changes:

- Fixed Tactical Group from not rejoining properly after a follower has left and joined the group again
 - Fixed Tactical Group from keeping a reference to the previous agents when the task ends
 - Updated sample tree serialization
-

Version 1.2.1 Changes:

- Added support for Unity 5.6
 - Removed support for Unity 5.0
 - Improved the handling of switching leaders
-

Version 1.2 Changes:

- Added support for Unity 5.5
 - Removed the Follow Orders task – this task is no longer necessary
 - Individual Tactical tasks can act as either a leader or follower
 - Improved the error message when no IDamageable targets can be found
 - Removed the basic steering behavior implementation (it wasn't being used)
-

Version 1.1 Features:

- Replaced IAttackAgent.RepeatAttackDelay with IAttackAgent.CanAttack
- Added basic steering behavior movement
- Added the following integrations:
 - o Apex Path
 - o Playmaker
 - o Third Person Controller