Release Notes

Version 1.1 Features:

-   Added support for the A* Pathfinding Project. Supports both AIPath and RichAI
-   CanSeeObject/CanHearObject tasks can now look for a specific object instead of a LayerMask
-   Fixed the namespace in CanSeeObject and CanHearObject. This will cause Behavior Designer not to recognize the previous tasks anymore and you'll need to add them again – we're sorry about that
-   The WithinSight angle wasn't being properly calculated
-   Relocated the task icons into an Editor folder

Version 1.0.2 Features:

-   Updated the deprecated call from behaviorTree.enableBehavior to behaviorTree.EnableBehavior
-   Updated the deprecated call from behaviorTree.disableBehavior to behaviorTree.DisableBehavior
-   Added tooltips to the task fields

Version 1.0.1 Features:

-   Added the TaskDescription attribute to all of the tasks.