Release Notes

Version 1.3.3 Features:

- LineOfSight will take into account the layer mask
- Fixed the Within Distance task from clearing out the objects array if the object tag is specified during a conditional abort.

Version 1.3.2 Features:

- Patrol task waypoints is now a SharedTransformList instead of Transform[]. **Your patrol waypoints will need to be reassigned – sorry about this!**
- Patrol can patrol the waypoints randomly
- Added gizmos to the patrol task
- Gizmos improvement
- Offset on the conditional tasks takes relative offset rather than the absolute offset
- Fixed the WithinDistance task from clearing the objects list when the task ended
- The following third party integration tasks have been updated:
    o A* Pathfinding Project
    o Apex Path
    o NavMesh 2D
    o Poly|Nav

Version 1.3.1 Features:

- Fixed CanSeeObject from always finding an object when the object has a collider and is within distance/field of view
- Fixed the Within Distance task from resetting the object list when it shouldn't
- Added Speed and Angular Speed to the grouping tasks
- The following third party integration tasks have been updated:
    o Apex Path
    o NavMesh 2D

Version 1.3 Features:

- Added support for NavMesh 2D
- Added support for Poly|Nav
- CanSeeObject, CanHearObject, and WithinDistance tasks can now take an offset
- Updated A* Pathfinding Project and Apex Path integration tasks

Version 1.2.1 Features:

-   Updated the tasks to support Behavior Designer 1.4 features

Version 1.2 Features:

-   Added support for Apex Path
-   Relocated third party assets to
    http://www.opsive.com/assets/BehaviorDesigner/Movement/integrations.php

Version 1.1.2 Features:

-   Supports Behavior Designer 1.3.5 (changed behaviorTree.group to behaviorTree.Group)

Version 1.1.1 Features:

-   Added the Within Distance conditional task
-   Cover now accepts a layer mask to determine what objects it can take cover behind
-   Improved the cover algorithm for determining if an object is considered cover

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.