Release Notes

Version 1.2.1 Features:

- Updated the tasks to support Behavior Designer 1.4 features

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Version 1.2 Features:

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

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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

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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.