

Release Announcement

Welcome to Unsung 3.0 Golf!

This is a major release upgrade. In the past months the Unsung team was busy preparing this new Unsung version.

Now onto the changes:

We removed some sounds and music to maintain steam workshop viability, and added a new feature to allow for custom sounds in missions to be played back in helicopters and boats. See this PDF for details:

<https://tetet.de/arma/arma3/Download/unsung/docs/The%20Unsung%20Custom%20Sounds%20and%20Music.pdf>

Londo was very busy in this release cycle and brought to us: new huts, a beta of the PT-76B tank, a M-40 recoilless rifle equipped Mule. He's also involved with the CH-46D from Odysseus, which we were allowed to port into Unsung.

Quite a few uniforms showed the wrong uniform model and texture in first person view. This was fixed.

The A-1 Skyraider no longer explodes when turned in Zeus deployment mode.

The E-2 Hawkeye radar is now functional.

The PBR boats saw quite a number of updates, one that severely impacted FPS when multiple boats were deployed at the same time on Phuoc Tuy.

The handling and speed of the Sampans were also improved.

Londo created a new fuel consumption script, which can be beta tested on the PBR boats and the M-274 Mule vehicle.

Excessive smoke development when firing the super bazooka and other related hand held launchers was fixed.

The UNSUNG Team wants to thank everyone from the public players to the communities for an excellent 2019 and we hope to leave you this update with wishes for you all to have a very Merry Christmas and Happy New Year!