

Unsung 3.6 Golf changelog

November 2020



Added:

- **Units:**
 - Service and Supply uniforms and equipment donated by SnS mod
 - 1st ID, 25th ID, Marines 65 and 68 converted
 - Early BDU in arsenal converted
- **Vehicles:**
 - Added push back function to grounded boats
- **Properties:**
 - Allow traps to be placed around sniper trees via Eden attribute
 - Trap placement randomized upon mission start

Fixed:

- **Maps:**
 - Dak Pek improved
 - Updated mask and sat map
 - New villages and hamlets
 - New trails
 - Different tree composition in rain forest
 - Foot bridges raised
 - AI improvements for bridges
 - Fixed reported bugs
- **Vehicles:**
 - F-4 carrier landing
 - F-4 WSO eject
 - CH-47 armor increased
 - Improved sensors use by planes and AAA systems, add sensors to Pook_SAM
 - Add Firewill's decals to UH-1 variants
 - Add buoyancy lod to Jeep, so they sink in water and stop floating
 - XM-706 Patrol rear gunner view operational
 - Fix shadow lods for grenades in Huey gunships
 - Fix shadow lods for Huey gunships
 - Change OV-10 Bronco guns, add gun reticle
 - Improve A-4 and A-7 wheels
 - Remove arma 2 style radar from F-105, A-3, F-100, F-111, F-4 and MiG-21
 - Fix nose wheel turn on C-1

- Fix O-2 gauges at night, illuminate now when engine is on
- Reduce clipping of rear seats in M-113
- Fix CH-53 get-in/get-out memory points and compartment change
- **Weapons:**
 - 107mm mortar ammo fixed
 - Add Firewill's GBU-10 and GBU-12 to missilebox (slightly non contemporary)
 - Added buckshot to M-79
 - Removed sensors from M72 and RPGs
 - Improve AAA
 - Minor tweaks to missiles and bombs
- **Units:**
 - Patch added to PBR crew uniform
 - Different tint for PBR crew helmets
- **Buildings:**
 - Small open hangar now destructible
 - Improved texture for Fat Albert bar
 - Better map texture for map board
 - Better bulletin board texture
- **Scripts:**
 - Made LAW fired eventhandler, removed from CAMan class
 - Fix Unsong CAS module