

# Unsung 3.8 Golf changelog

February 2021



## Added:

- **Maps:**
  - Added Ba Long by {E-Z}Johnny.D
- **Units:**
  - Integration of Service & Supply mod units
    - NVA '67 troops
    - VC '67 main force
    - Some civilians
    - 173 Airborne LRRP '68
    - ARVN rangers converted
    - CIDG converted
- **Radio:**
  - Added songs for AFVN

## Fixed:

- **Maps:**
  - Dak Pek updated
    - Palm tree forests are more dense now
    - added a few new locations
    - fixed clipped or badly placed objects
    - made rice fields more ricey
    - some general improvements
- **Weapons:**
  - Fixed AK-47 texture bug
- **Units:**
  - Fix 'jokes' problem on USMC helmets
  - Fix error with "class uns\_men\_CIDG\_MED\_Bag"
- **Vehicles:**
  - Disable FLAK FX on gun trucks
  - Small config tweaks to AAA units
  - Adjust AI usage for AAA weapons.
  - Added "uns\_4Rnd\_105mmHEAB","uns\_4Rnd\_105mmWPAB" magazines, WIP rounds
  - Added "uns\_4Rnd\_105mmXX" for smoke and illum rounds
  - Adjust AI AAA usage
  - AGM45 and AIM9 LOAL feature added.