

Unsung 3.4 Golf changelog

June 2020



Added:

- **Vehicles:**
 - Improved (read working at a basic level) AFM for helo fleet

Fixed:

- **Buildings:**
 - Small hangar open now collapses when damaged, no long indestructible
- **Vehicles:**
 - Broken textures fixed thanks to pboproject
 - CH-46 fixed face ordering and main light emission
 - CH-47A Ambulance fixed position of main lights, added ambient light prototype
 - Rescue basket passenger is now cargo instead of driver, makes it compatible with ACE loading
 - H-13 cockpit glass transparency improved
 - F-4 improved for better AI usage and more
 - MiG-21 improved for better AI usage, especially ground targeting
 - M-113 engineer tree clearing uses 2d distance now, clearing large tree (t_ficus_big_f) more efficiently
 - M274 typo fixed
 - M113 transport proxies fixed
- **Units:**
 - Mines, Satchels and Traps can be placed in inventory again
 - PBR Units now can have shoulder patches
- **Scripts:**
 - Replaced more execVM with spawn/call