

# Unsung 3.10 Golf changelog

March 2021



## Fixed:

- **Vehicles:**
  - PU-12: Hiding radar unit, set scope = 1
  - POOK\_SAM: Hiding SAM/AAA/EW units, set scope = 1
  - Added uns\_KS12(weapon) and uns\_30Rnd\_85mm\_HE
  - Added uns\_KS19(weapon) and uns\_30Rnd\_100mm\_HE
  - New Unsung units, derived from Pook, but without scripts:
    - "uns\_KS12\_NVA"
    - "uns\_KS19\_NVA"
    - "uns\_ZSU23\_NVA"
    - "uns\_ZSU57\_NVA"
    - "uns\_P12\_NVA"
    - "uns\_PU12\_NVA"
    - "uns\_PRV11\_NVA"
    - "uns\_SON9\_NVA"
    - "uns\_SON50\_NVA"
    - "uns\_PUAZO\_NVA"
  - Lower submunition count on all CBU's to lower server lag
- **Units:**
  - Remove US Army name tags on ARVN uniforms
  - Make USAF helo pilots have more believable uniforms (USMC before)
  - Update 1AC heli pilots to SNS uniforms
  - Use subdued patch for ARVN Ranger
  - Update 25th Inf Arty to SNS uniforms
  - Update PBR crew to SNS uniforms and new patches
- **Maps:**
  - Update Dak Pek
    - Reworked area between Dak Pek SF camp ( northwest-ish ) and Boi Khe
    - Added some new hamlets and so
    - Alamo's ridge reworked a little ( nicer rockwall with details )
    - Fixed some objects
    - Added "stream" that goes through AJL's valley towards Dak Brot
    - New mask/satmap ( still WIP, but getting better )