

Unsung 3.6 Hotel changelog

February 2023



Fixed:

- **Vehicles:**
 - Port A1J textures from Unsung Redux to Unsung
 - Change MH-13 medevac KIA poses
 - Fix UH-13 amphib fording depth
 - C-130 ramp closing and opening time increased
 - M48 tank sight et al reworked and improved
 - Add CH-54, excuse the old textures
- **Units:**
 - Fix invisible Navy and Marine Jet Pilot helmets
- **Misc:**
 - Add new pocket radio
 - Improve siphoning with fuel cans
- **Weapons:**
 - Port Unsung Redux sound updates to Unsung
 - 357, 870, hr, m1919, m50, ppk
 - Update bomb textures
 - Blu-82, GBU-12, CBU-24, CBU-32A/B, CBU-75
 - Add support for Walleyes from Firewill's AWS
 - Fix sideways flying rockets