Unsung 3.1 Fox changelog

March 2019

Added new:

- **Maps:**
    - Song Bin Tanh airfield added
    - New ponds for Khe Sanh
- **Features:**
    - Deprecate execVM in favour of spawn or call of functions in many places
- **Vehicles:**
    - C-130 originally by Sabre added
    - M-274 Mule added

Fixed:

- **Maps:**
    - Song Bin Tanh duplicate trees removed
    - Khe Sanh added runway to sat map
    - Khe Sanh various improvements
    - Khe Sanh on map notations working now
- **Units:**
    - Headgear CTD bug fixed
    - Spelling mistakes fixed
    - Fix duplicated backpacks
    - Fixed issues with various units
    - Updated ROK units
- **Features:**
    - Transport and Supply missions for Radio Support fixed
    - Napalm bombs drop correctly by AI now
    - Optimized bunker models
    - Optimized ammo boxes
    - Fixes for indo_hut_1
    - Fixes for NVA radio
    - Fixes for piers
    - Plane CAS works now on dedicated servers
    - Cut bailey bridge in two parts
- **Vehicles:**
    - M-113, M-48 and M-551 improved physx
    - UH-1 helos have correct ammo for shotgun now

- TGP works in OV-10 now
- Fix exteriour glass on UH-1 helos
- Update lesh tow support for planes and helos
- Fix getin position for M-113A1 M60
- Fix getin position for PBR boat rear gunner
- Pilot animations fixed for OV-10, A-6, F-105 and F-111
- **Weapons:**
  - M3A1 fixed sections
  - Fix stock shadow on AK-47