

# Unsung 3.4 Fox changelog

September 2019



## Added new:

- **Maps:**
  - Add 0.7.0 of Phuoc Tuy map by Psyfox

## Fixed:

- **Maps:**
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- **Buildings:**
  - Change tunnel object in csj\_seaobj by london
  - Fix shadow lod 1000+ build issue in various buildings
- **Features:**
  - Add uns\_civ to preload Array (Zeus compatibility)
- **Vehicles:**
  - Propblur for C-130 fixed by nzdfcrash
  - Fixed sunken CH-53 when using AFM (advanced flight model)
  - Add weapon proxies to OV-10 pilot view
  - Add tail elevator flaps on OV-10 by london
  - Reduced turn cycle for M-274 mule by london
  - Change fuel capacity of aircraft
    - Increase A-1 from 400 to 1000
    - Reduce H-13 from 5000 to 2000
    - Reduce O-2 from 5000 to 2000
  - Improve AC-47 and introduce AC-47 flare ship by Snoops
    - Sensor components to attack Man class
    - Add illumination rounds
  - Tail wheel turn AC-47 fixed by london
  - Tail wheel fixed on A-1 by london
  - Changes to M-113(A1) fleet
    - Change M-113 max speed by london
    - M-113 transport added, based on an idea by Anhor
    - Fix dust memory points on M113A1
  - H-21 updated by london
    - Reduce vertex count
    - Fix various lods
    - Fix height issue
  - F-111 fixed by london
    - Wheels and especially nose-wheel anim

- Throttle issue and animation fixed
- Fix inheritance of planes by adding uns\_plane and not altering base classes
  - Better compatibility with CUP for example
- Fix M-35 truck front passenger seat
- **Units:**
  - Improved 11th ACR uniforms by HoundDog
  - New Australian and US flag helo helmets by HoundDog
  - Updated RAR Australian uniforms by HoundDog