

Unsung 3.0 Golf changelog

December 2019



Added new:

- **Maps:**
 - Added Ido_nam_objects with
 - New buildings: bru hut, village office, shelter
 - New ammo box
 - Roof cover for trench, pathway, ...
- **Features:**
 - Enabled custom music/sounds for helicopters and boats
 - Added to the CfgSounds in mission or pbo:
 - uns_music_chopper = 1;
 - uns_music_pbr = 1;
 - Removed some sounds and music to maintain steam workshop viability
- **Vehicles:**
 - Added CH-46D, beware very basic textures
 - Added PT-76B beta
 - Added M-274 with M40 recoilless

Fixed:

- **Maps:**
 - Fixed invisible roof in bunker t_sb_pit1
 - Fixed a geo lod problem in indo_hut_1
- **Units:**
 - Fixed wrong first person view of unit for a number of uniforms
- **Features:**
 - Move more code to functions, removed execVM
 - Better support for Carpet Bombing Module via Eden->Tools->Unsung
- **Vehicles:**
 - A-1 Zeus placement fixed
 - A-6 front wheel animation fixed
 - Removed M-113 Transport attendant field, e.g. no more healing at Transport
 - Added E-2 radar points
 - Fixed sun glare in OH-6 through new cockpit glass
 - Improve PBR boats
 - Increased armor to make them more durable
 - Improved brake power to make them stop faster

- Turn capability improved
- New beta fuel system for adjusting fuel consumption
- Removed radar component, due to FPS problems on Phuoc Tuy
- Beta fuel system for M-274
- Cargo fixes for M-113, especially ambulance and transport
- Added ViV for C-130
- Fixed gear sounds in Eden for A-3
- Fixed large sampan movement and improve sampan handling
- **Weapons:**
 - Removed excessive smoke effects on super bazooka and related weapons