

Unsung 3.3 Fox changelog

July 2019



Added new:

- **Maps:**
 - Add alpha of Phuoc Tuy map
- **Features:**
 - Unsung specific FFV module for vehicles
 - M-274 Mule and M-113 take advantage of FFV module
 - Add support for disabling shortcuts (smoke and grenades from helicopters) - might be buggy
- **Vehicles:**
 - M-113 engineer has fuel and ammo resupply capabilities now
 - Precise hand and smoke grenade throw from UH-1H and AH-13

Fixed:

- **Maps:**
 - Khe Sanh bunkers updated
 - Khe Sanh KSCB heightmap issues fixed
 - Khe Sanh KSCB placement issues fixed
 - Khe Sanh ILS fixed
 - Khe Sanh config.cpp cleanup
 - Khe Sanh takes full advantage of Apex functions
 - Duong bridge fixed so PBR can pass under it
- **Buildings:**
 - Indo hut ladder fixed
- **Features:**
 - Animations all in appropriate PBOs now
 - AI dispersion for suu11 gunpod reduced
 - AI engages flying aircraft (especially slow helicopters) with AK-47 and RPG/LAW style weapons now
 - More execVM replaced with call and spawn
 - Medevac helicopters offer heal option
- **Vehicles:**
 - M-113 fixed missing textures when sitting on top of vehicle
 - M-113 fixed gap in commander hatch
 - M-274 Mule driver position improved
 - F-100 could not bomb with Mk 82

- Replaced wheelbrake function, possibility to spool up engine now
- Afterburner script from F/A-18 mod in place now for most jets
 - A-3, F-4, F-100, F-105, F-111, MiG-21
 - No afterburner for A-4, A-6, A-7
- Zodiac durability increased
- **Weapons:**
 - PKT and derived weapons have higher AI dispersion factor