

Unsung 3.4 Fox changelog

September 2019



Added new:

- **Maps:**
 - Add version 0.7.x of Phuoc Tuy map by Psyfox

Fixed:

- **Maps:**
 -
- **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