

Unsung 3.5 India changelog

May 2024



Changed:

- **Vehicles:**
 - New O-1 Model by Odysseus
 - F-8: CfgPatches uses correct name now, added to preloadAddons
 - Preview images for O-2 Skymaster added
 - Fix C-1A suspension, thanks Apollo!
 - A few better interior textures for A-4, kudos Cole
 - Add rotating wheels anim for A-3, A-4, A-6, A-7 and C-1A
 - Rework land contacts and dampers A-3, A-6, A-7, B-52
 - Add physx wheels to AC-47
 - CH-53 collision lights position changed
 - CH-53 winch texture added
 - A-1, F-8, O-1 use new stopRoll script
 - New rescue stretcher by Odysseus
- **Units:**
 - Fix wrong hidden selections textures in two rain coats
 - Include uns_basic_defines.hpp into uniforms_c config.cpp
 - Introduce correct AOW dependency for parade uniforms by 101st ab
 - Fix wound rvmat problems, thanks Dahlgren for the reports!
- **Misc:**
 - Add new MissionEventHandler based stopRoll function
 - Add preview for blu82
 - Add ROK air
 - Update blu82 bomb, shadow fix