

# Unsung 3.0 Fox changelog

December 2018



## Added new:

- **Maps:**
  - Da Krong updated
    - extended runway on lz savage
    - cleared western approach at lz savage
    - Added new fighting position to lz savage
    - removed redundant lights at camp sarge
    - various tweaks to map
    - terrain synth enabled
  - Doung updated
  - Khe Sanh updated
  - Song Bin Tanh new map WIP
  - A Chau valley new map WIP
  - Added 4 classes of campfire
  - Added water to wells
  - Added about 50 new house / map models for Song Bin Tanh
- **Units:**
  - Republic of Korea (ROK) Faction
  - SAS Regiment units, with new packs, vests, headgear and accessories (Warning: updated A3 models not compatible with our older vests and gear)
  - Helicopter Pilots for RAAF and NZAF
  - Jet Pilots for RAN (Royal Australian Navy)
- **Features:**
  - AC47 Spooky call-in added to Combat Radio Support
  - CAS Combat Radio Support (Unsung Helicopters and planes)
  - ACRE2 Support for vehicles
  - Lights, animated fans, door sounds and icons, rain sounds, ambient sounds and new animated doors to hootches and other US Base buildings
  - Centralised macros in mod, to remove duplication and confusion
- **Vehicles:**
  - USMC faction has F4, A6, A4, UH-1D
  - Australian faction has A4 (RAN) and UH-1D (RAAF)
  - VNAF faction has UH-1D and A-1
  - M-35 variants (Fuel, ammo, repair, tanker)
  - Textures and decals for F-4, A-4, A-6 and A-7
  - OV-10 Bronco to Arma 3 (USN, USMC and USAF)
  - SA-2, S60 and Type 65 37mm both receive radar datalink from SNR75 Fan Song

- ZPU-2 Anti Aircraft gun
- Emptying rocket pods on F-105 and A-4
- Ejection seats to aircraft
- Aircraft Damage and Flight models
- Dynamic loadouts to aircraft
- UNSUNG Aircraft compatibility with the USS Nimitz and improved support for the USS Freedom
- **Weapons:**
  - PVP mortar classes with less ammo for Frontline
  - New Uzi model
  - New Lee Enfield (SMLE) model and scoped / camo version
  - SA58 camo version

## Fixed:

- **Maps:**
  - Massive Optimisation update applied to large amounts of unsung map objects - fixed geometries, fire geo impact effects, shadows, properties, section count, roadway textures, roof roadway lods (for enhanced movement support), ambient sounds, functions, distance lods, materials and textures, ladders, lights and doors
  - Motorpool and mess hall doors and travel paths
  - Bunkers and foxholes appearing white at distance
  - Aircraft wrecks spamming rpt
- **Units:**
  - Mass and protection values to helmets and flak jackets
  - Graduated capacity and mass variation uniforms, vests and backpacks (for exile)
  - Animations fixes for pook\_sam rtms
  - Fixed some unit weapons to match their displaynames, fixed missing magazines for some units weapons
  - Static weapon pack transparency
- **Features:**
  - Deprecated ttt\_fnc\_remoteSay3d in favour of uns\_mbox\_fnc\_remoteSay3D
  - Improved communication messages for Combat Radio Support (Follow protocol on smoke calls)
- **Vehicles:**
  - M113/ Jeep / Type 55 / T34 etc not appearing in zeus
  - M-113 Engineer improved driving behaviour
  - M-551 sheridan turn in/ out
  - Type 55 transport driving behaviour (physx lod)
  - Type 63 gunner now fires
  - Ural S-60 truck wheels turn
  - Graduated capacity and mass variation to helicopters and cars (for exile)

- UH-1C AI gunners now fire M134s at targets
- UH1D light shadow glitch, rogue light beam
- Helicopter and plane cockpit glass reflections and damage textures
- UH-1D/H improved rotor freedom and flight model, supply points added
- CH34 texture improvements on decals
- CH34 centre of mass / sling-loading tilt and fast-roping point
- CH-47/53 flight model heavier
- CH53 aim down sight on ramp gunners, improved gear dampers, and removed M60 version crew invulnerability
- H-21 Shawnee Adjusted height position and land contact points
- Nicer GetIn actions on many planes
- Change "turbo" to "vehicleTurbo" shortcut for afterburners
- AN-2 supply points added
- O-2 Improved flight model and take off
- O2, A6 and A7 pilot sticks
- A-1 Wheel steering for better taxiing
- A7 Tail, Gear door and canopy textures
- C1a braking
- DC3 Changed dispersion of triple M134 (Lowered to 0.002 instead of 0.02), improved pilot view
- F-105 dynamic loadouts
- F-111 physx
- MiG-21 Improved + dynamic loadouts
- Improved airplane taxi capabilities on most aircraft
- SA-2 SAM with "(radar)" in name will properly fire at aircraft if SNR75 Radar nearby
- AGM45 and AGM78 will now seek the SNR-75 radar in SEAD aircraft
- GBU-8 transparency in texture
- Increased snake-eye bomb drag
- **Weapons:**
  - Many weapons trigger and rechamber animations
  - All pistols upgraded
  - Browning Hi-Power 9mm mags only
  - Dshk tripod textures
  - Mines: removed conflict with base class of Put weapon so other mods mines will work with Unsong
  - Mines: fixed missing sounds
  - Makarov improved accuracy
  - Model 1897 slam-firing added
  - M-1 Carbine reload animations
  - M-60 bipod shadow
  - M-79 reload wobble
  - PPK animations

- RG42 / RGD5 smoothed textures
- SA-58 iron sights
- SVD Improvements to handanim, reload anim, Camo Wrap available to both camo and non-camo SVD
- Some weapons now use proxy mags (mag model swapping on weapon)
  - PPSH / K50 (drum / banana)
  - XM177 / M16 (20 / 30 / twin 20)
- Removed faulty attachments on weapons
  - Type 100 suppressors
  - Shotguns optics
  - SVT