

WW4 Extended: Arctic - Changelog

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v1.3.1

- **FIX:** Spetsnaz assistant MG and rpg-22 gunner had assigned the wrong rifle (was as val, should be aks)
- **CHANGE:** Normalized some editor unit names for spetsnaz

v1.3

- **NEW:** Rampart and bunkers for arctic terrains
- **NEW:** Arctic versions of BRDM2, HMMWV TOW and BTR80
- **FIX:** Fixed ASSISTTL_556B_GL_MAGS loadout
- **FIX:** ASSISTTL_556B_GL_MAGS loadout renamed to ASSISTTL_556_GL_MAGS in 556loadout.hpp
- **FIX:** US rifle Dragon gunner now has proper hiddenselections values
- **FIX:** Added missing textures to material definitions for M1A1, FUG, BMP2, T72 and T55
- **FIX:** Changed prefix for most units from WW4EXT_ARTIC to WW4EXT_ARCTIC. Added legacy classes to not break existing missions
- **CHANGE:** Updated armor values of infantry with the new values
- **CHANGE:** All infantry units have been revised to reduce section count to the minimum possible
- **CHANGE:** New settings for material definitions to greatly reduce the yellow tint affecting units and terrain when the sun is low
- **CHANGE:** Revised textures for camo nets

v1.2

EXT v1 compatibility

- **CHANGE:** Restructure of all the internals to be compliant with EXT v1.0
- **CHANGE:** All units now use the new EXT weapon versions
- **FIX:** Texture sorting of US spec op units

v1.1

US gear tweaks, misc fixes

- FIX: Insurgent female rifleman for west and east had their side incorrectly assigned
- FIX: East T-55 was incorrectly assigned to the resistance side
- FIX: Resistance vehicles weren't identified correctly when used in other sides (east and west)
- FIX: Several fixes to all unit models, including the remodeling and uv rewrapping of all hood types
- CHANGE: US units now use M16A2 variants
- CHANGE: US rifle units now use vests and helmets more appropriate for the late 80s, early 90s

v1.0

Initial release