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Whelen TIR3 LED

Version 2.0

Credits

- TIR3 modeled and textured by Cj24.

Terms of use

- You may use and modify this modification and redistribute your work under the condition that complete and correct credits are given, listing all authors and their contributions. Unlocked versions of this modification may only be redistributed if you include a link to the original download.
- Using this modification commercially is only allowed if credits as described above and a link to the original download are displayed before purchasing and are included with the download.
- You may not convert or port this modification to other games or platforms without permission.

Notes

- Accurately scaled to real measurements.
- LOD polygon count:
 - Surface mount
 - L0: 318
 - L1: 58
 - L2: 18
 - L3: 12
 - Dual surface mount
 - L0: 604
 - L1: 98
 - L2: 46
 - L3: 24

Changelog

- 2.0:
- Added vertical version.
 - Improved lens and reflector colors.
 - Improved normals, updated shape and proportions.
 - Improved emissive colors.
 - Added dual surface mount version.
 - Added chrome flange texture option.
 - Added gasket.

Files included

- wh_lin3.yft
- wh_lin3.dds
- wh_lin3_n.dds
- wh_lin3_n_ver.dds
- wh_lin3_s.dds
- wh_emis.dds
- Readme
- Picture