

accuratestudio.com

Code 3 Wingman for CVPI

Version 1.0

Credits

- Code 3 Wingman 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 complete and correct credits, these terms of use, and a link to the original download are included.
- 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

- The normal map texture uses BC7 compression by default, which requires DirectX 11. An alternative uncompressed texture that is compatible with DirectX 10 is included.
- LOD Polygon count:
 - Long Optix Version:
 - L0: 1776
 - L1: 452
 - L2: 167
 - L3: 127
 - Long LED X Version:
 - L0: 1484
 - L1: 364
 - L2: 171
 - L3: 75
 - Short Optix Version:
 - L0: 1149
 - L1: 220
 - L2: 75
 - L3: 57
 - Short LED X Version:
 - L0: 1025
 - L1: 212
 - L2: 95
 - L3: 45

Files Included

- c3_wingman_cvpi.yft
- c3_wingman.dds
- c3_wingman_emis.dds
- c3_wingman_s.dds
- c3_wingman_n.dds
- Emissive color options
- Readme
- Pictures