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Code 3 Supervisor for CVPI

Version 1.1

Credits

- Code 3 Supervisor modeled and textured by Cj24.

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Versions Included

- SV133CV(05): 4-Optix modules and 2-LED X modules with 2-35w MR8 takedowns
- SV144CV(05): 8-LED X modules with 2-35w MR8 takedowns

Notes

- Optimized for HANAKO's Ford Crown Victoria Police Interceptor.
- 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:
 - Optix Version:
 - L0: 2399
 - L1: 512
 - L2: 208
 - L3: 100
 - LED X Version:
 - L0: 2315
 - L1: 468
 - L2: 220
 - L3: 68

Changelog

- 1.1
- Replaced generic setup with version for HANAKO's CVPI base.
 - Fixed missing sticker.