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Code 3 Wingman for CVPI

Version 1.0

Credits

- Code 3 Wingman modeled and textured by Cj24.

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Versions Included

- WM033CV: 6-Optix modules (3 OptiX modules on each side of brake light)
- WM044CV: 8-LEDX modules (4 LEDX modules on each side of brake light)
- WM233CV: 2-6up Optix modules (1 OptiX module on each side of brake light)
- WM444CV: 4-LEDX modules (2 LEDX modules on each side of brake light)

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:
 - 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

Changelog

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