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Code 3 MR6 LED

Version 1.1

Credits

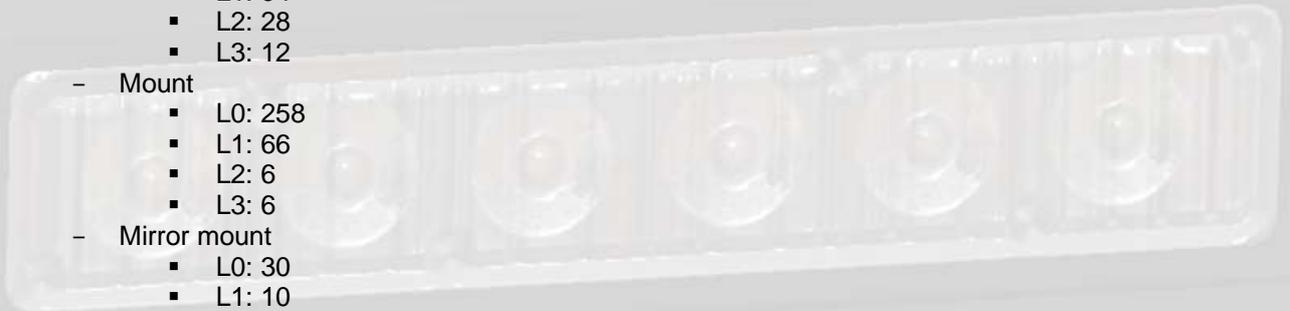
- Code 3 MR6 modeled and textured by Cj24.

Terms of use

- You may modify this modification and redistribute your edited work provided that correct credits are given. Unlocked versions of this modification may only be redistributed if you include a link to the original download.
- You may not convert or port this modification to other games or platforms.

Notes

- Accurately scaled to real dimensions.
- LOD Polygon count:
 - MR6
 - L0: 280
 - L1: 94
 - L2: 28
 - L3: 12
 - Mount
 - L0: 258
 - L1: 66
 - L2: 6
 - L3: 6
 - Mirror mount
 - L0: 30
 - L1: 10
 - L2: 10



Changelog

- 1.1:
- Added generic mirror mount.
 - Moved emissive mesh in front of lens.
 - Improved emissive textures, added white and amber.
 - Improved lens normals and textures.
 - Improved normal map quality.

Files included

- mr6.yft
- c3_mr6.dds
- c3_mr6_emis.dds
- c3_mr6_s.dds
- c3_mr6_n.dds
- Readme
- Pictures