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Code 3 RX2700 Lightbar

Version 2.2

Credits

- Code 3 RX2700 modeled and textured by Cj24.

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Notes

- Accurately scaled to real dimensions.
- LOD polygon count (47" version, including emissives):
 - L0: 11780
 - L1: 2732
 - L2: 972
 - L3: 552
 - L4: 26

Changelog

- 2.2: - Updated emissive textures for brighter colors and improved edges.
- Adjusted mapping position and textures of module and lightbar mounts.
- Remapped sides of takedown and alley module lens.
- 2.1: - Updated emissive textures for brighter colors.
- Improved chrome diffuse texture.
- 2.0: - Added 52" and 58" versions.
- Complete rework of the lenses and the top covers, with added options for colored lenses.
- Improved emissive model that will no longer clip when used with non-ELS.
- Added cable.
- Many improvements and fixes.

Files Included

- rx2700_47.yft
- rx2700_52.yft
- rx2700_58.yft
- rx2700.dds
- rx2700_emis.dds
- rx2700_long_emis.dds
- rx2700_n.dds
- rx2700_s.dds
- Lens and emissive color options
- Readme
- Pictures