
Subject: [model] CCR-Style TOW-Hummer

Posted by [DL60](#) on Fri, 08 Aug 2008 06:54:11 GMT

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This is the CCR-Style TOW-HumVee I made for City2_extended.

IMPORTANT NOTE: If you want to modify this humvee (model or just the skin/PT-Texture) !!PLEASE!! rename the texture, open Gmax, change the texture paths to your new texture-version and reimport it by using another name for your .w3d. As you can see in the fileslist, I added the source-gmax file for this purpose.

Download

<http://deathlink.ut-ccr.de/vehicles/GDITOWHumVeeCCRStyle.zip>
