Decals for:

CW Module Vehicle Mod #19

T256883

By Aris

Lloyd Carrier

Lloyd Carrier Mod for CM Normandy

Stock textures desaturated, sharpened, and improved bold detail. Photoreal samples of mud, dust, stains and Hi-Res Photoshop brushes were used to mod this vehicle. **5 Decal Options. If you want a workaround to use all them at the same time, read the Instructions section.**

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INSTRUCTIONS:

Go inside the Data folder and create a new folder called "Z". Because "Z" comes after the names of the standard game files ("Version XXX") you are guaranteed that any mods you put into the "Z" folder will be loaded and used by Combat Mission.

Inside the ZIP you will find a folder named "Decals" which contains textures for each Decal Option. Each decal set has a "hull" and a "gear" bitmap which should work together ("gear 2" with "hull 2", and so on···). That means, that if you want the game to depict them at the same time and remain historically correct), you can ONLY use one set.
If you so desire, then rename both the hull and gear bitmaps deleting the number at the end (from "Lloyd-carrier-hull 2" to "Lloyd-carrier-hull" and "Lloyd-carrier-gear 2" to "Lloyd-carrier-gear") and overwrite the stock ones present in the folder "Aris Lloyd Carrier Mod" and drop this folder to Z.

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If you want all decal options then **just drop all "hull" bitmaps to "Aris Lloyd Carrier Mod" folder (maintaining their numbers at the end ,"Lloyd-carrier-hull 2", "Lloyd-carrier-hull 3", and so on).**

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