

GLOSTER METEOR



This unit was made by asioasioasio with texture from Combat Ace Forum. Texture comes from Gloster Meteor made by Capun, Gramps, Charles & Kesselbrut (SFP1 Dev A-Team)
Check the original site:

<http://forum.combatace.com/index.php?automodule=downloads&showfile=1663>

The textures was slightly edited to meet the Civilization IV Requirements

You may use this unit only for non commercial projects. Please give credit to all the authors.

It uses standard animation of Stealth Bomber. If you have problems with adding unit you may visit this site:

<http://forums.civfanatics.com/showthread.php?t=139721>

Parameters i have used:

<fScale>0.48</fScale>

<fInterfaceScale>1.0</fInterfaceScale>

<NIF>Art/Units/Gloster_Meteor/Gloster_Meteor.nif</NIF>

<KFM>Art/Units/stealthbomber/StealthBomber.kfm</KFM>

<SHADERNIF>Art/Units/Gloster_Meteor/Gloster_Meteor_fx.nif</SHADERNIF>

Model has 815 polygons

256x256 Generic texture supporting team colour as default texture

256x256 RAF texture with RAF Markings as additional texture

128x128 Gloss Map

128x256 Damage Map (Which i didn't notice to be working)

Version with and w/o shaders

Button added