J1mB0's Contour Icon Mod

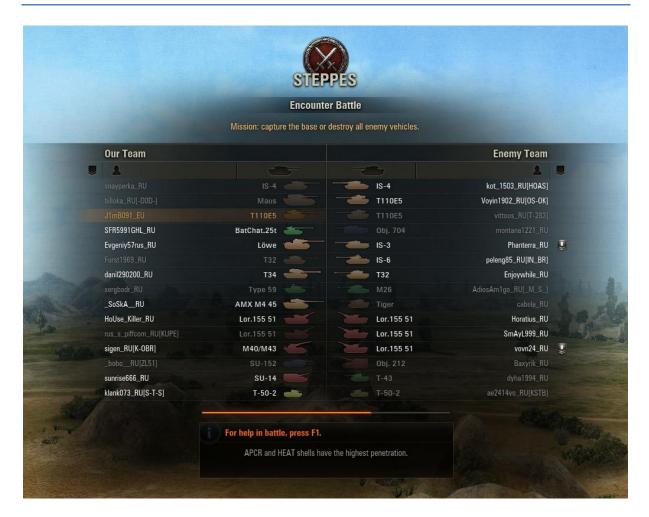
Info

Colored icons for vehicle type indication and v2 with nation icons and tier numbers.

World of Tanks v0.8.6 ready!



Preview





Installation

⁻ Copy the "res_mods" folder from v1 or v2 to:
"\WORLD OF TANKS"

Changelog

1.24

- Mirror fix files from v2 fixed
- French Artillery v2 icons fixed

1.23

- World of Tanks v0.8.6 ready

1.22

- XVM v3.5.0 from J1mB0's Crosshair Mod removed

1.21

- World of Tanks v0.8.5 ready
- XVM v3.5.0 from J1mB0's Crosshair Mod included

1.20

- SU-100Y v2 icon fixed

1.19

- World of Tanks v0.8.4 ready

1.18

- World of Tanks v0.8.3 ready

1.17

- World of Tanks v0.8.2 ready

1.16

- World of Tanks v0.8.1 ready

1.15

- World of Tanks v0.8.0 ready

1.14

- World of Tanks v0.7.5 ready

1.13

- Tier numbers and nation icons added as 2nd version

1.12

- World of Tanks v0.7.4 ready
- Tier numbers and nation icons removed

1.11

- World of Tanks v0.7.3 ready

1.10

- World of Tanks v0.7.2 ready
- Folder structure adjusted
- French numbers color changed

1.09

- World of Tanks v0.7.1 ready

1.08

- World of Tanks v0.7.0 ready
- Aslain's mirroring fixes integrated
- ReadMe redone

1.07

- World of Tanks v0.6.7 ready
- Training Room, Loading Screen and Statistic mirroring fixed

1.06

- World of Tanks v0.6.6 ready
- PzKpfw V Panther, M26 Pershing, Pz.II Ausf.J, BT-SV and MTLS-1G14 fixed

1.05

- World of Tanks v0.6.5 ready

1.04

- World of Tanks v0.6.4 ready
- Heavy Tanks color changed to Orange
- Mirroring only ingame fixed
- Changed tier font

1.03

- M3 Stuart Lend Lease fixed
- KV-220 fixed

1.02

- Numbers easier to read

1.01

- Mirroring fixed

1.00

- First release