



# Real | RAGE 2K Rhino Tank

## REMADE ORIGINAL TEXTURES

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| <ul style="list-style-type: none"> <li>- I remade the camo textures in 2K resolution based on the originals</li> </ul> | <ul style="list-style-type: none"> <li>- I remade the tank's textures in 2K resolution based on the originals (not complet yet), not completed textures are upscaled to 2K resolution and sharpened</li> </ul> |
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## NEW CAMOS

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| <ul style="list-style-type: none"> <li>- 2K Chocolate-Chip Desert Camo</li> <li>- 2K Digital Tundra Camo</li> <li>- 2K UCP Camo</li> </ul> | <ul style="list-style-type: none"> <li>- 2K M81 Woodland Camo</li> <li>- 2K MARPAT Snow Camo</li> <li>- 2K Plain Green Camo</li> </ul> |
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### REQUIREMENTS

You need the OpenIV Tool to install this mod!

Download link: <https://www.gta5-mods.com/tools/openiv>

### HOW TO INSTALL

1. Open up OpenIV
2. Enable edit mode
3. In the mod's folder the other folders are named and structured according to paths in OpenIV. So follow the the paths in OpenIV according to the folders in the archive and drag&drop the files into OpenIV

The tank's textures and the camo textures are separated!

So the camos folders not containing the 2K tank textures, you need to install it from the „!Remade Original 2K Tank Textures” folder!

If you used one of the camos with the tank's textures and you wanna install a new camo, you don't need to install the tank's texture again.

With the separation I save MBs too for the uploaded archive.

**What are the tank's textures?**

Machinegun and its ammo box with ammo on the top, wheels, tracks, panels.

**What are the camo textures?**

Camo, worn states like rust, livery.

### BACKUP

Backup files in the archive if you need!

The files are the deafault ones from the game, version 1.0.463.1

## **NOTE**

If you completely change back to the default state, always delete those files which comes with this mod and doesn't was part of the original structure, or if you have full backup of the .rpf files, copy over with them the modded ones!

Always rebuild the .rpf files after deleting to prevent errors!

## **MY OTHER MODS**

[https://www.gta5-mods.com/users/Real\\_Gabe](https://www.gta5-mods.com/users/Real_Gabe)

If you make a video with/about this mod, please link the mod's page at least in the video's description!

Do not claim you made this mod and don't upload it to nowhere without my permission!

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## **RELEASE NOTES**

v0.7.9 (10/02/15)

- Separated the camos and tank textures into 2 different folders (Camos and Tank textures folders)
- The camos are separated into 4 different folders (Desert, Urban, Winter, Woodland)
- Updated Remade Original 2K Tank Textures to v.0.7.0  
added new ammo box, machine gun (not complet yet) and its grip and barrel textures, updated the rivets, the paint scuff texture on the side armour panels.
- Added 2K UCP Camo v1.0.0
- Added 2K Plain Green Camo v1.0.0
- Added 2K Tank Textures for Woodland Camos v0.7.0  
Made the rivets and panels green, removed dirt and scuffs
- Added 2K Tank Textures for Desert Camos v0.7.0  
Made the rivets and panels sand colored, removed dirt and scuffs
- Updated the Chocolate-Chip Desert, Digital Tundra, M81 Woodland, MARPAT Snow camos to v.1.0.2  
Deleted the livery and made some texture changes to reduce the file size
- Updated the Remade Original Camo to v1.0.1  
Made some texture changes to reduce the file size (livery is not deleted)

v0.6.0 (09/27/15)

- Added 2K Digital Tundra Camo v1.0.0
- Added 2K MARPAT Snow Camo v1.0.0
- Updated Remade Original 2K Tank Textures to v.0.6.0  
added new wheel and tracks textures
- Reduced the files size

v0.5.0 (09/26/15)

- First release
- Added original camo's (v1.0.0) and tank's textures (v0.5.0) in 2K remade versions
- Added 2K Chocolate-Chip Desert Camo v1.0.0
- Added 2K M81 Woodland Camo v1.0.0