

Landrover Series IIA SWB (88”).

By Richard Maxted

Introduction

This manual covers the Landrover Pack. You will find them under Vehicles and People type things as:

RMAX_(vehicle type)_(colour)

I don't know if you can use them as Moving Traffic on roads, but they work just fine as static objects. The cars have no glowing headlights - as static objects this would look odd.

To make your own cars is dead easy. Every car has only one texture. The texture is a simple alpha reflection one. If you do not include an alpha channel the car will be very shiny but it will work.

The cars are then mainly simple Reskin Blueprints which replace a “master” texture with another. This makes adding new colours a quick and easy process and keeps the number of files used small. It makes for very efficient model use as well.

Version Control

Release	Description	Date
v1	Set of Landrover 2A short wheel base with truck cab open back, canvas back, and van bodies. In Marine Blue and Bronze Green.	September 2024

Conditions & Licence – PLEASE READ THIS

For freeware that you develop for yourself or for release as freeware on any website or system, you have an absolute and total right of ownership. This package contains only assets made by me – it does not need any other downloads. It does use unmodified generic Railworks wagon sounds and a driver. You may use it, clone it, modify it, rebadge and rebrand it.

It may not be used where payment is sought or other commercial activities. I reserve absolutely the right to determine what is commercial. Charityware is commercial but is likely to be granted access.

If you release this stock modified then please do keep in mind that others will be using it in an original form. Please **DO NOT USE** the RMAX_ prefix to the files you make but add your own. This is to ensure the originals stay the same and to allow me room to expand the collection.

The Mark IIA Landrover



This pack includes three versions of the Landrover Mark 2A. The type 2a (or Ila) followed on from the classic mark 1 with its boxed sides that really launched the Landrover as an iconic international vehicle. The 2A was produced between 1961 and 1971 but there are still a large number of roadworthy and much loved Landy 2A's on the road. It was 5" wider than the mark 1 giving it better stability but more importantly it was the launch pad for the fabulous, if fuel guzzling, 2.25 litre petrol engine that powered the mark through to the 1990's. The 2A version is identifiable by the headlights set in the radiator rather than the wings. It is also identifiable by the individual sidelight and indicator lights.

I wanted to make this model because I owned a very beat up van bodied version as my first serious car. It ended its life with broken springs and a repair bill I couldn't afford. But I learnt car maintenance on it.

The versions I have made are those typically seen on farms, on country estates, or out and about in the countryside. I have included only two colour schemes – Bronze Green and Marine Blue – as there are seldom any other colours seen as working Landy's.



I have limited it to the typical farm or estate bodies which were the short wheel base versions of 88" length with the basic body types used in rural settings. The cab back has the spare wheel fitted to the back of the cab, canvas version typical fitted the spare to the bonnet giving a bit more room, and the van body had the spare just behind the seat bulkhead. The van body was much used by small rural firms or civil engineering contractors.

The colours are as close as I can get to those shown on websites.