

Effect

This patch modifies Koblenz Trier according to my preferences:

- Change sky to nice wispy clouds using different ToD and Kuju skydome (only 2D weather are affected)
- Switch the most used flashy grass to 4 custom grass, one for each season
- Add vegetation between Traben Trabach junction and Wittlich tunnel entrance
- Add vegetation between Traben Trabach junction and Traben Trabach
- Add vegetation in a lot of areas to avoid seeing only texture from cabview
- Add vegetation close to most bridges over the Mosel
- Add fence where track is close to the road
- Add boats on Mosel
- Reduce the color saturation of 3 cars
- Reduce the color saturation of some plants
- Fix *flying vine*

Performances

To avoid performance impact, a lot of areas have been carefully optimized. There is no performances hit.

Install

Use utilities to handle the rwp file.

Uninstall

Reinstall the route.

Bug

None