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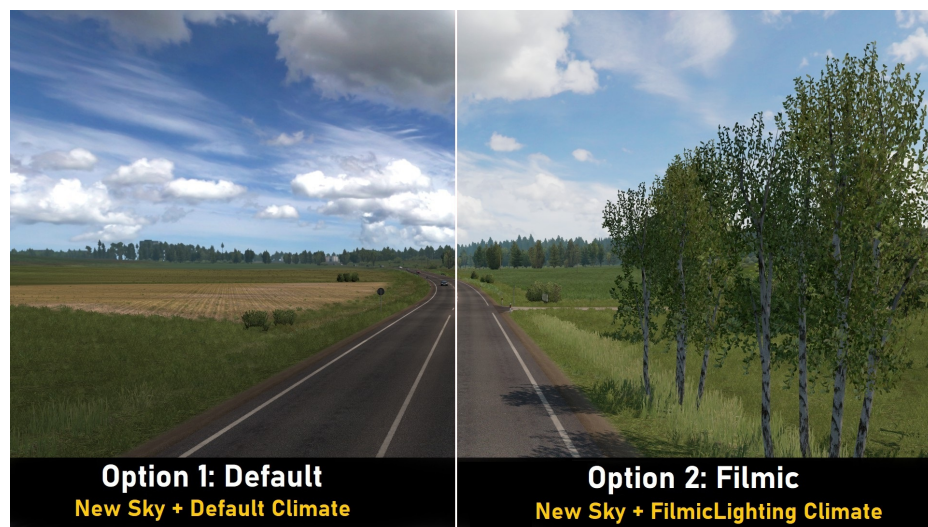
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# Instruction

Step 1:  
Unpack and Copy  ProjectNG 2.0 - Textures [Base] in to your "Mod" file.

Step 2:  
Select one of two Weather Options:  
 ProjectNG 2.0 - Weather [Default] or  ProjectNG 2.0 - Weather [Filmic]



and Copy in to your "Mod" file.  
You can use 1.8 Weather if you want

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**CREDITS:** DamianSVW, Pixelgrapher, Viz-People