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Cannon Pack



Product: [Cannon Pack](#)

Product Code: ps_ac1252

DAZ Original: YES

Created By: Serrge

Released: June 15, 2005

Product Information

- Required Products: **None**

Product Notes

* Notes from the artist:

* You can find new icons for loading this product in the following Poser Libraries:

* Figures: "Cannons"

* For make a control more simple, I use the JCJ (joint controled joint) future on all figures. So, for move cannon barrels up-down select the "wedge" part on cannons and mortar or the "screw" part on carronade. By moving the "wedge" part or rotating the "screw" you will rotating the cannon barrel up-down. In DAZ Studio you may find that you do not have to move the wedge or screw as much as in Poser to achieve the same look.

If you want to rescale the cannon, select the "body" and set the scale by rotating "scale" dial. The cannon figure will always stay on floor.

Resolved Issues

- None

Known Issues

- None

Support

Visit our site for further technical support questions or concerns: <http://www.daz3d.com/i.x/support>

Thank you and enjoy your new products!

DAZ Productions Technical Support

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Draper, UT 84020
Phone:(801) 495-1777
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File Listing

\Runtime\Geometries\S Studio\Weapons\Cannons\

carronade.obj
field-cannon.obj
mortar.obj
naval-cannon.obj

\Runtime\libraries\character\Cannons\

Carronade.cr2
Field Cannon.cr2
Mortar.cr2
Naval Cannon.cr2
Carronade.rsr
Field Cannon.rsr
Mortar.rsr
Naval Cannon.rsr

\Runtime\textures\S Studio Textures\Cannons Text\

carronade-text1.jpg
carronade-text2.jpg
field-cannon-text1.jpg
field-cannon-text2.jpg
mortar-text1.jpg
mortar-text2.jpg
nav-cannon-text1.jpg
nav-cannon-text2.jpg

\Runtime\textures\S Studio Textures\Cannons Text\Templates\

carronade-temp1.jpg

carronade-temp2.jpg
field-cannon-temp1.jpg
field-cannon-temp2.jpg
mortar-temp1.jpg
mortar-temp2.jpg
nav-cannon-temp1.jpg
nav-cannon-temp2.jpg

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