

Atlantida Portal



Product Name:	Atlantida Portal
Product ID:	22336
Published Artist(s):	Daz Originals
Created By:	petipet
Release Date:	2015-07-15

Product Information

- Required Products: *None*

Atlantida Portal is a transport device of gods and are connected to the city of Atlantis to form a transport network. The portal is designed to move people and goods over long distances and has a

management console and generator field to create a curvature of space. The body is made of bronze and richly decorated gold leaf with glaze. It includes two colors: yellow and black. The collection also has poses for Michael 4 and Genesis as the operator. Explore!

Product Notes

Installation Packages

Below is a list of the installation package types provided by this product. The name of each package contains a [Package Qualifier](#), which is used as a key to indicate something about the contents of that package.

- [1 DS]
- [1 Ps]

[] = *Optional, depending on target application(s)*

Not all installation packages provide files that are displayed to the user within the interface of an application. The packages listed below, do. The application(s), and the location(s) within each application, are shown below.

Atlantida Portal DS

- You can find new icons for loading this product in the following DAZ Studio Folders:
 - "Props:Atlantida Portal"
 - "Props:Atlantida Portal:Materials:3Delight"
 - "Props:Atlantida Portal:Materials:Iray"
 - "Props:Atlantida Portal:Poses"
- You can find new icons for this product in the following DAZ Studio Categories:
 - "Materials:Architecture"
 - "Materials:Iray:Architecture"
 - "Poses:By Function:Standing"
 - "Poses:By Region:Full Body"
 - "Props:Architecture"

Atlantida Portal Ps

- You can find new icons for loading this product in the following Poser Libraries:
 - Figures: "Petipet:Atlantida portal"
 - Materials: "Petipet:Atlantida portal"
 - Pose: "Petipet:Atlantida portal"

Additional Details

Below is a list of files provided by the [Atlantida Portal](#) product.

DS

Atlantida Portal DS

- **Content :**

- /data/Petipet/Atlantida portal/Portal/Morphs/Petipet/Base/Console spin.dsf
- /data/Petipet/Atlantida portal/Portal/Morphs/Petipet/Base/Cores spin.dsf
- /data/Petipet/Atlantida portal/Portal/Morphs/Petipet/Base/Generator spin.dsf
- /data/Petipet/Atlantida portal/Portal/Morphs/Petipet/Base/Glows On{5C}Off.dsf
- /data/Petipet/Atlantida portal/Portal/Morphs/Petipet/Base/Lock Open{5C}Close.dsf
- /data/Petipet/Atlantida portal/Portal/Morphs/Petipet/Base/Portal Open{5C}Close.dsf
- /data/Petipet/Atlantida portal/Portal/Morphs/Petipet/Base/Steps Up{5C}Down.dsf
- /data/Petipet/Atlantida portal/Portal/Portal.dsf
- /data/Petipet/Atlantida portal/Portal/UV Sets/Petipet/Base/default.dsf
- /Props/Atlantida Portal/Materials/3Delight/Black.duf
- /Props/Atlantida Portal/Materials/3Delight/Black.duf.png
- /Props/Atlantida Portal/Materials/3Delight/Yellow.duf
- /Props/Atlantida Portal/Materials/3Delight/Yellow.duf.png
- /Props/Atlantida Portal/Materials/Iray/Black_Ir.duf
- /Props/Atlantida Portal/Materials/Iray/Black_Ir.duf.png
- /Props/Atlantida Portal/Materials/Iray/Yellow_Ir.duf
- /Props/Atlantida Portal/Materials/Iray/Yellow_Ir.duf.png
- /Props/Atlantida Portal/Portal.duf
- /Props/Atlantida Portal/Portal.duf.png
- /Props/Atlantida Portal/Poses/Operator_G.duf
- /Props/Atlantida Portal/Poses/Operator_G.duf.png
- /Runtime/Support/DAZ_3D_22336_Atlantida_Portal.dsa
- /Runtime/Support/DAZ_3D_22336_Atlantida_Portal.dsx
- /Runtime/Support/DAZ_3D_22336_Atlantida_Portal.png
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_Glow_a.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_GlowBl.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_GlowY.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_Hull1_n.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_Hull1Bl.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_Hull1Bl_s.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_Hull1Y.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_Hull1Y_s.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_Hull2Bl.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_Hull2Bl_s.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_Hull2Y.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_Hull2Y_n.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_Hull2Y_s.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_Hull3Bl.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_Hull3Bl_s.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_Hull3Y.jpg

- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_Hull3Y_n.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_Hull3Y_s.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_Hull4Bl.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_Hull4Bl_s.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_Hull4Y.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_Hull4Y_n.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_Hull4Y_s.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_LightBl.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_LightY.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_Reflect.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_Stairs_n.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_StairsBl.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_StairsBl_s.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_StairsY.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_StairsY_s.jpg

Ps

Atlantida Portal Ps

• Content :

- /Runtime/Geometries/Petipet/Atlantida portal/Portal.obj
- /Runtime/Libraries/Character/Petipet/Atlantida portal/Portal.cr2
- /Runtime/Libraries/Character/Petipet/Atlantida portal/Portal.png
- /Runtime/Libraries/materials/Petipet/Atlantida portal/Black.mc6
- /Runtime/Libraries/materials/Petipet/Atlantida portal/Black.png
- /Runtime/Libraries/materials/Petipet/Atlantida portal/Yellow.mc6
- /Runtime/Libraries/materials/Petipet/Atlantida portal/Yellow.png
- /Runtime/Libraries/pose/Petipet/Atlantida portal/Operator_M4.png
- /Runtime/Libraries/pose/Petipet/Atlantida portal/Operator_M4.pz2
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_GlowBl.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_GlowY.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_Hull1_n.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_Hull1Bl.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_Hull1Bl_s.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_Hull1Y.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_Hull1Y_s.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_Hull2Bl.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_Hull2Bl_s.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_Hull2Y.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_Hull2Y_n.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_Hull2Y_s.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_Hull3Bl.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_Hull3Bl_s.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_Hull3Y.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_Hull3Y_n.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_Hull3Y_s.jpg

- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_Hull4Bl.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_Hull4Bl_s.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_Hull4Y.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_Hull4Y_n.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_Hull4Y_s.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_LightBl.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_LightY.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_Reflect.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_Stairs_n.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_StairsBl.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_StairsBl_s.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_StairsY.jpg
- /Runtime/Textures/Petipet/Atlantida portal/PtAtPI_StairsY_s.jpg

Resolved Issues

- 2015-09-21 - Updated folder structure.

Known Issues

- *None*

Support

Visit our site for [technical support](#) questions or concerns.

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