

aniBlocks #1 Sparring



Product Name:	aniBlocks #1 Sparring
Product ID:	22414
Published Artist(s):	SimonWM, Dega
Created By:	N/A
Release Date:	2015-07-25

Product Information

- Required Products: *None*

Set of two aniBlocks offense and defense sparring action suitably for your most active figures, the gymrats Gia and Gianni but compatible with any Genesis & Genesis 2 characters.

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 Core ¹⁾

[] = *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.

aniBlocks 1 Sparring (Core)

- You can find new icons for loading this product in the following DAZ Studio Folders:
 - “aniBlocks:SimonWM_Dega”
- You can find new icons for this product in the following DAZ Studio Categories:
 - “Animations:By Function:Combat”
 - “Animations:By Region:Full Body”

Additional Details

Below is a list of files provided by the [aniBlocks #1 Sparring](#) product.

Core

aniBlocks 1 Sparring

- **Content :**
 - /aniBlocks/SimonWM_Dega/Sparring Defense.ds
 - /aniBlocks/SimonWM_Dega/Sparring Defense.gfa
 - /aniBlocks/SimonWM_Dega/Sparring Defense.png
 - /aniBlocks/SimonWM_Dega/Sparring Offense.ds
 - /aniBlocks/SimonWM_Dega/Sparring Offense.gfa
 - /aniBlocks/SimonWM_Dega/Sparring Offense.png
 - /Runtime/Support/DAZ_3D_22414_aniBlocks_#1_Sparring.dsa
 - /Runtime/Support/DAZ_3D_22414_aniBlocks_#1_Sparring.dsx

- /Runtime/Support/DAZ_3D_22414_aniBlocks_#1_Sparring.jpg

Resolved Issues

- *None*

Known Issues

- *None*

Support

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

¹⁾

The contents of this package are in DAZ Studio Native formats

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Permanent link:
http://docs.daz3d.com/doku.php/public/read_me/index/22414/start

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