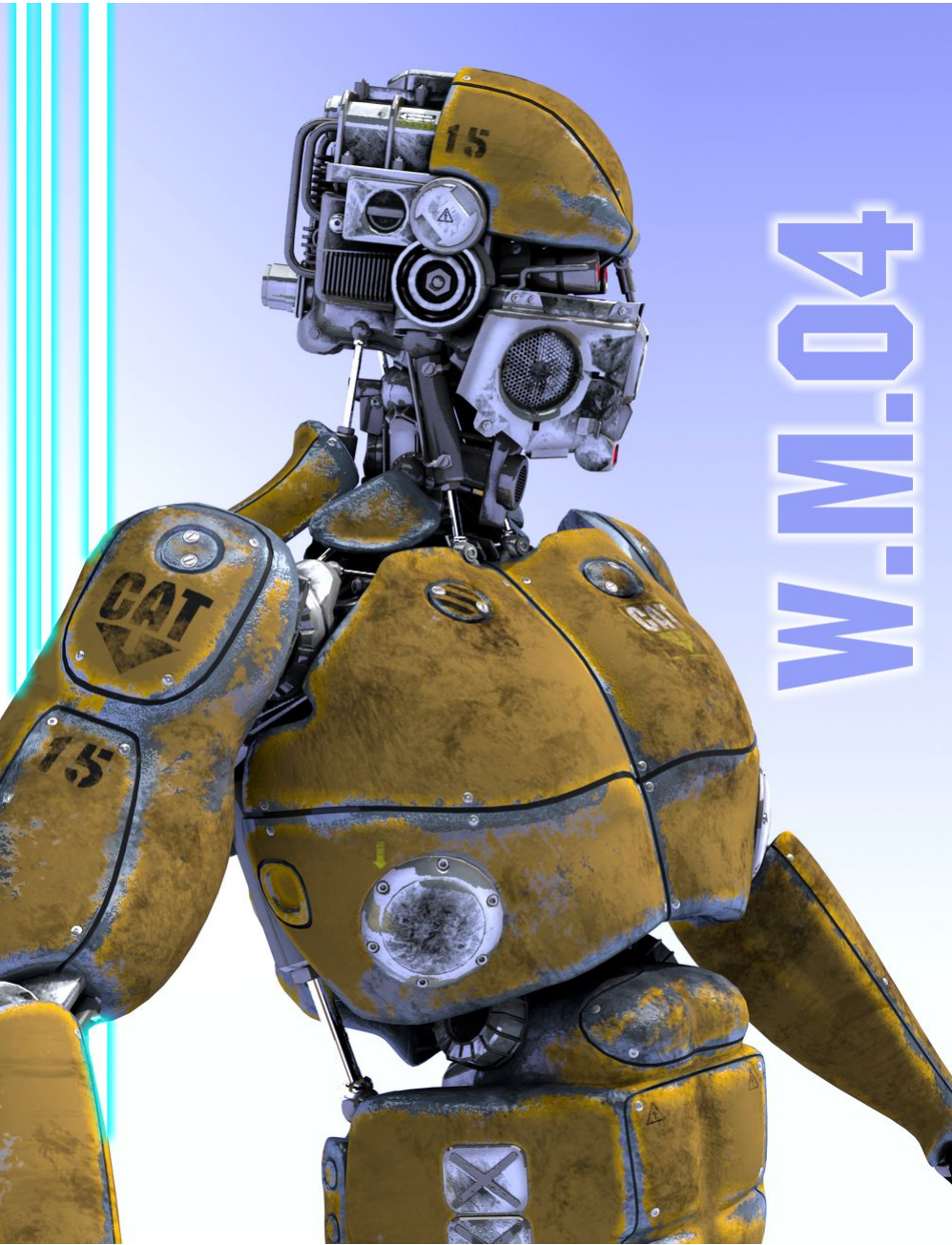


WeaponMech



Product Name:	WeaponMech
Product ID:	22841
Published Artist(s):	DzFire
Created By:	N/A
Release Date:	2015-09-20

Product Information

- Required Products: *None*

Working on it. Brand new mech

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]

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.

WeaponMech DS

- You can find new icons for loading this product in the following DAZ Studio Folders:
 - "Figures:DzFire:CCK"
 - "Figures:DzFire:CCK:Materials:3Delight"
 - "Figures:DzFire:CCK:Materials:Iray"
 - "Figures:DzFire:CCK:Pose"
 - "Figures:DzFire:CCK:Props 3Delight"
 - "Figures:DzFire:CCK:Props Iray"
- You can find new icons for this product in the following DAZ Studio Categories:
 - "Figures:Mechanical"
 - "Materials:Iray:Props"
 - "Materials:Props"
 - "Poses:By Function:Standing"
 - "Poses:By Function:Walking"
 - "Poses:By Region:Full Body"
 - "Poses:Other:Reset"
 - "Props:Industrial"

WeaponMech Ps

- You can find new icons for loading this product in the following Poser Libraries:
 - Figures: "DzFire:CCK"
 - Pose: "DzFire:CCK"
 - Props: "DzFire:CCK"

Additional Details

- Michael 4 is not required but can conform to him. Most poses and items for Michael 4 will work on this item.

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

DS

WeaponMech DS

- **Content :**

- /data/DzFire/WeaponMech/Ears/DzWM_Ears_1436.dsf
- /data/DzFire/WeaponMech/Ears/UV Sets/DzFire/Base/default.dsf
- /data/DzFire/WeaponMech/Mask/DzWM_Mask_2734.dsf
- /data/DzFire/WeaponMech/Mask/UV Sets/DzFire/Base/default.dsf
- /data/DzFire/WeaponMech/WeaponMech/UV Sets/DzFire/Base/default.dsf
- /data/DzFire/WeaponMech/WeaponMech/WeaponMech_234636.dsf
- /Figures/DzFire/CCK/Materials/3Delight/WeaponMech CAT 3DL.duf
- /Figures/DzFire/CCK/Materials/3Delight/WeaponMech CAT 3DL.png
- /Figures/DzFire/CCK/Materials/3Delight/WeaponMech Metal 3DL.duf
- /Figures/DzFire/CCK/Materials/3Delight/WeaponMech Metal 3DL.png
- /Figures/DzFire/CCK/Materials/3Delight/WeaponMech PD 3DL.duf
- /Figures/DzFire/CCK/Materials/3Delight/WeaponMech PD 3DL.png
- /Figures/DzFire/CCK/Materials/3Delight/WeaponMech Soldier 3DL.duf
- /Figures/DzFire/CCK/Materials/3Delight/WeaponMech Soldier 3DL.png
- /Figures/DzFire/CCK/Materials/3Delight/WeaponMech TEST 3DL.duf
- /Figures/DzFire/CCK/Materials/3Delight/WeaponMech TEST 3DL.png
- /Figures/DzFire/CCK/Materials/Iray/WeaponMech CAT Iray.duf
- /Figures/DzFire/CCK/Materials/Iray/WeaponMech CAT Iray.png
- /Figures/DzFire/CCK/Materials/Iray/WeaponMech Metal Iray.duf
- /Figures/DzFire/CCK/Materials/Iray/WeaponMech Metal Iray.png
- /Figures/DzFire/CCK/Materials/Iray/WeaponMech PD Iray.duf
- /Figures/DzFire/CCK/Materials/Iray/WeaponMech PD Iray.png
- /Figures/DzFire/CCK/Materials/Iray/WeaponMech Soldier Iray.duf
- /Figures/DzFire/CCK/Materials/Iray/WeaponMech Soldier Iray.png
- /Figures/DzFire/CCK/Materials/Iray/WeaponMech TEST Iray.duf
- /Figures/DzFire/CCK/Materials/Iray/WeaponMech TEST Iray.png
- /Figures/DzFire/CCK/Pose/WeaponMech 01.duf
- /Figures/DzFire/CCK/Pose/WeaponMech 01.png
- /Figures/DzFire/CCK/Pose/WeaponMech 02.duf
- /Figures/DzFire/CCK/Pose/WeaponMech 02.png
- /Figures/DzFire/CCK/Pose/WeaponMech 03.duf
- /Figures/DzFire/CCK/Pose/WeaponMech 03.png
- /Figures/DzFire/CCK/Pose/WeaponMech 04.duf
- /Figures/DzFire/CCK/Pose/WeaponMech 04.png
- /Figures/DzFire/CCK/Pose/WeaponMech 05.duf
- /Figures/DzFire/CCK/Pose/WeaponMech 05.png
- /Figures/DzFire/CCK/Pose/WeaponMech 06.duf
- /Figures/DzFire/CCK/Pose/WeaponMech 06.png
- /Figures/DzFire/CCK/Pose/WeaponMech 07.duf
- /Figures/DzFire/CCK/Pose/WeaponMech 07.png

- /Figures/DzFire/CCK/Pose/WeaponMech 08.duf
- /Figures/DzFire/CCK/Pose/WeaponMech 08.png
- /Figures/DzFire/CCK/Pose/WeaponMech 09.duf
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- /Figures/DzFire/CCK/Pose/Zero_Pose.duf.png
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- /Figures/DzFire/CCK/Props 3Delight/Ears CAT.duf
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- /Figures/DzFire/CCK/Props 3Delight/Ears Police.duf
- /Figures/DzFire/CCK/Props 3Delight/Ears Police.png
- /Figures/DzFire/CCK/Props 3Delight/Ears Soldier.duf
- /Figures/DzFire/CCK/Props 3Delight/Ears Soldier.png
- /Figures/DzFire/CCK/Props 3Delight/Ears TEST.duf
- /Figures/DzFire/CCK/Props 3Delight/Ears TEST.png
- /Figures/DzFire/CCK/Props 3Delight/Mask CAT.duf
- /Figures/DzFire/CCK/Props 3Delight/Mask CAT.png
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- /Figures/DzFire/CCK/Props 3Delight/Mask Metal.png
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- /Figures/DzFire/CCK/Props 3Delight/Mask Soldier.png
- /Figures/DzFire/CCK/Props 3Delight/Mask TEST.duf
- /Figures/DzFire/CCK/Props 3Delight/Mask TEST.png
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- /Figures/DzFire/CCK/Props Iray/Ears CAT.png
- /Figures/DzFire/CCK/Props Iray/Ears Metal.duf
- /Figures/DzFire/CCK/Props Iray/Ears Metal.png
- /Figures/DzFire/CCK/Props Iray/Ears Police.duf
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- /Figures/DzFire/CCK/Props Iray/Ears Soldier.png
- /Figures/DzFire/CCK/Props Iray/Ears TEST.duf
- /Figures/DzFire/CCK/Props Iray/Ears TEST.png
- /Figures/DzFire/CCK/Props Iray/Mask CAT.duf
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- /Figures/DzFire/CCK/WeaponMech.duf.png

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- /Runtime/Support/DAZ_3D_22841_WeaponMech.dsx
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- /Runtime/Textures/DzFire/CCK/DzAddBumPD.jpg
- /Runtime/Textures/DzFire/CCK/DzAddBumTEST.jpg
- /Runtime/Textures/DzFire/CCK/DzAddCamo.jpg
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- /Runtime/Textures/DzFire/CCK/DzMetal3CAMMO.jpg
- /Runtime/Textures/DzFire/CCK/DzMetal3Mat.jpg
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- /Runtime/Textures/DzFire/CCK/DzShellBumCAT.jpg
- /Runtime/Textures/DzFire/CCK/DzShellBumMetal.jpg
- /Runtime/Textures/DzFire/CCK/DzShellBumPD.jpg
- /Runtime/Textures/DzFire/CCK/DzShellBumTEST.jpg
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- /Runtime/Textures/DzFire/CCK/DzShellMatMetal.jpg
- /Runtime/Textures/DzFire/CCK/DzShellMatPD.jpg

- /Runtime/Textures/DzFire/CCK/DzShellMatTEST.jpg
- /Runtime/Textures/DzFire/CCK/DzShellTBumCAMMO.jpg
- /Runtime/Textures/DzFire/CCK/DzShellTBumCAT.jpg
- /Runtime/Textures/DzFire/CCK/DzShellTBumMETAL.jpg
- /Runtime/Textures/DzFire/CCK/DzShellTBumPD.jpg
- /Runtime/Textures/DzFire/CCK/DzShellTBumTEST.jpg
- /Runtime/Textures/DzFire/CCK/DzShellTCAMMO.jpg
- /Runtime/Textures/DzFire/CCK/DzShellTCAT.jpg
- /Runtime/Textures/DzFire/CCK/DzShellTMatCAMMO.jpg
- /Runtime/Textures/DzFire/CCK/DzShellTMatCAT.jpg
- /Runtime/Textures/DzFire/CCK/DzShellTMatMETAL.jpg
- /Runtime/Textures/DzFire/CCK/DzShellTMatPD.jpg
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- /Runtime/Textures/DzFire/CCK/DzShellTPD.jpg
- /Runtime/Textures/DzFire/CCK/DzShellTTEST.jpg

Ps

WeaponMech Ps

• Content :

- /Runtime/Geometries/DzFire/CCK/DzWM_Ears.obj
- /Runtime/Geometries/DzFire/CCK/DzWM_Mask.obj
- /Runtime/Geometries/DzFire/CCK/WeaponMech.obj
- /Runtime/Libraries/Character/DzFire/CCK/WeaponMech.cr2
- /Runtime/Libraries/Character/DzFire/CCK/WeaponMech.png
- /Runtime/Libraries/Pose/DzFire/CCK/CAT.png
- /Runtime/Libraries/Pose/DzFire/CCK/CAT.pz2
- /Runtime/Libraries/Pose/DzFire/CCK/Metal.png
- /Runtime/Libraries/Pose/DzFire/CCK/Metal.pz2
- /Runtime/Libraries/Pose/DzFire/CCK/Police.png
- /Runtime/Libraries/Pose/DzFire/CCK/Police.pz2
- /Runtime/Libraries/Pose/DzFire/CCK/Soldier.png
- /Runtime/Libraries/Pose/DzFire/CCK/Soldier.pz2
- /Runtime/Libraries/Pose/DzFire/CCK/TEST.png
- /Runtime/Libraries/Pose/DzFire/CCK/TEST.pz2
- /Runtime/Libraries/Props/DzFire/CCK/Ears CAT.png
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- /Runtime/Libraries/Props/DzFire/CCK/Ears Metal.png
- /Runtime/Libraries/Props/DzFire/CCK/Ears Metal.pp2
- /Runtime/Libraries/Props/DzFire/CCK/Ears Police.png
- /Runtime/Libraries/Props/DzFire/CCK/Ears Police.pp2
- /Runtime/Libraries/Props/DzFire/CCK/Ears Soldier.png
- /Runtime/Libraries/Props/DzFire/CCK/Ears Soldier.pp2
- /Runtime/Libraries/Props/DzFire/CCK/Ears TEST.png
- /Runtime/Libraries/Props/DzFire/CCK/Ears TEST.pp2

- /Runtime/Libraries/Props/DzFire/CCK/Mask CAT.png
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- /Runtime/Libraries/Props/DzFire/CCK/Mask Metal.png
- /Runtime/Libraries/Props/DzFire/CCK/Mask Metal.pp2
- /Runtime/Libraries/Props/DzFire/CCK/Mask Police.png
- /Runtime/Libraries/Props/DzFire/CCK/Mask Police.pp2
- /Runtime/Libraries/Props/DzFire/CCK/Mask Soldier.png
- /Runtime/Libraries/Props/DzFire/CCK/Mask Soldier.pp2
- /Runtime/Libraries/Props/DzFire/CCK/Mask TEST.png
- /Runtime/Libraries/Props/DzFire/CCK/Mask TEST.pp2
- /Runtime/Textures/DzFire/CCK/DzAddBumCamo.jpg
- /Runtime/Textures/DzFire/CCK/DzAddBumCAT.jpg
- /Runtime/Textures/DzFire/CCK/DzAddBumMetal.jpg
- /Runtime/Textures/DzFire/CCK/DzAddBumPD.jpg
- /Runtime/Textures/DzFire/CCK/DzAddBumTEST.jpg
- /Runtime/Textures/DzFire/CCK/DzAddCamo.jpg
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- /Runtime/Textures/DzFire/CCK/DzMetal1TBum.jpg
- /Runtime/Textures/DzFire/CCK/DzMetal1TBumCAMMO.jpg
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- /Runtime/Textures/DzFire/CCK/DzMetal3Bum.jpg
- /Runtime/Textures/DzFire/CCK/DzMetal3BumCAMMO.jpg
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- /Runtime/Textures/DzFire/CCK/DzshellallCAMMO.jpg
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- /Runtime/Textures/DzFire/CCK/DzShellTTEST.jpg

Resolved Issues

- *None*

Known Issues

- *None*

Support

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

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