

The Western Knight Series 02 for Genesis 8 Males



Product Name:	The Knight Series 01 for Genesis 8 Males
Product ID:	74229
Published Artist(s):	Daz Originals
Created By:	Jerry Jang
Release Date:	2022-02-04

Product Information

- Required Products: *None*

Be chivalrous, dapper, armored, and successful in battle with the Western Knight Series!

This series will feature six medieval knight-shaped armor sets, including Genesis 8 Male and Genesis 8 Female, and Series 02 for Genesis 8 Males includes a full set of armor with sword included.

The Western Knight Series 02 for Genesis 8 Males is a must-have your medieval, renaissance, historic, and battle scenes.

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⁾

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.

The Western Knight Series 02 for Genesis 8 Males (Core)

- You can find new icons for loading this product in the following DAZ Studio Folders:
 - "People:Genesis 8 Male:Clothing:J3D:WesternKnight Series 02"
 - "People:Genesis 8 Male:Clothing:J3D:WesternKnight Series 02:Materials"
- You can find new icons for this product in the following DAZ Studio Categories:
 - "Accessories:Waist"
 - "Materials:Wardrobe"
 - "Props:Weapons:Blades"
 - "Wardrobe:Armor"
 - "Wardrobe:Armor:Arms"
 - "Wardrobe:Armor:Full Body"
 - "Wardrobe:Armor:Head"
 - "Wardrobe:Armor:Legs"
 - "Wardrobe:Armor:Torso"
 - "Wardrobe:Gloves"

Additional Details

Below is a list of files provided by the [The Western Knight Series 02 for Genesis 8 Males](#) product.

Core

The Western Knight Series 02 for Genesis 8 Males

- **Content :**

- /data/J3D/WesternKnight Series 02/WK02-BodySuit/Morphs/J3D/Base/ExpandAll.dsf
- /data/J3D/WesternKnight Series 02/WK02-BodySuit/Morphs/J3D/Base/HandBack-R.dsf
- /data/J3D/WesternKnight Series 02/WK02-BodySuit/Morphs/J3D/Base/HandBack.dsf
- /data/J3D/WesternKnight Series 02/WK02-BodySuit/Morphs/J3D/Base/ICollar_CTRLMD_N_ZRotate_55.dsf
- /data/J3D/WesternKnight Series 02/WK02-BodySuit/Morphs/J3D/Base/IShldrBend_CTRLMD_N_YRotate_40.dsf
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- /data/J3D/WesternKnight Series 02/WK02-BodySuit/Morphs/J3D/Base/pJCMCollarUp_55_R.dsf
- /data/J3D/WesternKnight Series 02/WK02-BodySuit/Morphs/J3D/Base/pJCMShldrFwd_110_L.dsf
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- /data/J3D/WesternKnight Series 02/WK02-BodySuit/Morphs/J3D/Base/RaiseHand-L.dsf
- /data/J3D/WesternKnight Series 02/WK02-BodySuit/Morphs/J3D/Base/RaiseHandUp-R.dsf
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- /data/J3D/WesternKnight Series 02/WK02-Boots/Morphs/J3D/Base/FootBend-R.dsf
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 - /Runtime/Textures/J3D/WesternKnight02/WK01-ChainMail_Metallic.jpg
 - /Runtime/Textures/J3D/WesternKnight02/WK01-ChainMail_Normal.jpg
 - /Runtime/Textures/J3D/WesternKnight02/WK01-ChainMail_Roughness.jpg
 - /Runtime/Textures/J3D/WesternKnight02/WK02-Armor-BaseColor-Bluish.jpg
 - /Runtime/Textures/J3D/WesternKnight02/WK02-Armor-BaseColor-Gold.jpg
 - /Runtime/Textures/J3D/WesternKnight02/WK02-Armor-BaseColor-Reddish.jpg
 - /Runtime/Textures/J3D/WesternKnight02/WK02-Armor-Oldish01_BaseColor.jpg
 - /Runtime/Textures/J3D/WesternKnight02/WK02-Armor-Oldish01_Metallic.jpg
 - /Runtime/Textures/J3D/WesternKnight02/WK02-Armor-Oldish01_Normal.jpg
 - /Runtime/Textures/J3D/WesternKnight02/WK02-Armor-Oldish01_Roughness.jpg
 - /Runtime/Textures/J3D/WesternKnight02/WK02-Armor-Oldish02_BaseColor.jpg
 - /Runtime/Textures/J3D/WesternKnight02/WK02-Armor-Oldish02_Metallic.jpg
 - /Runtime/Textures/J3D/WesternKnight02/WK02-Armor-Oldish02_Normal.jpg
 - /Runtime/Textures/J3D/WesternKnight02/WK02-Armor-Oldish02_Roughness.jpg
 - /Runtime/Textures/J3D/WesternKnight02/WK02-Armor-Tr.jpg
 - /Runtime/Textures/J3D/WesternKnight02/WK02-Armor_BaseColor-Silver.jpg
 - /Runtime/Textures/J3D/WesternKnight02/WK02-Armor_BaseColor.jpg
 - /Runtime/Textures/J3D/WesternKnight02/WK02-Armor_Metallic.jpg
 - /Runtime/Textures/J3D/WesternKnight02/WK02-Armor_Normal.jpg
 - /Runtime/Textures/J3D/WesternKnight02/WK02-Armor_Roughness.jpg

Resolved Issues

- 2022-05-24 - Portly Shape Poke Through the leg Fixed.

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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