2025/04/16 14:15 1/2 File List

File List

Below is a list of files provided by the Riding Snail product.

Core

Riding Snail

• Content:

- /Animals/Riding Snail/JQRS Saddle with Flame.duf
- /Animals/Riding Snail/JQRS Saddle with Flame.png
- /Animals/Riding Snail/JQRS Saddle.duf
- /Animals/Riding Snail/JQRS Saddle.png
- /Animals/Riding Snail/JQRS Snaily Harness.duf
- /Animals/Riding Snail/JQRS Snaily Harness.png
- /Animals/Riding Snail/JQRS Snaily.duf
- /Animals/Riding Snail/JQRS Snaily.png
- /data/Joequick/Snaily/Flame/candleflame.dsf
- /data/Joequick/Snaily/Flame/UV Sets/Joequick/Base/default.dsf
- /data/Joequick/Snaily/Snaily Harness/Morphs/Joequick/Base/Close Mouth.dsf
- o /data/Joequick/Snaily/Snaily Harness/Morphs/Joequick/Base/Reins Down.dsf
- /data/Joequick/Snaily/Snaily Harness/Morphs/Joequick/Base/Reins Thinner.dsf
- /data/loeguick/Snaily/Snaily Harness/newrains3 7555.dsf
- /data/Joequick/Snaily/Snaily Harness/UV Sets/Joequick/Base/default.dsf
- /data/Joequick/Snaily/Snaily Saddle/Morphs/Joequick/Base/SaddleRevision.dsf
- /data/loeguick/Snaily/Snaily Saddle/Saddle.dsf
- /data/joequick/Snaily/Snaily Saddle/UV Sets/joequick/Base/default.dsf
- /data/Joequick/Snaily/Snaily/Morphs/Joequick/Base/disgruntled.dsf
- /data/Joequick/Snaily/Snaily/Morphs/Joequick/Base/jaw closed.dsf
- /data/Joequick/Snaily/Snaily/Morphs/Joequick/Base/mouth closed.dsf
- /data/joequick/Snaily/Snaily/Morphs/joequick/Base/ooh.dsf
- /data/loequick/Snaily/Snaily/Morphs/loequick/Base/pucker.dsf
- /data/Joequick/Snaily/Snaily/Morphs/Joequick/Base/relaxed.dsf
- /data/Joequick/Snaily/Snaily/Morphs/Joequick/Base/smile.dsf
- /data/Joequick/Snaily/Snaily/Morphs/Joequick/Base/teeth grind left.dsf
- /data/joequick/Snaily/Snaily/Morphs/joequick/Base/teeth grind right.dsf
- /data/Joequick/Snaily/Snaily/Morphs/Joequick/Base/uh.dsf
- /data/loeguick/Snaily/Snaily/Rig Me Snaily 3571.dsf
- /data/Joequick/Snaily/Snaily/UV Sets/Joequick/Base/default.dsf
- /Runtime/Support/DAZ 3D 82211 Riding Snail.dsa
- /Runtime/Support/DAZ 3D 82211 Riding Snail.dsx
- /Runtime/Support/DAZ 3D 82211 Riding Snail.jpg
- /Runtime/Textures/Joequick/Snaily/candleflame.jpg
- /Runtime/Textures/Joequick/Snaily/NewReins_Base_Color.jpg
- /Runtime/Textures/Joequick/Snaily/NewReins Height.jpg

- /Runtime/Textures/Joequick/Snaily/NewReins Metallic.jpg
- /Runtime/Textures/Joequick/Snaily/NewReins Normal DirectX.jpg
- /Runtime/Textures/Joequick/Snaily/NewReins Roughness.jpg
- /Runtime/Textures/Joequick/Snaily/saddle_Base_Color_1001.jpg
- /Runtime/Textures/Joequick/Snaily/saddle_Height_1001.jpg
- /Runtime/Textures/Joequick/Snaily/saddle_Metallic_1001.jpg
- /Runtime/Textures/Joequick/Snaily/saddle_Normal_OpenGL_1001.jpg
- /Runtime/Textures/Joequick/Snaily/saddle_Roughness_1001.jpg
- /Runtime/Textures/Joequick/Snaily/Snaily_Base_Color_1001.jpg
- /Runtime/Textures/Joequick/Snaily/Snaily Height 1001.jpg
- /Runtime/Textures/Joequick/Snaily/Snaily Metallic 1001.jpg
- /Runtime/Textures/Joequick/Snaily/Snaily_Normal_OpenGL_1001.jpg
- /Runtime/Textures/Joequick/Snaily/Snaily_Roughness_1001.jpg
- /Runtime/Textures/Joequick/Snaily/SnailyBase1.jpg

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