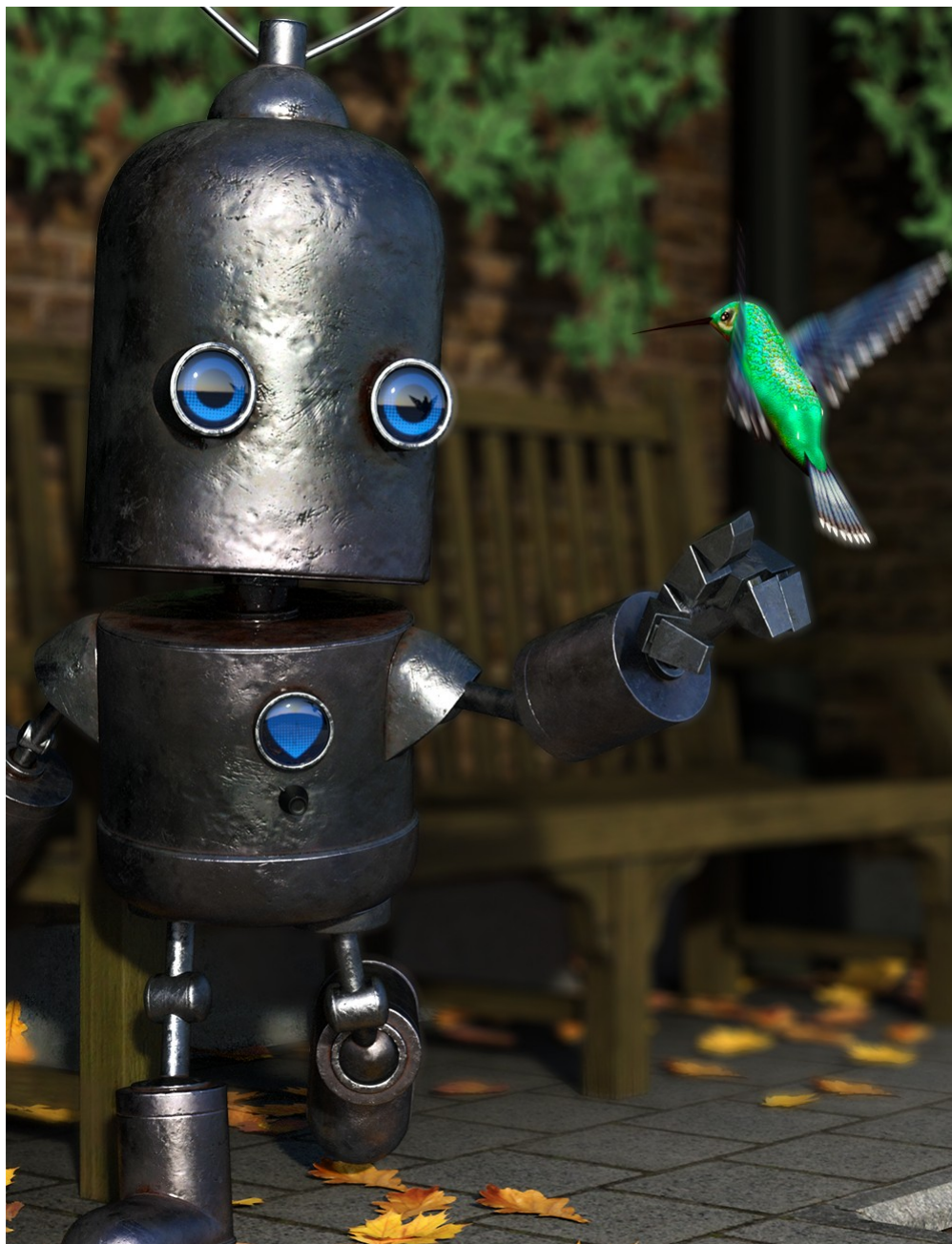


# RoboTNY



|                             |                               |
|-----------------------------|-------------------------------|
| <b>Product Name:</b>        | <a href="#">RoboTNY</a>       |
| <b>Product ID:</b>          | 57247                         |
| <b>Published Artist(s):</b> | <a href="#">Daz Originals</a> |
| <b>Created By:</b>          | <a href="#">Hawke</a>         |
| <b>Release Date:</b>        | 2018-12-14                    |

## Product Information

- Required Products: *None*

RoboTNY, the Tiny Robot with a big heart, new for Daz Studio.

Looking for a new home in your Runtime.

## 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 \(WIP\)](#), which is used as a key to indicate something about the contents of that package.

- 1 Core <sup>1)</sup>

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.

### RoboTNY (Core)

- You can find new icons for loading this product in the following DAZ Studio Folders:
  - "Figures:RoboTNY"
  - "Figures:RoboTNY:MATS"
  - "Figures:RoboTNY:Poses"
- You can find new icons for this product in the following DAZ Studio Categories:
  - "Figures:Mechanical"
  - "Materials:Iray:Eyes:Eye Colors"
  - "Materials:Iray:Skin"
  - "Poses:By Function:Sitting"
  - "Poses:By Function:Standing"
  - "Poses:By Region:Full Body"

### Additional Details

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

## Core

## RoboTNY

- **Content :**
  - /data/Hawke/RoboTNY/RoboTNY/RoboTeenie\_V7\_49145.dsf

- /data/Hawke/RoboTNY/RoboTNY/UV Sets/Hawke/Base/default.dsf
- /Figures/RoboTNY/MATS/Eyes Blue.duf
- /Figures/RoboTNY/MATS/Eyes Blue.duf.png
- /Figures/RoboTNY/MATS/Eyes Red.duf
- /Figures/RoboTNY/MATS/Eyes Red.duf.png
- /Figures/RoboTNY/MATS/MAT Copper.duf
- /Figures/RoboTNY/MATS/MAT Copper.duf.png
- /Figures/RoboTNY/MATS/MAT Steel.duf
- /Figures/RoboTNY/MATS/MAT Steel.duf.png
- /Figures/RoboTNY/MATS/MAT Wood.duf
- /Figures/RoboTNY/MATS/MAT Wood.duf.png
- /Figures/RoboTNY/Poses/Curious.duf
- /Figures/RoboTNY/Poses/Curious.duf.png
- /Figures/RoboTNY/Poses/Idle.duf
- /Figures/RoboTNY/Poses/Idle.duf.png
- /Figures/RoboTNY/Poses/Power Down.duf
- /Figures/RoboTNY/Poses/Power Down.duf.png
- /Figures/RoboTNY/Poses/Reclining.duf
- /Figures/RoboTNY/Poses/Reclining.duf.png
- /Figures/RoboTNY/Poses/Wave.duf
- /Figures/RoboTNY/Poses/Wave.duf.png
- /Figures/RoboTNY/RoboTNY.duf
- /Figures/RoboTNY/RoboTNY.duf.png
- /Runtime/Support/DAZ\_3D\_57247\_RoboTNY.dsa
- /Runtime/Support/DAZ\_3D\_57247\_RoboTNY.dsx
- /Runtime/Support/DAZ\_3D\_57247\_RoboTNY.jpg
- /Runtime/textures/Hawke/RoboTNY/RoboTNY\_Arm\_Copper\_BaseColour.png
- /Runtime/textures/Hawke/RoboTNY/RoboTNY\_Arm\_Copper\_Metallic.png
- /Runtime/textures/Hawke/RoboTNY/RoboTNY\_Arm\_Copper\_Normal.png
- /Runtime/textures/Hawke/RoboTNY/RoboTNY\_Arm\_Copper\_Roughness.png
- /Runtime/textures/Hawke/RoboTNY/RoboTNY\_Arm\_Copper\_Roughness\_Inv.png
- /Runtime/textures/Hawke/RoboTNY/RoboTNY\_Arm\_Steel\_BaseColour.png
- /Runtime/textures/Hawke/RoboTNY/RoboTNY\_Arm\_Steel\_Metallic.png
- /Runtime/textures/Hawke/RoboTNY/RoboTNY\_Arm\_Steel\_Normal.png
- /Runtime/textures/Hawke/RoboTNY/RoboTNY\_Arm\_Steel\_Roughness.png
- /Runtime/textures/Hawke/RoboTNY/RoboTNY\_Arm\_Steel\_Roughness\_Inv.png
- /Runtime/textures/Hawke/RoboTNY/RoboTNY\_Arm\_Wood\_BaseColour.png
- /Runtime/textures/Hawke/RoboTNY/RoboTNY\_Arm\_Wood\_Metallic.png
- /Runtime/textures/Hawke/RoboTNY/RoboTNY\_Arm\_Wood\_Normal.png
- /Runtime/textures/Hawke/RoboTNY/RoboTNY\_Arm\_Wood\_Roughness.png
- /Runtime/textures/Hawke/RoboTNY/RoboTNY\_Arm\_Wood\_Roughness\_Inv.png
- /Runtime/textures/Hawke/RoboTNY/RoboTNY\_Body\_Copper\_BaseColour.png
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- /Runtime/textures/Hawke/RoboTNY/RoboTNY\_Body\_Copper\_Roughness\_Inv.png
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- /Runtime/textures/Hawke/RoboTNY/RoboTNY\_Body\_Steel\_Roughness.png
- /Runtime/textures/Hawke/RoboTNY/RoboTNY\_Body\_Steel\_Roughness\_Inv.png

- /Runtime/textures/Hawke/RoboTNY/RoboTNY\_Body\_Wood\_BaseColour.png
- /Runtime/textures/Hawke/RoboTNY/RoboTNY\_Body\_Wood\_Metallic.png
- /Runtime/textures/Hawke/RoboTNY/RoboTNY\_Body\_Wood\_Normal.png
- /Runtime/textures/Hawke/RoboTNY/RoboTNY\_Body\_Wood\_Roughness.png
- /Runtime/textures/Hawke/RoboTNY/RoboTNY\_Body\_Wood\_Roughness\_Inv.png
- /Runtime/textures/Hawke/RoboTNY/RoboTNY\_ChestScreen\_Blue\_BaseColour.png
- /Runtime/textures/Hawke/RoboTNY/RoboTNY\_ChestScreen\_Blue\_Emissive.png
- /Runtime/textures/Hawke/RoboTNY/RoboTNY\_ChestScreen\_Normal.png
- /Runtime/textures/Hawke/RoboTNY/RoboTNY\_ChestScreen\_Red\_BaseColour.png
- /Runtime/textures/Hawke/RoboTNY/RoboTNY\_ChestScreen\_Red\_Emissive.png
- /Runtime/textures/Hawke/RoboTNY/RoboTNY\_Eye\_Blue\_BaseColour.png
- /Runtime/textures/Hawke/RoboTNY/RoboTNY\_Eye\_Blue\_Emissive.png
- /Runtime/textures/Hawke/RoboTNY/RoboTNY\_Eye\_Normal.png
- /Runtime/textures/Hawke/RoboTNY/RoboTNY\_Eye\_Red\_BaseColour.png
- /Runtime/textures/Hawke/RoboTNY/RoboTNY\_Eye\_Red\_Emissive.png
- /Runtime/textures/Hawke/RoboTNY/RoboTNY\_Head\_Copper\_BaseColour.png
- /Runtime/textures/Hawke/RoboTNY/RoboTNY\_Head\_Copper\_Metallic.png
- /Runtime/textures/Hawke/RoboTNY/RoboTNY\_Head\_Copper\_Normal.png
- /Runtime/textures/Hawke/RoboTNY/RoboTNY\_Head\_Copper\_Roughness.png
- /Runtime/textures/Hawke/RoboTNY/RoboTNY\_Head\_Copper\_Roughness\_Inv.png
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- /Runtime/textures/Hawke/RoboTNY/RoboTNY\_Leg\_Wood\_Metallic.png
- /Runtime/textures/Hawke/RoboTNY/RoboTNY\_Leg\_Wood\_Normal.png
- /Runtime/textures/Hawke/RoboTNY/RoboTNY\_Leg\_Wood\_Roughness.png
- /Runtime/textures/Hawke/RoboTNY/RoboTNY\_Leg\_Wood\_Roughness\_Inv.png

## 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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