

Alliance Defense Outfit Textures



Product Name:	Alliance Defense Outfit Textures
Product ID:	57699
Published Artist(s):	Daz Originals
Created By:	Moonscape Graphics , sade
Release Date:	2019-01-02

Product Information

- Required Products: [Alliance Defense Outfit for Genesis 8 Male\(s\)](#)

Alliance Defense Outfit Textures

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 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.

Alliance Defense Outfit Textures (Core)

- You can find new icons for loading this product in the following DAZ Studio Folders:
 - "People:Genesis 8 Male:Clothing:Alliance Defense:Materials:Apocalypse 1"
 - "People:Genesis 8 Male:Clothing:Alliance Defense:Materials:Camo"
 - "People:Genesis 8 Male:Clothing:Alliance Defense:Materials:Cop"
 - "People:Genesis 8 Male:Clothing:Alliance Defense:Materials:Neutral"
- You can find new icons for this product in the following DAZ Studio Categories:
 - "Materials:Iray:Wardrobe"

Additional Details

Below is a list of files provided by the [Alliance Defense Outfit Textures](#) product.

Core

Alliance Defense Outfit Textures

- **Content :**
 - /People/Genesis 8 Male/Clothing/Alliance Defense/Materials/Apocalypse 1/Apocalypse 01 Boots.duf
 - /People/Genesis 8 Male/Clothing/Alliance Defense/Materials/Apocalypse 1/Apocalypse 01 Boots.duf.png
 - /People/Genesis 8 Male/Clothing/Alliance Defense/Materials/Apocalypse 1/Apocalypse 01 Chest Armor.duf

- /People/Genesis 8 Male/Clothing/Alliance Defense/Materials/Apocalypse 1/Apocalypse 01 Chest Armor.duf.png
- /People/Genesis 8 Male/Clothing/Alliance Defense/Materials/Apocalypse 1/Apocalypse 01 Pants.duf
- /People/Genesis 8 Male/Clothing/Alliance Defense/Materials/Apocalypse 1/Apocalypse 01 Pants.duf.png
- /People/Genesis 8 Male/Clothing/Alliance Defense/Materials/Camo/Camo Boots.duf
- /People/Genesis 8 Male/Clothing/Alliance Defense/Materials/Camo/Camo Boots.duf.png
- /People/Genesis 8 Male/Clothing/Alliance Defense/Materials/Camo/Camo Chest Armor.duf
- /People/Genesis 8 Male/Clothing/Alliance Defense/Materials/Camo/Camo Chest Armor.duf.png
- /People/Genesis 8 Male/Clothing/Alliance Defense/Materials/Camo/Camo Pants.duf
- /People/Genesis 8 Male/Clothing/Alliance Defense/Materials/Camo/Camo Pants.duf.png
- /People/Genesis 8 Male/Clothing/Alliance Defense/Materials/Cop/Cop Boots.duf
- /People/Genesis 8 Male/Clothing/Alliance Defense/Materials/Cop/Cop Boots.duf.png
- /People/Genesis 8 Male/Clothing/Alliance Defense/Materials/Cop/Cop Chest Armor.duf
- /People/Genesis 8 Male/Clothing/Alliance Defense/Materials/Cop/Cop Chest Armor.duf.png
- /People/Genesis 8 Male/Clothing/Alliance Defense/Materials/Cop/Cop Pants.duf
- /People/Genesis 8 Male/Clothing/Alliance Defense/Materials/Cop/Cop Pants.duf.png
- /People/Genesis 8 Male/Clothing/Alliance Defense/Materials/Neutral/Neutral Boots.duf
- /People/Genesis 8 Male/Clothing/Alliance Defense/Materials/Neutral/Neutral Boots.duf.png
- /People/Genesis 8 Male/Clothing/Alliance Defense/Materials/Neutral/Neutral Chest Armor.duf
- /People/Genesis 8 Male/Clothing/Alliance Defense/Materials/Neutral/Neutral Chest Armor.duf.png
- /People/Genesis 8 Male/Clothing/Alliance Defense/Materials/Neutral/Neutral Pants.duf
- /People/Genesis 8 Male/Clothing/Alliance Defense/Materials/Neutral/Neutral Pants.duf.png
- /Runtime/Support/DAZ_3D_57699_Alliance_Defense_Outfit_Textures.dsa
- /Runtime/Support/DAZ_3D_57699_Alliance_Defense_Outfit_Textures.dsx
- /Runtime/Support/DAZ_3D_57699_Alliance_Defense_Outfit_Textures.jpg
- /Runtime/Textures/Sade/AllianceDefense/apo01/pants01/Alliance_APO1Pants_Base_Color.jpg
- /Runtime/Textures/Sade/AllianceDefense/apo01/pants01/Alliance_APO1Pants_Height.jpg
- /Runtime/Textures/Sade/AllianceDefense/apo01/pants01/Alliance_APO1Pants_Metallic.jpg
- /Runtime/Textures/Sade/AllianceDefense/apo01/pants01/Alliance_APO1Pants_Normal_OpenGL.jpg
- /Runtime/Textures/Sade/AllianceDefense/apo01/pants01/Alliance_APO1Pants_Opacity.jpg
- /Runtime/Textures/Sade/AllianceDefense/apo01/pants01/Alliance_APO1Pants_Roughness.jpg
- /Runtime/Textures/Sade/AllianceDefense/apo01/shoes/Alliance_APO1_Base_Color.jpg
- /Runtime/Textures/Sade/AllianceDefense/apo01/shoes/Alliance_APO1_Height.jpg
- /Runtime/Textures/Sade/AllianceDefense/apo01/shoes/Alliance_APO1_Metallic.jpg
- /Runtime/Textures/Sade/AllianceDefense/apo01/shoes/Alliance_APO1_Normal_OpenGL.jpg
- /Runtime/Textures/Sade/AllianceDefense/apo01/shoes/Alliance_APO1_Roughness.jpg
- /Runtime/Textures/Sade/AllianceDefense/apo01/vest01/Alliance_APO1VEST_Base_Color.jpg
- /Runtime/Textures/Sade/AllianceDefense/apo01/vest01/Alliance_APO1VEST_Height.jpg
- /Runtime/Textures/Sade/AllianceDefense/apo01/vest01/Alliance_APO1VEST_Metallic.jpg
- /Runtime/Textures/Sade/AllianceDefense/apo01/vest01/Alliance_APO1VEST_Normal_OpenGL.jpg
- /Runtime/Textures/Sade/AllianceDefense/apo01/vest01/Alliance_APO1VEST_Roughness.jpg

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- /Runtime/Textures/Sade/AllianceDefense/camo/pants/Alliance_CAMOPants_Base_Color.jpg
- /Runtime/Textures/Sade/AllianceDefense/camo/pants/Alliance_CAMOPants_Height.jpg
- /Runtime/Textures/Sade/AllianceDefense/camo/pants/Alliance_CAMOPants_Metallic.jpg
- /Runtime/Textures/Sade/AllianceDefense/camo/pants/Alliance_CAMOPants_Normal_OpenGL.jpg
- /Runtime/Textures/Sade/AllianceDefense/camo/pants/Alliance_CAMOPants_Roughness.jpg
- /Runtime/Textures/Sade/AllianceDefense/camo/shoes/Alliance_CAMOBoots_Base_Color.jpg
- /Runtime/Textures/Sade/AllianceDefense/camo/shoes/Alliance_CAMOBoots_Height.jpg
- /Runtime/Textures/Sade/AllianceDefense/camo/shoes/Alliance_CAMOBoots_Metallic.jpg
- /Runtime/Textures/Sade/AllianceDefense/camo/shoes/Alliance_CAMOBoots_Normal_OpenGL.jpg
- /Runtime/Textures/Sade/AllianceDefense/camo/shoes/Alliance_CAMOBoots_Roughness.jpg
- /Runtime/Textures/Sade/AllianceDefense/camo/vest/Alliance_CAMOVest_Base_Color.jpg
- /Runtime/Textures/Sade/AllianceDefense/camo/vest/Alliance_CAMOVest_Height.jpg
- /Runtime/Textures/Sade/AllianceDefense/camo/vest/Alliance_CAMOVest_Metallic.jpg
- /Runtime/Textures/Sade/AllianceDefense/camo/vest/Alliance_CAMOVest_Normal_OpenGL.jpg
- /Runtime/Textures/Sade/AllianceDefense/camo/vest/Alliance_CAMOVest_Roughness.jpg
- /Runtime/Textures/Sade/AllianceDefense/Max/pants/1001_Base_Color.jpg
- /Runtime/Textures/Sade/AllianceDefense/Max/pants/1001_Height.jpg
- /Runtime/Textures/Sade/AllianceDefense/Max/pants/1001_Metallic.jpg
- /Runtime/Textures/Sade/AllianceDefense/Max/pants/1001_Normal_OpenGL.jpg
- /Runtime/Textures/Sade/AllianceDefense/Max/pants/1001_Roughness.jpg
- /Runtime/Textures/Sade/AllianceDefense/Max/shoes/1001_Base_Color.jpg
- /Runtime/Textures/Sade/AllianceDefense/Max/shoes/1001_Height.jpg
- /Runtime/Textures/Sade/AllianceDefense/Max/shoes/1001_Metallic.jpg
- /Runtime/Textures/Sade/AllianceDefense/Max/shoes/1001_Normal_OpenGL.jpg
- /Runtime/Textures/Sade/AllianceDefense/Max/shoes/1001_Roughness.jpg
- /Runtime/Textures/Sade/AllianceDefense/Max/vest/1001_Base_Color.jpg
- /Runtime/Textures/Sade/AllianceDefense/Max/vest/1001_Height.jpg
- /Runtime/Textures/Sade/AllianceDefense/Max/vest/1001_Metallic.jpg
- /Runtime/Textures/Sade/AllianceDefense/Max/vest/1001_Normal_OpenGL.jpg
- /Runtime/Textures/Sade/AllianceDefense/Max/vest/1001_Roughness.jpg
- /Runtime/Textures/Sade/AllianceDefense/police/pants/AllianceCOPPants_Base_Color.jpg
- /Runtime/Textures/Sade/AllianceDefense/police/pants/AllianceCOPPants_Height.jpg
- /Runtime/Textures/Sade/AllianceDefense/police/pants/AllianceCOPPants_Metallic.jpg
- /Runtime/Textures/Sade/AllianceDefense/police/pants/AllianceCOPPants_Normal_OpenGL.jpg
- /Runtime/Textures/Sade/AllianceDefense/police/pants/AllianceCOPPants_Roughness.jpg
- /Runtime/Textures/Sade/AllianceDefense/police/shoes/AllianceCOPBoots_Base_Color.jpg
- /Runtime/Textures/Sade/AllianceDefense/police/shoes/AllianceCOPBoots_Height.jpg
- /Runtime/Textures/Sade/AllianceDefense/police/shoes/AllianceCOPBoots_Metallic.jpg
- /Runtime/Textures/Sade/AllianceDefense/police/shoes/AllianceCOPBoots_Normal_OpenGL.jpg
- /Runtime/Textures/Sade/AllianceDefense/police/shoes/AllianceCOPBoots_Roughness.jpg
- /Runtime/Textures/Sade/AllianceDefense/police/vest/AllianceCOPVest_Base_Color.jpg
- /Runtime/Textures/Sade/AllianceDefense/police/vest/AllianceCOPVest_Height.jpg
- /Runtime/Textures/Sade/AllianceDefense/police/vest/AllianceCOPVest_Metallic.jpg
- /Runtime/Textures/Sade/AllianceDefense/police/vest/AllianceCOPVest_Normal_OpenGL.jpg
- /Runtime/Textures/Sade/AllianceDefense/police/vest/AllianceCOPVest_Roughness.jpg

Resolved Issues

- *None*

Known Issues

- *None*

Support

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

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The contents of this package are in DAZ Studio Native formats

From:

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Permanent link:

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