

Reel to Reel



Product Name:	Reel to Reel
Product ID:	57739
Published Artist(s):	Daz Originals
Created By:	Merlin Studios
Release Date:	2019-03-06

Product Information

- Required Products: *None*

Reel to Reel is a collection of classic retro props: A tape player, speakers, a table and a chair and stool.

Poser and DAZ Studio versions are included; the DAZ Studio version featuring both 3Delight and Iray support.

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 DS]
- [1 Ps]

[] = *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.

Reel to Reel DS

- You can find new icons for loading this product in the following DAZ Studio Folders:
 - "Props:Merlin:Reel to Reel:3Delight"
 - "Props:Merlin:Reel to Reel:Iray"
- You can find new icons for this product in the following DAZ Studio Categories:
 - "Props:Furnishings:Furniture"
 - "Props:Musical"

Reel to Reel Ps

- You can find new icons for loading this product in the following Poser Libraries:
 - Props: "Merlin:Reel to Reel"

Additional Details

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

DS

Reel to Reel DS

• Content :

- /data/Merlin Studios/Reel to Reel/Chair/MRLN_Chair.dsf
- /data/Merlin Studios/Reel to Reel/Chair/UV Sets/Merlin Studios/Base/default.dsf
- /data/Merlin Studios/Reel to Reel/Reel to Reel/MRLN_ReeltoReel.dsf
- /data/Merlin Studios/Reel to Reel/Reel to Reel/UV Sets/Merlin Studios/Base/default.dsf
- /data/Merlin Studios/Reel to Reel/Speaker/MRLN_Speaker.dsf
- /data/Merlin Studios/Reel to Reel/Speaker/UV Sets/Merlin Studios/Base/default.dsf
- /data/Merlin Studios/Reel to Reel/Stool/MRLN_Stool.dsf
- /data/Merlin Studios/Reel to Reel/Stool/UV Sets/Merlin Studios/Base/default.dsf
- /data/Merlin Studios/Reel to Reel/Table/MRLN_Table.dsf
- /data/Merlin Studios/Reel to Reel/Table/UV Sets/Merlin Studios/Base/default.dsf
- /data/Merlin Studios/Reel to Reel/Tape Reel/MRLN_Reel01.dsf
- /data/Merlin Studios/Reel to Reel/Tape Reel/UV Sets/Merlin Studios/Base/default.dsf
- /data/Merlin Studios/Reel to Reel/Wires/MRLN_Wires.dsf
- /data/Merlin Studios/Reel to Reel/Wires/UV Sets/Merlin Studios/Base/default.dsf
- /Props/Merlin/Reel to Reel/3Delight/1Reel to Reel Set.duf
- /Props/Merlin/Reel to Reel/3Delight/1Reel to Reel Set.png
- /Props/Merlin/Reel to Reel/3Delight/Chair.duf
- /Props/Merlin/Reel to Reel/3Delight/Chair.png
- /Props/Merlin/Reel to Reel/3Delight/Reel to Reel Player.duf
- /Props/Merlin/Reel to Reel/3Delight/Reel to Reel Player.png
- /Props/Merlin/Reel to Reel/3Delight/Speaker.duf
- /Props/Merlin/Reel to Reel/3Delight/Speaker.png
- /Props/Merlin/Reel to Reel/3Delight/Stool.duf
- /Props/Merlin/Reel to Reel/3Delight/Stool.png
- /Props/Merlin/Reel to Reel/3Delight/Table.duf
- /Props/Merlin/Reel to Reel/3Delight/Table.png
- /Props/Merlin/Reel to Reel/3Delight/Tape Reel.duf
- /Props/Merlin/Reel to Reel/3Delight/Tape Reel.png
- /Props/Merlin/Reel to Reel/Iray/1Reel to Reel Set.duf
- /Props/Merlin/Reel to Reel/Iray/1Reel to Reel Set.png
- /Props/Merlin/Reel to Reel/Iray/Chair.duf
- /Props/Merlin/Reel to Reel/Iray/Chair.png
- /Props/Merlin/Reel to Reel/Iray/Reel to Reel Player.duf
- /Props/Merlin/Reel to Reel/Iray/Reel to Reel Player.png
- /Props/Merlin/Reel to Reel/Iray/Speaker.duf
- /Props/Merlin/Reel to Reel/Iray/Speaker.png
- /Props/Merlin/Reel to Reel/Iray/Stool.duf
- /Props/Merlin/Reel to Reel/Iray/Stool.png
- /Props/Merlin/Reel to Reel/Iray/Table.duf
- /Props/Merlin/Reel to Reel/Iray/Table.png
- /Props/Merlin/Reel to Reel/Iray/Tape Reel.duf
- /Props/Merlin/Reel to Reel/Iray/Tape Reel.png
- /Runtime/Support/DAZ_3D_57739_Reel_to_Reel.dsa
- /Runtime/Support/DAZ_3D_57739_Reel_to_Reel.dsx
- /Runtime/Support/DAZ_3D_57739_Reel_to_Reel.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_Reel.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_ReelB.jpg

- /Runtime/Textures/Merlin/Reel to Reel/MRLN_ReelMetal.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_ReelMetalB.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_ReelMetalS.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_ReelPlastic.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_ReelPlasticB.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_ReelPlasticN.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_ReelPlasticS.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_ReelS.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_ReelWood.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_ReelWoodB.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_ReelWoodS.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_Socket.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_SocketB.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_SpeakerMetal.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_SpeakerMetalB.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_SpeakerMetalN.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_SpeakerMetalS.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_SpeakerWood.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_SpeakerWoodB.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_SpeakerWoodS.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_TableWood.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_TableWoodB.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_TableWoodS.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_Tape.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_TapeB.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_TapeS.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_Upholstery.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_UpholsteryB.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_UpholsteryN.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_UpholsteryS.jpg

Ps

Reel to Reel Ps

• Content :

- /Runtime/Geometries/Merlin/Reel to Reel/MRLN_Chair.obj
- /Runtime/Geometries/Merlin/Reel to Reel/MRLN_Reel01.obj
- /Runtime/Geometries/Merlin/Reel to Reel/MRLN_Reel02.obj
- /Runtime/Geometries/Merlin/Reel to Reel/MRLN_ReeltoReel.obj
- /Runtime/Geometries/Merlin/Reel to Reel/MRLN_Speaker.obj
- /Runtime/Geometries/Merlin/Reel to Reel/MRLN_Speakers.obj
- /Runtime/Geometries/Merlin/Reel to Reel/MRLN_Stool.obj
- /Runtime/Geometries/Merlin/Reel to Reel/MRLN_Table.obj
- /Runtime/Geometries/Merlin/Reel to Reel/MRLN_Tape.obj
- /Runtime/Geometries/Merlin/Reel to Reel/MRLN_Wires.obj
- /Runtime/Libraries/Props/Merlin/Reel to Reel/1Reel to Reel Set.png

- /Runtime/Libraries/Props/Merlin/Reel to Reel/1Reel to Reel Set.pp2
- /Runtime/Libraries/Props/Merlin/Reel to Reel/Chair.png
- /Runtime/Libraries/Props/Merlin/Reel to Reel/Chair.pp2
- /Runtime/Libraries/Props/Merlin/Reel to Reel/Reel to Reel Player.png
- /Runtime/Libraries/Props/Merlin/Reel to Reel/Reel to Reel Player.pp2
- /Runtime/Libraries/Props/Merlin/Reel to Reel/Speaker.png
- /Runtime/Libraries/Props/Merlin/Reel to Reel/Speaker.pp2
- /Runtime/Libraries/Props/Merlin/Reel to Reel/Stool.png
- /Runtime/Libraries/Props/Merlin/Reel to Reel/Stool.pp2
- /Runtime/Libraries/Props/Merlin/Reel to Reel/Table.png
- /Runtime/Libraries/Props/Merlin/Reel to Reel/Table.pp2
- /Runtime/Libraries/Props/Merlin/Reel to Reel/Tape Reel.png
- /Runtime/Libraries/Props/Merlin/Reel to Reel/Tape Reel.pp2
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_Reel.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_ReelB.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_ReelMetal.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_ReelMetalB.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_ReelMetalS.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_ReelPlastic.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_ReelPlasticB.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_ReelPlasticN.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_ReelPlasticS.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_ReelS.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_ReelWood.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_ReelWoodB.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_ReelWoodS.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_Socket.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_SocketB.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_SpeakerMetal.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_SpeakerMetalB.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_SpeakerMetalN.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_SpeakerMetalS.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_SpeakerWood.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_SpeakerWoodB.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_SpeakerWoodS.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_TableWood.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_TableWoodB.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_TableWoodS.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_Tape.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_TapeB.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_TapeS.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_Upholstery.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_UpholsteryB.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_UpholsteryN.jpg
- /Runtime/Textures/Merlin/Reel to Reel/MRLN_UpholsteryS.jpg

Resolved Issues

- *None*

Known Issues

- *None*

Support

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

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