

HardTail Rat



Product Name:	HardTail Rat
Product ID:	57885
Published Artist(s):	DzFire
Created By:	N/A
Release Date:	2019-01-05

Product Information

- Required Products: *None*

What do you get when you combine the exaggerated “Rat Rod” with a “Hardtail” motorcycle? Simple, a “HardTail Rat”. Classic lines, unique looks, and the hard metal brings out the best in the beast. Ride

it, show it off or just pose in your own work.

This package comes with both Daz Studio Iray and 3Delight as well as Poser too.

Bonus Iray Black & Chrome and Flat Black materials included.

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]

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.

HardTail Rat DS

- You can find new icons for loading this product in the following DAZ Studio Folders:
 - "Vehicles:DzFire:HardTail Rat"
 - "Vehicles:DzFire:HardTail Rat:Materials:3DL"
 - "Vehicles:DzFire:HardTail Rat:Materials:Iray"
 - "Vehicles:DzFire:HardTail Rat:Poses"
- You can find new icons for this product in the following DAZ Studio Categories:
 - "Materials:Iray:Vehicles"
 - "Materials:Vehicles"
 - "Poses:By Function:Sitting"
 - "Poses:By Region:Full Body"
 - "Poses:Props and Accessories"
 - "Transportation:Land"

HardTail Rat Ps

- You can find new icons for loading this product in the following Poser Libraries:
 - Figures: "DzFire:Hardtail"

Additional Details

- The Chain does have a bone but has no dials. This was done for a possible future update, a rigged chain.

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

DS

HardTail Rat DS

- **Content :**

- /data/DzFire/HardTail Rat/HardTail Rat/hardtailedrat_167564.dsf
- /data/DzFire/HardTail Rat/HardTail Rat/Morphs/DzFire/Base/Wheels Roll.dsf
- /data/DzFire/HardTail Rat/HardTail Rat/UV Sets/DzFire/Base/default.dsf
- /Runtime/Support/DAZ_3D_57885_HardTail_Rat.dsa
- /Runtime/Support/DAZ_3D_57885_HardTail_Rat.dsx
- /Runtime/Support/DAZ_3D_57885_HardTail_Rat.jpg
- /Runtime/Textures/DzFire/Hardtail/HTR1_BaseColor.jpg
- /Runtime/Textures/DzFire/Hardtail/HTR1_Glossiness.jpg
- /Runtime/Textures/DzFire/Hardtail/HTR1_Metallic.jpg
- /Runtime/Textures/DzFire/Hardtail/HTR1_normal.jpg
- /Runtime/Textures/DzFire/Hardtail/HTR1_Roughness.jpg
- /Runtime/Textures/DzFire/Hardtail/HTR1_Specular.jpg
- /Runtime/Textures/DzFire/Hardtail/HTR2_BaseColor.jpg
- /Runtime/Textures/DzFire/Hardtail/HTR2_Glossiness.jpg
- /Runtime/Textures/DzFire/Hardtail/HTR2_Metallic.jpg
- /Runtime/Textures/DzFire/Hardtail/HTR2_normal.jpg
- /Runtime/Textures/DzFire/Hardtail/HTR2_Roughness.jpg
- /Runtime/Textures/DzFire/Hardtail/HTR2_Specular.jpg
- /Runtime/Textures/DzFire/Hardtail/HTR3_BaseColor.jpg
- /Runtime/Textures/DzFire/Hardtail/HTR3_Glossiness.jpg
- /Runtime/Textures/DzFire/Hardtail/HTR3_Metallic.jpg
- /Runtime/Textures/DzFire/Hardtail/HTR3_normal.jpg
- /Runtime/Textures/DzFire/Hardtail/HTR3_Roughness.jpg
- /Runtime/Textures/DzFire/Hardtail/HTR3_Specular.jpg
- /Runtime/Textures/DzFire/Hardtail/HTR4_BaseColor.jpg
- /Runtime/Textures/DzFire/Hardtail/HTR4_Glossiness.jpg
- /Runtime/Textures/DzFire/Hardtail/HTR4_Metallic.jpg
- /Runtime/Textures/DzFire/Hardtail/HTR4_normal.jpg
- /Runtime/Textures/DzFire/Hardtail/HTR4_Roughness.jpg
- /Vehicles/DzFire/HardTail Rat/HardTail Rat.duf
- /Vehicles/DzFire/HardTail Rat/HardTail Rat.png
- /Vehicles/DzFire/HardTail Rat/HardTail Rat.tip.png
- /Vehicles/DzFire/HardTail Rat/Materials/3DL/HardTail Rat 3DL.duf
- /Vehicles/DzFire/HardTail Rat/Materials/3DL/HardTail Rat 3DL.png
- /Vehicles/DzFire/HardTail Rat/Materials/3DL/HardTail Rat 3DL.tip.png
- /Vehicles/DzFire/HardTail Rat/Materials/Iray/HardTail Rat Black.duf
- /Vehicles/DzFire/HardTail Rat/Materials/Iray/HardTail Rat Black.png
- /Vehicles/DzFire/HardTail Rat/Materials/Iray/HardTail Rat Black.tip.png
- /Vehicles/DzFire/HardTail Rat/Materials/Iray/HardTail Rat Flat.duf
- /Vehicles/DzFire/HardTail Rat/Materials/Iray/HardTail Rat Flat.png

- /Vehicles/DzFire/HardTail Rat/Materials/Iray/HardTail Rat Flat.tip.png
- /Vehicles/DzFire/HardTail Rat/Materials/Iray/HardTail Rat Iray.duf
- /Vehicles/DzFire/HardTail Rat/Materials/Iray/HardTail Rat Iray.png
- /Vehicles/DzFire/HardTail Rat/Materials/Iray/HardTail Rat Iray.tip.png
- /Vehicles/DzFire/HardTail Rat/Poses/HardTail Rat G8F.duf
- /Vehicles/DzFire/HardTail Rat/Poses/HardTail Rat G8F.png
- /Vehicles/DzFire/HardTail Rat/Poses/HardTail Rat G8F.tip.png
- /Vehicles/DzFire/HardTail Rat/Poses/HardTail Rat G8M.duf
- /Vehicles/DzFire/HardTail Rat/Poses/HardTail Rat G8M.png
- /Vehicles/DzFire/HardTail Rat/Poses/HardTail Rat G8M.tip.png
- /Vehicles/DzFire/HardTail Rat/Poses/HardTail Rat Parked.duf
- /Vehicles/DzFire/HardTail Rat/Poses/HardTail Rat Parked.png
- /Vehicles/DzFire/HardTail Rat/Poses/HardTail Rat Parked.tip.png

Ps

HardTail Rat Ps

• Content :

- /Runtime/Geometries/DzFire/Hardtail/hardtailedrat.obj
- /Runtime/Libraries/Character/DzFire/Hardtail/HardTail Rat.cr2
- /Runtime/Libraries/Character/DzFire/Hardtail/HardTail Rat.png
- /Runtime/Textures/DzFire/Hardtail/HTR1_BaseColor.jpg
- /Runtime/Textures/DzFire/Hardtail/HTR1_Glossiness.jpg
- /Runtime/Textures/DzFire/Hardtail/HTR1_Metallic.jpg
- /Runtime/Textures/DzFire/Hardtail/HTR1_normal.jpg
- /Runtime/Textures/DzFire/Hardtail/HTR1_Roughness.jpg
- /Runtime/Textures/DzFire/Hardtail/HTR1_Specular.jpg
- /Runtime/Textures/DzFire/Hardtail/HTR2_BaseColor.jpg
- /Runtime/Textures/DzFire/Hardtail/HTR2_Glossiness.jpg
- /Runtime/Textures/DzFire/Hardtail/HTR2_Metallic.jpg
- /Runtime/Textures/DzFire/Hardtail/HTR2_normal.jpg
- /Runtime/Textures/DzFire/Hardtail/HTR2_Roughness.jpg
- /Runtime/Textures/DzFire/Hardtail/HTR2_Specular.jpg
- /Runtime/Textures/DzFire/Hardtail/HTR3_BaseColor.jpg
- /Runtime/Textures/DzFire/Hardtail/HTR3_Glossiness.jpg
- /Runtime/Textures/DzFire/Hardtail/HTR3_Metallic.jpg
- /Runtime/Textures/DzFire/Hardtail/HTR3_normal.jpg
- /Runtime/Textures/DzFire/Hardtail/HTR3_Roughness.jpg
- /Runtime/Textures/DzFire/Hardtail/HTR3_Specular.jpg
- /Runtime/Textures/DzFire/Hardtail/HTR4_BaseColor.jpg
- /Runtime/Textures/DzFire/Hardtail/HTR4_Glossiness.jpg
- /Runtime/Textures/DzFire/Hardtail/HTR4_Metallic.jpg
- /Runtime/Textures/DzFire/Hardtail/HTR4_normal.jpg
- /Runtime/Textures/DzFire/Hardtail/HTR4_Roughness.jpg

Resolved Issues

- *None*

Known Issues

- *None*

Support

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

From:

<http://docs.daz3d.com/> - **Documentation Center**

Permanent link:

http://docs.daz3d.com/doku.php/public/read_me/index/57885/start

Last update: **2018/12/27 05:48**

