

# BF109 Fighter



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|-----------------------------|-------------------------------|
| <b>Product Name:</b>        | <a href="#">BF109 Fighter</a> |
| <b>Product ID:</b>          | 58531                         |
| <b>Published Artist(s):</b> | <a href="#">Predatron</a>     |
| <b>Created By:</b>          | N/A                           |
| <b>Release Date:</b>        | 2019-02-25                    |

## Product Information

- Required Products: *None*

One of the most iconic aeroplanes of the Second World War was the German Messerschmitt Bf109. This was for much of the war the main battle fighter of the Luftwaffe.

All ailerons, elevators and rudder move, as well as a retractable undercarriage. The canopy opens with sliding side windows. Inside the cockpit the the control stick can also move. There are control dials to set plane in flight mode, landed and crashed.

Polygon count for the aircraft is only 34045. The cockpit is a separate prop and can be hidden for long range camera shoots, this has 13736 polygons, and finally the pilot comes in at 13157 polygons. All are adapted to use Sub-D levels.

There are essentially 4 different material sets for this aircraft, with each having 3 separate Geschwader markings. Included is fully textured static pilot prop. All included materials come with both a high resolution and low resolution version. In most cases this means 4K and 2K maps respectively.

This model is optimised for Iray.

## 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>

[ ] = *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.

### BF109 Fighter (Core)

- You can find new icons for loading this product in the following DAZ Studio Folders:
  - "Vehicles:Predatron:WWII:BF109 Fighter"
  - "Vehicles:Predatron:WWII:BF109 Fighter:Materials"
  - "Vehicles:Predatron:WWII:BF109 Fighter:Materials:LowResolution2048"
- You can find new icons for this product in the following DAZ Studio Categories:
  - "Accessories:Transportation"
  - "Materials:Iray:Accessories"
  - "Materials:Iray:Props"
  - "Materials:Iray:Vehicles"
  - "Props:People"
  - "Transportation:Air"

## Additional Details

Below is a list of files provided by the [BF109 Fighter](#) product.

## Core

## BF109 Fighter

- **Content :**

- /data/Predatron/BF109/BF109/bf109\_36206.dsf
- /data/Predatron/BF109/BF109/Morphs/Predatron/Base/alias\_fuselage\_CrashLanded.dsf
- /data/Predatron/BF109/BF109/Morphs/Predatron/Base/alias\_fuselage\_CTRL ElevatorsRearUp-Down.dsf
- /data/Predatron/BF109/BF109/Morphs/Predatron/Base/alias\_fuselage\_CTRL Landed.dsf
- /data/Predatron/BF109/BF109/Morphs/Predatron/Base/alias\_fuselage\_CTRL LowerUndercarriage.dsf
- /data/Predatron/BF109/BF109/Morphs/Predatron/Base/alias\_fuselage\_CTRL OpenCanopy.dsf
- /data/Predatron/BF109/BF109/Morphs/Predatron/Base/alias\_fuselage\_CTRL PropellerFlightMode.dsf
- /data/Predatron/BF109/BF109/Morphs/Predatron/Base/alias\_fuselage\_CTRL RetractRearWheel.dsf
- /data/Predatron/BF109/BF109/Morphs/Predatron/Base/alias\_fuselage\_CTRL RudderLeft-Right.dsf
- /data/Predatron/BF109/BF109/Morphs/Predatron/Base/alias\_fuselage\_CTRL WindowLeftOpen.dsf
- /data/Predatron/BF109/BF109/Morphs/Predatron/Base/alias\_fuselage\_CTRL WindowRightOpen.dsf
- /data/Predatron/BF109/BF109/Morphs/Predatron/Base/alias\_fuselage\_CTRL WingLeftFlapsUp-Down.dsf
- /data/Predatron/BF109/BF109/Morphs/Predatron/Base/alias\_fuselage\_CTRL WingRightFlapsUp-Down.dsf
- /data/Predatron/BF109/BF109/Morphs/Predatron/Base/alias\_fuselage\_PropellerMangled.dsf
- /data/Predatron/BF109/BF109/Morphs/Predatron/Base/CrashLanded.dsf
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- /data/Predatron/BF109/BF109/Morphs/Predatron/Base/CTRL RetractRearWheel.dsf
- /data/Predatron/BF109/BF109/Morphs/Predatron/Base/CTRL RudderLeft-Right.dsf
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- /data/Predatron/BF109/BF109/Morphs/Predatron/Base/CTRL WindowRightOpen.dsf
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- /data/Predatron/BF109/BF109/Morphs/Predatron/Base/CTRL WingRightFlapsUp-Down.dsf

- /data/Predatron/BF109/BF109/Morphs/Predatron/Base/PropellerMangled.dsf
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- /data/Predatron/BF109/Cockpit/Cockpit.dsf
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- /Vehicles/Predatron/WWII/BF109 Fighter/BF109 !With Pilot - Cockpit.png
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- /Vehicles/Predatron/WWII/BF109 Fighter/BF109 Cockpit.png
- /Vehicles/Predatron/WWII/BF109 Fighter/BF109 Pilot Static.duf
- /Vehicles/Predatron/WWII/BF109 Fighter/BF109 Pilot Static.png
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- /Vehicles/Predatron/WWII/BF109 Fighter/Materials/BF !Cockpit.png
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- /Vehicles/Predatron/WWII/BF109 Fighter/Materials/BF European 3 - No 7.png
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- /Vehicles/Predatron/WWII/BF109 Fighter/Materials/LowResolution2048/BF European 1 - Geschwader kommodore LR.png
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- /Vehicles/Predatron/WWII/BF109 Fighter/Materials/LowResolution2048/BF European 2 - No 11 LR.png
- /Vehicles/Predatron/WWII/BF109 Fighter/Materials/LowResolution2048/BF European 2 - No 8 LR.duf
- /Vehicles/Predatron/WWII/BF109 Fighter/Materials/LowResolution2048/BF European 2 - No 8 LR.png
- /Vehicles/Predatron/WWII/BF109 Fighter/Materials/LowResolution2048/BF European 3 - Geschwader kommodore LR.duf
- /Vehicles/Predatron/WWII/BF109 Fighter/Materials/LowResolution2048/BF European 3 - Geschwader kommodore LR.png
- /Vehicles/Predatron/WWII/BF109 Fighter/Materials/LowResolution2048/BF European 3 - No 4.duf
- /Vehicles/Predatron/WWII/BF109 Fighter/Materials/LowResolution2048/BF European 3 - No 4.png
- /Vehicles/Predatron/WWII/BF109 Fighter/Materials/LowResolution2048/BF European 3 - No 7 LR.duf
- /Vehicles/Predatron/WWII/BF109 Fighter/Materials/LowResolution2048/BF European 3 - No 7 LR.png
- /Vehicles/Predatron/WWII/BF109 Fighter/Materials/LowResolution2048/BF Pilot LR.duf
- /Vehicles/Predatron/WWII/BF109 Fighter/Materials/LowResolution2048/BF Pilot LR.png

## Resolved Issues

- None

## Known Issues

- *None*

## Support

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

<sup>1)</sup>

The contents of this package are in DAZ Studio Native formats

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