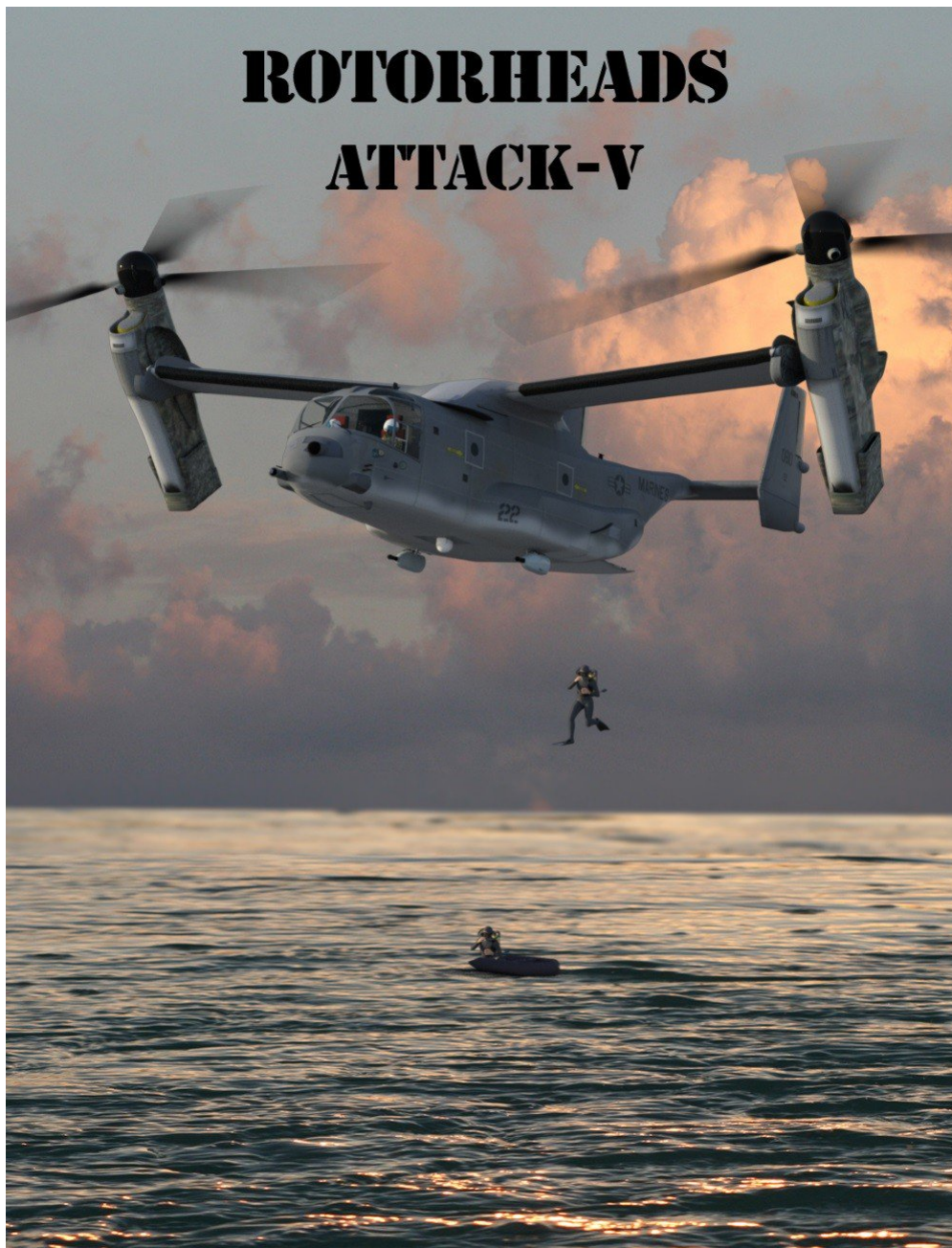


Attack V



Product Name:	Attack V
Product ID:	58891
Published Artist(s):	DarkMatter
Created By:	N/A
Release Date:	2019-02-25

Product Information

- Required Products: *None*

The Attack-V can land any where and is ready to transport troops or give cover fire. Its also loaded with features Its turbines and main blades can tilt, and fold. Landing gear and hatches can be posed

open or closed. Colors include camo and gray.

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.

Attack V (Core)

- You can find new icons for loading this product in the following DAZ Studio Folders:
 - "Vehicles:DarkMatter:Rotorheads:Attack V"
 - "Vehicles:DarkMatter:Rotorheads:Attack V:Materials"
 - "Vehicles:DarkMatter:Rotorheads:Attack V:Pose:Blades"
 - "Vehicles:DarkMatter:Rotorheads:Attack V:Pose:Flaps"
 - "Vehicles:DarkMatter:Rotorheads:Attack V:Pose:Gear"
 - "Vehicles:DarkMatter:Rotorheads:Attack V:Pose:Hatch"
 - "Vehicles:DarkMatter:Rotorheads:Attack V:Pose:Wing"
 - "Vehicles:DarkMatter:Rotorheads:Attack V:Props"
- You can find new icons for this product in the following DAZ Studio Categories:
 - "Documents"
 - "Accessories:Transportation"
 - "Materials:Iray:Vehicles"
 - "Poses:Props and Accessories"
 - "Transportation:Air"

Additional Details

- Final results of materials not visible until rendered.

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

Core

Attack V

• Content :

- /data/Darkmatter/Product/flight stick/flightstick.dsf
- /data/Darkmatter/Product/flight stick/UV Sets/Darkmatter/Base/default.dsf
- /data/Darkmatter/Product/flirc/flirc_36177.dsf
- /data/Darkmatter/Product/flirc/UV Sets/Darkmatter/Base/default.dsf
- /data/Darkmatter/Product/Gat/gat.dsf
- /data/Darkmatter/Product/Gat/gat_231912.dsf
- /data/Darkmatter/Product/Gat/UV Sets/Darkmatter/Base/default.dsf
- /data/Darkmatter/Product/Mainwing3/mainwing4.dsf
- /data/Darkmatter/Product/Mainwing3/UV Sets/Darkmatter/Base/default.dsf
- /data/Darkmatter/v22/detail/detail2.dsf
- /data/Darkmatter/v22/detail/UV Sets/Darkmatter/Base/default.dsf
- /data/Darkmatter/v22/doorshatches/doors and hatches_439.dsf
- /data/Darkmatter/v22/doorshatches/UV Sets/Darkmatter/Base/default.dsf
- /data/Darkmatter/v22/flaps/flaps_3700.dsf
- /data/Darkmatter/v22/flaps/UV Sets/Darkmatter/Base/default.dsf
- /data/Darkmatter/v22/framing/framing.dsf
- /data/Darkmatter/v22/framing/framing2.dsf
- /data/Darkmatter/v22/framing/UV Sets/Darkmatter/Base/default.dsf
- /data/Darkmatter/v22/fs/fs2.dsf
- /data/Darkmatter/v22/fs/UV Sets/Darkmatter/Base/default.dsf
- /data/Darkmatter/v22/fsseats/fsseats.dsf
- /data/Darkmatter/v22/fsseats/UV Sets/Darkmatter/Base/default.dsf
- /data/Darkmatter/v22/fuse/fuseonly.dsf
- /data/Darkmatter/v22/fuse/fuseonly2.dsf
- /data/Darkmatter/v22/fuse/fuseonly3.dsf
- /data/Darkmatter/v22/fuse/fuseonly6.dsf
- /data/Darkmatter/v22/fuse/UV Sets/Darkmatter/Base/default.dsf
- /data/Darkmatter/v22/gear/landinggear_12366.dsf
- /data/Darkmatter/v22/gear/UV Sets/Darkmatter/Base/default.dsf
- /data/Darkmatter/v22/hatches/doors and hatches4 shade_1401.dsf
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- /data/Darkmatter/v22/leftdisk/leftdisk.dsf
- /data/Darkmatter/v22/leftdisk/UV Sets/Darkmatter/Base/default.dsf
- /data/Darkmatter/v22/mainwing/mainwing3.dsf
- /data/Darkmatter/v22/mainwing/mainwing4.dsf
- /data/Darkmatter/v22/mainwing/UV Sets/Darkmatter/Base/default.dsf
- /data/Darkmatter/v22/Mainwing3.duf
- /data/Darkmatter/v22/Mainwing3.duf.png
- /data/Darkmatter/v22/propdisk/propdisk.dsf
- /data/Darkmatter/v22/propdisk/UV Sets/Darkmatter/Base/default.dsf
- /data/Darkmatter/v22/propdiskleft/propdisk.dsf
- /data/Darkmatter/v22/propdiskleft/UV Sets/Darkmatter/Base/default.dsf
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- /data/Darkmatter/v22/rudder/UV Sets/Darkmatter/Base/default.dsf
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- /data/Darkmatter/v22/turbineER/UV Sets/Darkmatter/Base/default.dsf
- /data/Darkmatter/v22/turbines/engonly4_90816.dsf
- /data/Darkmatter/v22/turbines/engonly8_91994.dsf
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- /Runtime/Support/DAZ_3D_58891_Attack_V.dsx
- /Runtime/Support/DAZ_3D_58891_Attack_V.jpg
- /Runtime/Textures/Darkmatter/v22/backjet camo.jpg
- /Runtime/Textures/Darkmatter/v22/backjet.bmp
- /Runtime/Textures/Darkmatter/v22/backjet.jpg
- /Runtime/Textures/Darkmatter/v22/baywalls.jpg
- /Runtime/Textures/Darkmatter/v22/baywalls.png
- /Runtime/Textures/Darkmatter/v22/black ramp.jpg
- /Runtime/Textures/Darkmatter/v22/black sideA.jpg
- /Runtime/Textures/Darkmatter/v22/black sideB.jpg
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- /Runtime/Textures/Darkmatter/v22/cowlingsideB.jpg
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- /Runtime/Textures/Darkmatter/v22/disk3.jpg

- /Runtime/Textures/Darkmatter/v22/eng.jpg
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- /Vehicles/DarkMatter/Rotorheads/Attack V/Pose/Flaps/Attack V Flapsup.duf
- /Vehicles/DarkMatter/Rotorheads/Attack V/Pose/Flaps/Attack V Flapsup.png
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- /Vehicles/DarkMatter/Rotorheads/Attack V/Pose/Gear/Attack V Gear down.png
- /Vehicles/DarkMatter/Rotorheads/Attack V/Pose/Gear/Attack V Gear up.duf
- /Vehicles/DarkMatter/Rotorheads/Attack V/Pose/Gear/Attack V Gear up.png
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- /Vehicles/DarkMatter/Rotorheads/Attack V/Pose/Hatch/Attack V Gear doors closed.png
- /Vehicles/DarkMatter/Rotorheads/Attack V/Pose/Hatch/Attack V Gear doors open full.duf
- /Vehicles/DarkMatter/Rotorheads/Attack V/Pose/Hatch/Attack V Gear doors open full.png
- /Vehicles/DarkMatter/Rotorheads/Attack V/Pose/Hatch/Attack V Gear doors open.duf
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- /Vehicles/DarkMatter/Rotorheads/Attack V/Pose/Hatch/Attack V Hookdoors closed.duf
- /Vehicles/DarkMatter/Rotorheads/Attack V/Pose/Hatch/Attack V Hookdoors closed.png
- /Vehicles/DarkMatter/Rotorheads/Attack V/Pose/Hatch/Attack V Hookdoors open.duf
- /Vehicles/DarkMatter/Rotorheads/Attack V/Pose/Hatch/Attack V Hookdoors open.png
- /Vehicles/DarkMatter/Rotorheads/Attack V/Pose/Hatch/Attack V Ramp Down.duf
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- /Vehicles/DarkMatter/Rotorheads/Attack V/Pose/Hatch/Attack V Ramp Up.png
- /Vehicles/DarkMatter/Rotorheads/Attack V/Pose/Hatch/Attack V Top Back Hatch Closed.duf
- /Vehicles/DarkMatter/Rotorheads/Attack V/Pose/Hatch/Attack V Top Back Hatch Closed.png
- /Vehicles/DarkMatter/Rotorheads/Attack V/Pose/Hatch/Attack V Top Back Hatch Open.duf
- /Vehicles/DarkMatter/Rotorheads/Attack V/Pose/Hatch/Attack V Top Back Hatch Open.png
- /Vehicles/DarkMatter/Rotorheads/Attack V/Pose/Hatch/Attack V Top hatch closed.duf
- /Vehicles/DarkMatter/Rotorheads/Attack V/Pose/Hatch/Attack V Top hatch closed.png
- /Vehicles/DarkMatter/Rotorheads/Attack V/Pose/Hatch/Attack V Top hatch Open.duf
- /Vehicles/DarkMatter/Rotorheads/Attack V/Pose/Hatch/Attack V Top hatch Open.png
- /Vehicles/DarkMatter/Rotorheads/Attack V/Pose/Wing/!Attack V Wing.duf

- /Vehicles/DarkMatter/Rotorheads/Attack V/Pose/Wing/!Attack V Wing.png
- /Vehicles/DarkMatter/Rotorheads/Attack V/Pose/Wing/Attack V Wing Deploy.duf
- /Vehicles/DarkMatter/Rotorheads/Attack V/Pose/Wing/Attack V Wing Deploy.png
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- /Vehicles/DarkMatter/Rotorheads/Attack V/Pose/Wing/Attack V Wing park.png
- /Vehicles/DarkMatter/Rotorheads/Attack V/Props/Attack V !Prop Tip.duf
- /Vehicles/DarkMatter/Rotorheads/Attack V/Props/Attack V !Prop Tip.png
- /Vehicles/DarkMatter/Rotorheads/Attack V/Props/Attack V Flirc.duf
- /Vehicles/DarkMatter/Rotorheads/Attack V/Props/Attack V Flirc.png
- /Vehicles/DarkMatter/Rotorheads/Attack V/Props/Attack V Gat.duf
- /Vehicles/DarkMatter/Rotorheads/Attack V/Props/Attack V Gat.png
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- /Vehicles/DarkMatter/Rotorheads/Attack V/Props/Attack V Turbine Prop disk left.png
- /Vehicles/DarkMatter/Rotorheads/Attack V/Props/Attack V Turbine Prop disk right.duf
- /Vehicles/DarkMatter/Rotorheads/Attack V/Props/Attack V Turbine Prop disk right.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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<http://docs.daz3d.com/> - **Documentation Center**

Permanent link:

http://docs.daz3d.com/doku.php/public/read_me/index/58891/start

Last update: **2019/02/22 18:35**

