

Military Hangar



Product Name:	Military Hangar
Product ID:	58893
Published Artist(s):	Mely3D
Created By:	N/A
Release Date:	2019-02-25

Product Information

- Required Products: *None*

A perfect hangar for all your scenes.

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.

Military Hangar (Core)

- You can find new icons for loading this product in the following DAZ Studio Folders:
 - “Environments:Mely3D:Millitary Hangar”
- You can find new icons for this product in the following DAZ Studio Categories:
 - “Environments:Architecture:Interior”
 - “Props:Industrial”

Additional Details

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

Core

Military Hangar

- **Content :**
 - /data/DAZ 3D/3 Layer Iray Shader Preset Sample/Base/Overlay Skin Shader.dsf
 - /data/Mely3D/MH/MH Floor/Floor.dsf
 - /data/Mely3D/MH/MH Floor/UV Sets/mely3D/Base/default.dsf
 - /data/Mely3D/MH/MH Roof/Roof.dsf
 - /data/Mely3D/MH/MH Roof/UV Sets/mely3D/Base/default.dsf
 - /data/Mely3D/MH/MH Tubing/Tubing.dsf
 - /data/Mely3D/MH/MH Tubing/UV Sets/mely3D/Base/default.dsf
 - /data/Mely3D/MH/MH Ventilation/UV Sets/mely3D/Base/default.dsf

- /data/Mely3D/MH/MH Ventilation/Ventilation.dsf
- /data/Mely3D/MH/MH Walls/Morphs/mely3D/Base/Open {2F} Close Doors.dsf
- /data/Mely3D/MH/MH Walls/Morphs/mely3D/Base/Open {2F} Close Left Door.dsf
- /data/Mely3D/MH/MH Walls/Morphs/mely3D/Base/Open {2F} Close Right Door.dsf
- /data/Mely3D/MH/MH Walls/UV Sets/mely3D/Base/default.dsf
- /data/Mely3D/MH/MH Walls/Walls_201122.dsf
- /Environments/Mely3D/Military Hangar/MH Floor.duf
- /Environments/Mely3D/Military Hangar/MH Floor.png
- /Environments/Mely3D/Military Hangar/MH Floor.tip.png
- /Environments/Mely3D/Military Hangar/MH Roof.duf
- /Environments/Mely3D/Military Hangar/MH Roof.png
- /Environments/Mely3D/Military Hangar/MH Roof.tip.png
- /Environments/Mely3D/Military Hangar/MH Sample Scene.duf
- /Environments/Mely3D/Military Hangar/MH Sample Scene.png
- /Environments/Mely3D/Military Hangar/MH Sample Scene.tip.png
- /Environments/Mely3D/Military Hangar/MH Tubing.duf
- /Environments/Mely3D/Military Hangar/MH Tubing.png
- /Environments/Mely3D/Military Hangar/MH Tubing.tip.png
- /Environments/Mely3D/Military Hangar/MH Ventilation.duf
- /Environments/Mely3D/Military Hangar/MH Ventilation.png
- /Environments/Mely3D/Military Hangar/MH Ventilation.tip.png
- /Environments/Mely3D/Military Hangar/MH Walls.duf
- /Environments/Mely3D/Military Hangar/MH Walls.png
- /Environments/Mely3D/Military Hangar/MH Walls.tip.png
- /Runtime/Support/DAZ_3D_58893_Military_Hangar.dsa
- /Runtime/Support/DAZ_3D_58893_Military_Hangar.dsx
- /Runtime/Support/DAZ_3D_58893_Military_Hangar.jpg
- /Runtime/Textures/Mely3D/Military Hangar/Hangar/caution_BaseColor.jpg
- /Runtime/Textures/Mely3D/Military Hangar/Hangar/Crane_BaseColor.jpg
- /Runtime/Textures/Mely3D/Military Hangar/Hangar/Crane_Height.jpg
- /Runtime/Textures/Mely3D/Military Hangar/Hangar/Crane_Metallic.jpg
- /Runtime/Textures/Mely3D/Military Hangar/Hangar/Crane_Normal.jpg
- /Runtime/Textures/Mely3D/Military Hangar/Hangar/Crane_Roughness.jpg
- /Runtime/Textures/Mely3D/Military Hangar/Hangar/D1.jpg
- /Runtime/Textures/Mely3D/Military Hangar/Hangar/D1.png
- /Runtime/Textures/Mely3D/Military Hangar/Hangar/Electrical box_BaseColor.jpg
- /Runtime/Textures/Mely3D/Military Hangar/Hangar/Electrical box_Emissive.jpg
- /Runtime/Textures/Mely3D/Military Hangar/Hangar/Electrical box_Height.jpg
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- /Runtime/Textures/Mely3D/Military Hangar/Hangar/Electrical box_Roughness.jpg
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- /Runtime/Textures/Mely3D/Military Hangar/Hangar/fire hoses_Height.jpg
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- /Runtime/Textures/Mely3D/Military Hangar/Hangar/fire hoses_Roughness.jpg
- /Runtime/Textures/Mely3D/Military Hangar/Hangar/Fuel pump_BaseColor.jpg
- /Runtime/Textures/Mely3D/Military Hangar/Hangar/Fuel pump_Height.jpg
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- /Runtime/Textures/Mely3D/Military Hangar/Hangar/hangar wall_Roughness.jpg
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- /Runtime/Textures/Mely3D/Military Hangar/Hangar/Mask 03.jpg
- /Runtime/Textures/Mely3D/Military Hangar/Hangar/Mask 04.jpg
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- /Runtime/Textures/Mely3D/Military Hangar/Hangar/P5_Dirt.jpg
- /Runtime/Textures/Mely3D/Military Hangar/Hangar/P5_E.jpg
- /Runtime/Textures/Mely3D/Military Hangar/Hangar/P6_Dirt.jpg
- /Runtime/Textures/Mely3D/Military Hangar/Hangar/P6_E.jpg
- /Runtime/Textures/Mely3D/Military Hangar/Hangar/P7_Dirt.jpg
- /Runtime/Textures/Mely3D/Military Hangar/Hangar/P7_E.jpg

- /Runtime/Textures/Mely3D/Military Hangar/Hangar/P8_Dirt.jpg
- /Runtime/Textures/Mely3D/Military Hangar/Hangar/P8_E.jpg
- /Runtime/Textures/Mely3D/Military Hangar/Hangar/P9_Dirt.jpg
- /Runtime/Textures/Mely3D/Military Hangar/Hangar/P9_E.jpg
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- /Runtime/Textures/Mely3D/Military Hangar/Hangar/rubber_Height.jpg
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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

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

Permanent link:
http://docs.daz3d.com/doku.php/public/read_me/index/58893/start

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