

File List

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

DS

WarPath DS

- **Content :**

- /data/dazcontentqa/DAZWarpath/Warpath/MortalRunner_12300.dsf
- /data/dazcontentqa/DAZWarpath/Warpath/UV Sets/dazcontentqa/Base/default.dsf
- /People/Genesis 2 Female/Poses/WarPath/Driver.duf
- /People/Genesis 2 Female/Poses/WarPath/Driver.png
- /People/Genesis 2 Male/Poses/Warpath/Driver.duf
- /People/Genesis 2 Male/Poses/Warpath/Driver.png
- /Runtime/Support/DAZ_3D_3337_WarPath.dsa
- /Runtime/Support/DAZ_3D_3337_WarPath.dsx
- /Runtime/Support/DAZ_3D_3337_WarPath.png
- /Runtime/textures/ValTrans/MR/Arm.jpg
- /Runtime/textures/ValTrans/MR/Armbmp.bum
- /Runtime/textures/ValTrans/MR/Armbmp.jpg
- /Runtime/textures/ValTrans/MR/Base.jpg
- /Runtime/textures/ValTrans/MR/Basebmp.bum
- /Runtime/textures/ValTrans/MR/Basebmp.jpg
- /Runtime/textures/ValTrans/MR/Bay.jpg
- /Runtime/textures/ValTrans/MR/Baybmp.bum
- /Runtime/textures/ValTrans/MR/Baybmp.jpg
- /Runtime/textures/ValTrans/MR/Cannon.jpg
- /Runtime/textures/ValTrans/MR/Cannonbmp.bum
- /Runtime/textures/ValTrans/MR/Cannonbmp.jpg
- /Runtime/textures/ValTrans/MR/Chasis.jpg
- /Runtime/textures/ValTrans/MR/Chasisbmp.bum
- /Runtime/textures/ValTrans/MR/Chasisbmp.jpg
- /Runtime/textures/ValTrans/MR/Copkit.jpg
- /Runtime/textures/ValTrans/MR/Copkitbmp.bum
- /Runtime/textures/ValTrans/MR/Copkitbmp.jpg
- /Runtime/textures/ValTrans/MR/FTrack.jpg
- /Runtime/textures/ValTrans/MR/FTrackbmp.bum
- /Runtime/textures/ValTrans/MR/FTrackbmp.jpg
- /Runtime/textures/ValTrans/MR/Guns.jpg
- /Runtime/textures/ValTrans/MR/Gunsbmp.bum
- /Runtime/textures/ValTrans/MR/Gunsbmp.jpg
- /Runtime/textures/ValTrans/MR/Lights.jpg
- /Runtime/textures/ValTrans/MR/Lightsbmp.bum
- /Runtime/textures/ValTrans/MR/Lightsbmp.jpg

- /Runtime/textures/ValTrans/MR/ReFLX4.jpg
- /Runtime/textures/ValTrans/MR/RTrack.jpg
- /Runtime/textures/ValTrans/MR/RTrackbmp.bum
- /Runtime/textures/ValTrans/MR/RTrackbmp.jpg
- /Runtime/textures/ValTrans/MR/Scape.jpg
- /Runtime/textures/ValTrans/MR/Scapebmp.bum
- /Runtime/textures/ValTrans/MR/Scapebmp.jpg
- /Runtime/textures/ValTrans/MR/Seat.jpg
- /Runtime/textures/ValTrans/MR/Seatbmp.bum
- /Runtime/textures/ValTrans/MR/Seatbmp.jpg
- /Runtime/textures/ValTrans/MR/SilverRfl.jpg
- /Runtime/textures/ValTrans/MR/Spear.jpg
- /Runtime/textures/ValTrans/MR/Spearbmp.bum
- /Runtime/textures/ValTrans/MR/Spearbmp.jpg
- /Runtime/textures/ValTrans/MR/Sticks.jpg
- /Runtime/textures/ValTrans/MR/Sticksbmp.bum
- /Runtime/textures/ValTrans/MR/Sticksbmp.jpg
- /Runtime/textures/ValTrans/MR/Tank.jpg
- /Runtime/textures/ValTrans/MR/Tankbmp.bum
- /Runtime/textures/ValTrans/MR/Tankbmp.jpg
- /Runtime/textures/ValTrans/MR/Wheel.jpg
- /Runtime/textures/ValTrans/MR/Wheelbmp.bum
- /Runtime/textures/ValTrans/MR/Wheelbmp.jpg
- /Vehicles/WarPath/Materials/3Delight/Warpath.duf
- /Vehicles/WarPath/Materials/3Delight/Warpath.png
- /Vehicles/WarPath/Materials/Iray/Warpath.duf
- /Vehicles/WarPath/Materials/Iray/Warpath.png
- /Vehicles/WarPath/Warpath.duf
- /Vehicles/WarPath/Warpath.png

Ps

WarPath Ps

- **Content :**

- /Runtime/Geometries/Transilvania/MortalRunner.obj
- /Runtime/libraries/character/Vehicles/Warpath.cr2
- /Runtime/libraries/character/Vehicles/Warpath.png
- /Runtime/libraries/hand/Warpath/A3 Hand.hd2
- /Runtime/libraries/hand/Warpath/A3 Hand.png
- /Runtime/libraries/hand/Warpath/H3 Hand.hd2
- /Runtime/libraries/hand/Warpath/H3 Hand.png
- /Runtime/libraries/hand/Warpath/M3 Hand.hd2
- /Runtime/libraries/hand/Warpath/M3 Hand.png
- /Runtime/libraries/hand/Warpath/V3 Hand.hd2
- /Runtime/libraries/hand/Warpath/V3 Hand.png
- /Runtime/libraries/Pose/Warpath/A3 Pose.png

- /Runtime/libraries/Pose/Warpath/A3 Pose.pz2
- /Runtime/libraries/Pose/Warpath/H3 Pose.png
- /Runtime/libraries/Pose/Warpath/H3 Pose.pz2
- /Runtime/libraries/Pose/Warpath/M3 Pose.png
- /Runtime/libraries/Pose/Warpath/M3 Pose.pz2
- /Runtime/libraries/Pose/Warpath/V3 Pose.png
- /Runtime/libraries/Pose/Warpath/V3 Pose.pz2
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Last update: **2014/11/12 13:56**

