Kingdom of Marrakesh Jack Tomalin November 2012 (originally released in 2009) email: jack@jacktomalin.com

This is a re-release of the original Kingdom of Marrakesh from 2009. This new version includes a new texture pack and full DS 3 & 4.5 support (both scene and material files). The original obj files haven't been altered and will still reside in Runtime\Geometries\RHS\K_of_Mar. This is so backwards compatibility with the other texture addon packs is maintained.

Should you have the original installed, you may install this version alongside it as it will not overwrite the original Poser and DS files.

Poser Quickstart:

In the Runtime/Figures/K_of_Mar_v2 folder load one of the !Pre cr2 files to preload the building section of choice. If you wish to add the complete set, load all of the !Pre_* files. Any additional elements can be added by loading their respective cr2 file.

DS Quickstart:

In the Content/Environments/K_of_Mar_v2 folder load one of the !Pre .daz/.duf files to preload the building section of choice. If you wish to add the complete set, load all of the !Pre_* files. Any additional elements can be added by loading their respective file.

Detailed Instructions:

The Kingdom of Marrakesh is made up of separate sections, which when loaded up will create a full 360° courtyard, with buildings (complete with interior) at either end.

Breakdown and explanation of preload files:

Pre ABF:

This is the center structure loaded with the fountain loaded, and the center base of the structure hidden (which the fountain sits in).

Pre Ent N:

This is the north entrance, loaded with corridors and caps either side. By default, the corridor wall caps are visible.

Pre Ent S:

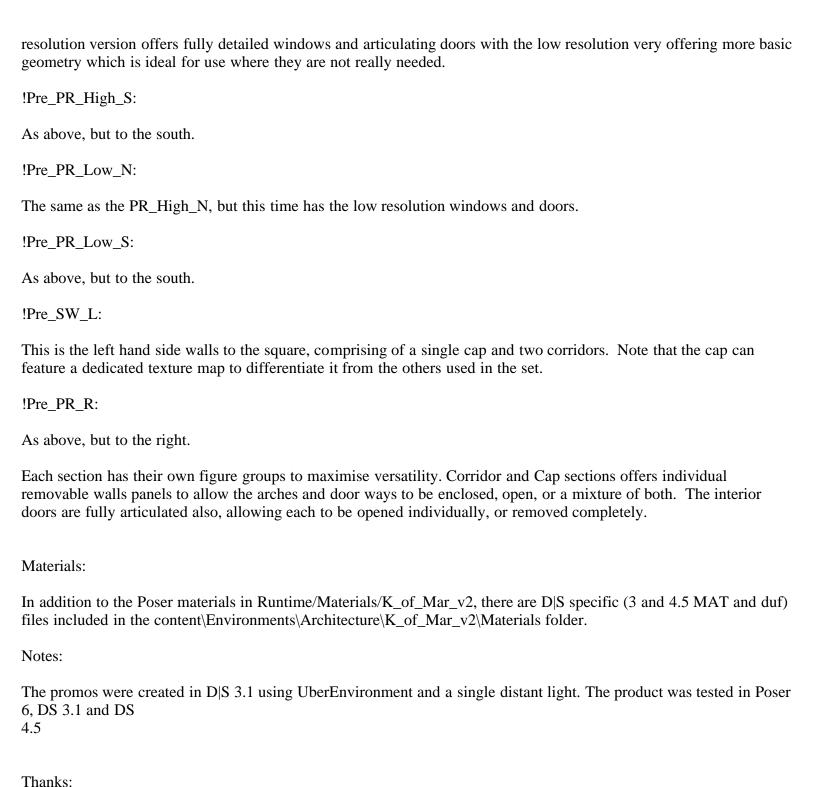
As above, but to the south.

!Pre Floor:

This is the floor section.

!Pre_PR_High_N:

This is the high resolution building to the north, with interior, windows and doors in position as well. The high



My thanks and gratitude go out to everyone who supports my work - thanks and enjoy!