



Dream Cutter LLC

Ocala FL USA

## **MX-991U Crook-Neck Camping Flashlight for Poser**

Product URL <https://poserworld.com/mx-991u-crook-neck-camping-flashlight-for-poser>

Short Description: MX-991U Crook-Neck Camping Flashlight for Poser is a highly detailed historical WWII era torch for Poser 3D art and animation rendering software.

The MX-991/U Angle-Neck Flashlight evolved from the earlier US Paratrooper/Rangers issued TL-122 Flashlight issued during WW2. The MX-991 uses a single standard light-bulb and features an inner clear lens, and a replaceable outer lens in clear, red, white, or green plastic. It also has a 3-mode On/Off switch that can set the light fully on, or to a signal mode where the light can be activated by a thumb button for use as a signaling device. Since replacing the TL-122 light in the 1960`s during the Vietnam War, the MX-991/U has become standard issue in most NATO countries and remains in service today.

This model comes in 2 versions, the first is fully rigged with a working On/Off switch and signaling button, and the second version is a simple prop version (no moving parts) that is set up to smart-parent to Panko`s Alice Web-Gear for M3 and V3. It also includes separate Inner and Outer Lens materials, and a bulb material for the light bulb inside, so that you can easily change lens filters or set the bulb as a light emitter if you so choose.

Also included are poses to position the light to either the right or left hand, and to swap the colors of the outer lens material. The smart-parented versions (there are two) will automatically parent to the Right or Left Shoulders (respectively) of the Alice Webbing when you load the props with the Web-Gear selected in your scene.

Full Description: MX-991/U "Crook-Neck" Flashlight Copyright: Christopher D. Schell, July 2017  
Author: Christopher D. Schell (theschell)

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1960's during the Vietnam War, the MX-991/U has become standard issue in most NATO countries and remains in service today. This model comes in 2 versions, the first is fully rigged with a working On/Off switch and signaling button, and the second version is a simple prop version (unrigged) that is set up to smart-parent to Panko's Alice Web-Gear for M3 and V3. It also includes separate Inner and Outer Lens materials, and a bulb material for the lightbulb inside, so that you can easily change lens filters or set the bulb as a light emitter if you so choose. Also included are poses to position the light to either the right or left hand, and to swap the colours of the outer lens material.

\*Note: All of this product's content was created by "theschell" (Christopher D. Schell). No additional files will be needed to use this product... it is a stand-alone figure! System

Requirements: PC (not tested on Mac) and Daz Studio 2.3 or higher (Fully tested in Poser and is fully functional, though Poser users may have to manually adjust the surface settings to suit their uses!). Tested and functional in DS 2.3, 4.5, 4.7 and 4.9, and in Poser 7 and 10. Installation:

Extract the "runtime" folder to Daz > Studio > Content, (or to manually install, copy the contents of the runtime folder into your Daz studio runtime folders, making sure that the geometries folder goes to "runtime > geometries", the libraries folder goes to "runtime > libraries", and the textures folder goes to "runtime > textures". All items in this package must be placed as they appear in the download runtime file! The "readme" folder is outside the runtime structure and may be saved anywhere the user wishes, and the "templates" folder provides templates for users to create their own textures for this item, it may also be placed anywhere the user wishes. Any textures created with this resource or for this model cannot be sold but can be distributed freely as free items, they must be identified as modifications of the original and the original copyright must be maintained!\*\*Poser Users please note that the surfaces of this model are optimized for Daz. The model will load and function properly in Poser but users may want to or need to adjust the surface settings in the material room depending on need and desire for best effect in Poser renders! Files

Lists:..\Readme\ CrookneckLightReadme.txt

Flashlight License.txt..\Runtime\libraries\character\Panko\_Vietnam\ MX-991/U Flashlight.cr2

MX-991/U Flashlight.png..\Runtime\libraries\Pose\GI Flashlight\ Red Lens.png

Red Lens.pz2

Green Lens.png

Green Lens.pz2

White Lens.png

White Lens.pz2

Clear Lens.png

Clear Lens.pz2

Flashlight Prep Left.png

Flashlight Prep Left.pz2

Flashlight Prep Right.png

Flashlight Prep Right.pz2..\Runtime\libraries\props\Panko\_Vietnam\ MX-991/U Flashlight.cr2

MX-991/U Flashlight.png..\Runtime\Geometries\Panko\_Vietnam\ flashlight.obj

flashlightl.obj

flashlightr.obj.\Runtime\textures\Panko\Vietnam\ CrookneckTexture.jpg

CrookneckTemplate.bmp Lastly, a few words...I would like to thank BeyondVR for his help in figuring out some serious poser related issues with my models, and for his patience and advice while I've been learning how all of this 3d stuff works. I'd also like to thank my good friend Shawn for helping test the models and giving me feed back and encouragement when it was needed. Lastly I'd like to thank everyone else that's had a kind word, bit of advice or has offered help and resources while I've been working on my library of models... without all the help I've received these models wouldn't have been possible... Thank-you All! Templates have been included and users may feel free to use these to create new texture maps for my model. Though these maps cannot be sold as paid items, they may be freely distributed so long as no parts of the original model or texture are provided or distributed (please see EULA for usage of models) LICENSE FOR SCHELL'S ARMOUR WORKS MARKETPLACE ITEMS

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The names; "Legends of Cheledonia", "Cheledonia", "Golem-Mount", "Golem-Knight", "Dalagor", "Orkaine", "Goblinia", any other names created for the game "Legends of Cheledonia", and any images there-of are the Intellectual Property of Christopher D. Schell and may not be used, reproduced or re-distributed in any way without express written consent, up to, and including all 3d models there-of! (Original Game designed and developed by Christopher D. Schell, 2003/04, all rights reserved!) **NO WARRANTY ON PRODUCT:**

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Price \$5.00

SKU: 3968d0011-copy

MPN: theSCHELL3163

**MX-9900 'CROOK-NECK' FLASHLIGHT**



**FOR PAKO'S VIETNAM GI COMBAT GEAR  
FOR V3 AND M3**



...And includes prop versions that are smart-parented to Pako's Alice Web-gear for M3 and V3

**Mat Poses for 4 Alternate Lens Colours**



Clear Red Lens	Clear Green Lens	Translucent White Lens	Regular Clear Lens
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**Comes fully kitted with winch/ro switch and signaling button...**

