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Subject: Re: Separate Skins

Posted by [Burn](#) on Wed, 15 Nov 2006 20:36:13 GMT

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Merovingian wrote on Wed, 15 November 2006 14:33 Just duplicate the model and apply the new texture in the material editor, check over the bones and settings etc and export. Job done.

Actually I was just thinking that exact same thing today.

Thanks for backing up the idea.

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