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Subject: Re: Mesh skinning

Posted by [Slave](#) on Mon, 07 Apr 2008 12:20:26 GMT

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What I would do is try this:

Select the detached thingy, press M, and find the button that says something like "new material". I believe this resets the material of the selected mesh, and separates it from the one used by the old mesh.

Might not work.

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