Hey guys,

I've got a small problem, and I bet you can help me fix it
I've got this character model, and I found out it has been created from several grouped meshes.
Unfortunately, when trying to rotate or move one of the objects, let's say a glove, all separate
meshes constructing the glove rotate in a different way.

How can I get rid of this problem?

Here are some screenies:
Large images