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Subject: G-Max problem . . .

Posted by [Sir Phoenixx](#) on Tue, 20 Jan 2004 13:57:31 GMT

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It has to be an editable mesh (convert to editable mesh) before you can attach it to something else.

If you want to detach something in it, go to editable mesh, than vertices, or polygon or whatever, and select the vertices/polygons you want to detach and than detach them.

I hope that helps your "friend".

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