

---

Subject: Textures on Vis mesh

Posted by [TheKGBspy](#) on Sun, 18 Apr 2004 23:14:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

select the cloned mesh, go to materiel editor, press create new, press apply to mesh button, then click delete material.

so that way you will keep original material on the original mesh, and having no material on the cloned one

---