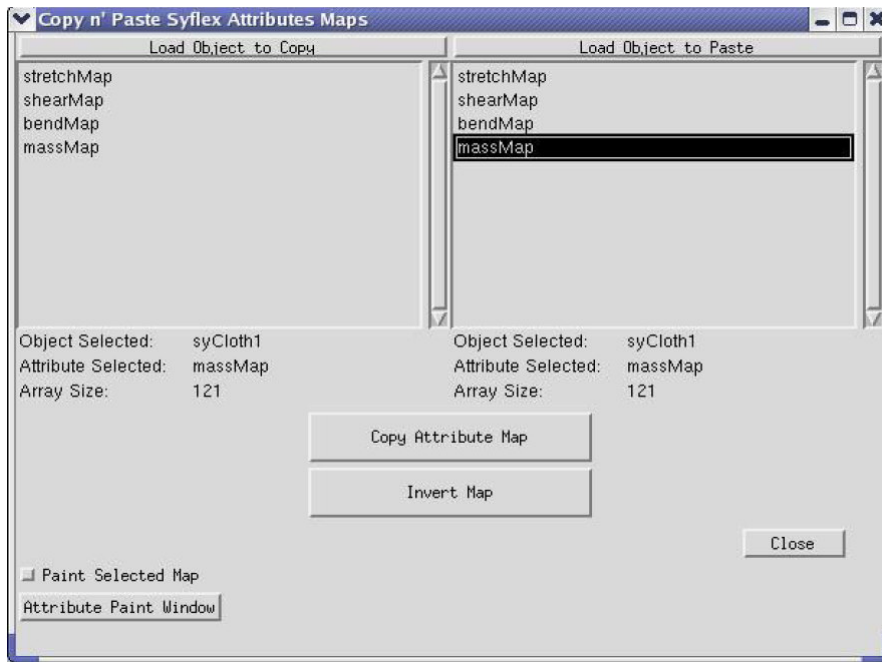


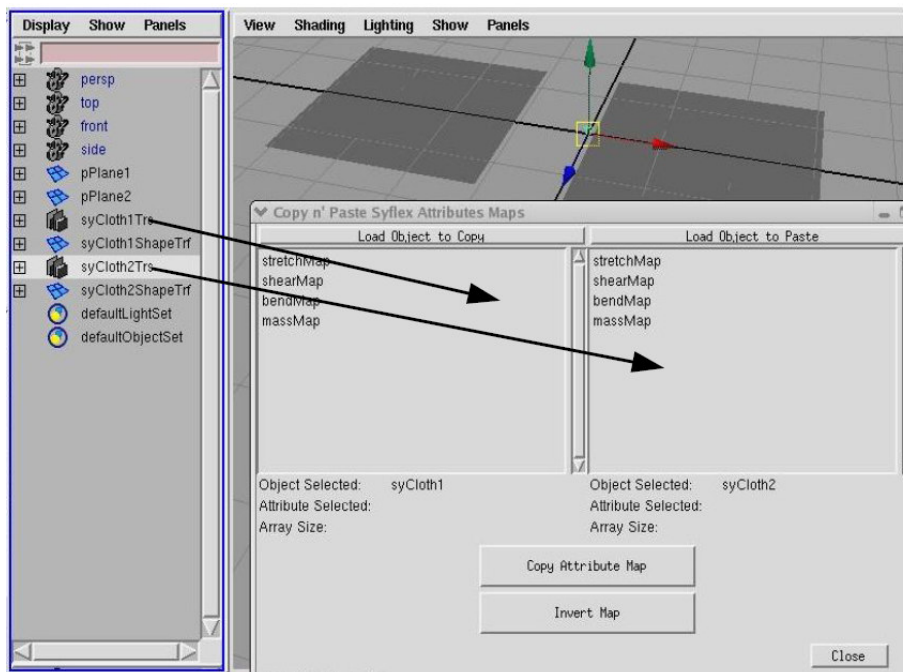
Vinton Studios SyFlex scripts – Written by Sean Nolan

Email questions or comments to: snolan@vinton.com

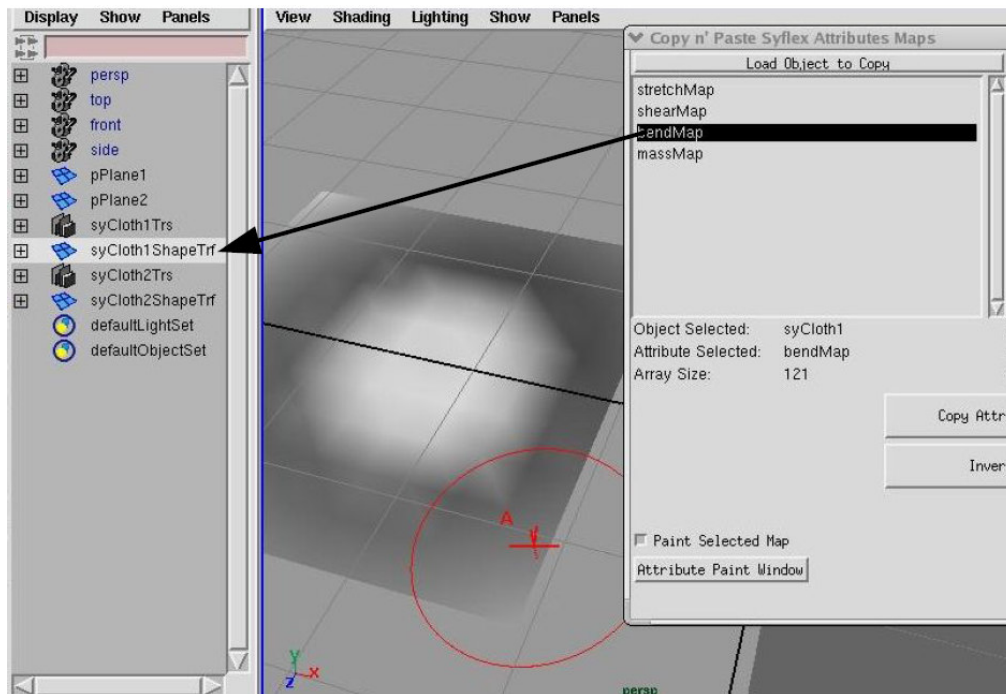
SyCopyAndPaste.mel



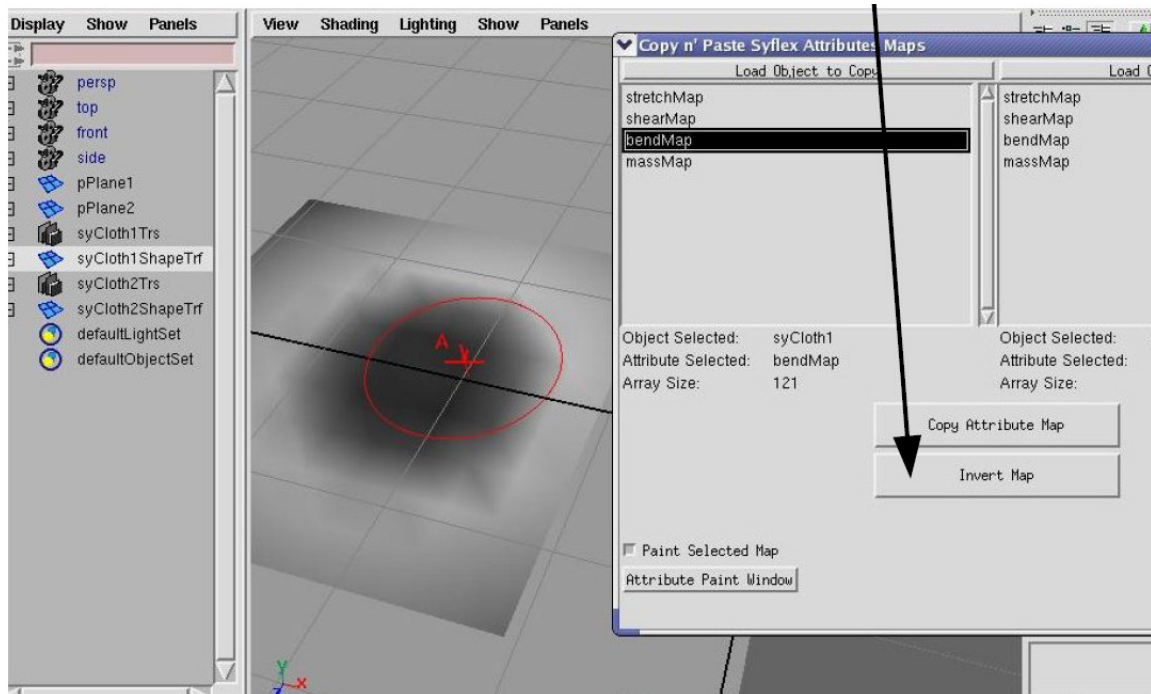
- Allows the copying of attribute maps from one map to another.
- To load objects, select the Cloth Parent Node



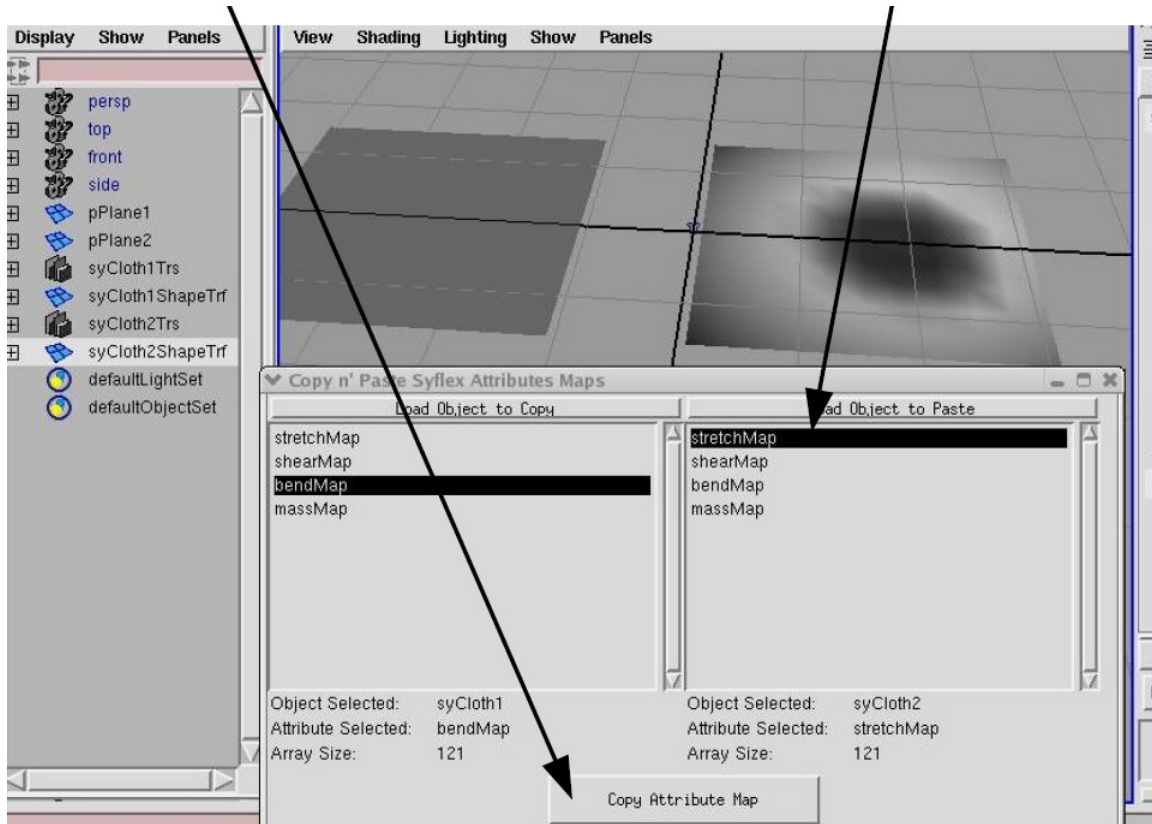
- To begin painting on a Cloth object, click the "Paint Selected Map" checkbox
- Then over in the outliner, select the mesh that is associated with the Cloth node



- The invert button will invert the map that you have painted:



- To copy the map to another cloth node. Click on the one of the pasted Cloth, objects attributes in the right list box. If the array size is the same, then the copying will occur. If the sizes are different, then a error will notify you.



Have a script you want to share? Write to us at: users@syflex.biz