

SubMeshes

Whenever a Mesh is imported into the ModelEditor, it will spawn one or several submeshes. These can be attached to bodies.

General Parameters:

- **Name:** Name of the shape.
- **Position:** Position of the shape in the world. If the mesh has a skeleton, no transformations can be applied.
- **Rotation:** 3D Vector storing the shape rotation. If the mesh has a skeleton, no transformations can be applied.
- **Scale:** 3D Vector storing the scale of the shape. If the mesh has a skeleton, no transformations can be applied.

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