

# Bones

If the imported mesh has a skeleton, its component bones will be created along with the submeshes. Subentities can be attached to bones.

General parameters:

- **Name:** Name of the bone. Cannot be edited.

Attachments Tab:

Just like with bodies, stuff can be attached to a bone. To do so, just set up the filter and press the attach button, then click on objects you want to attach.

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