

How to: Add an object to the library in FabLive

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DOCUMENT ACCESS

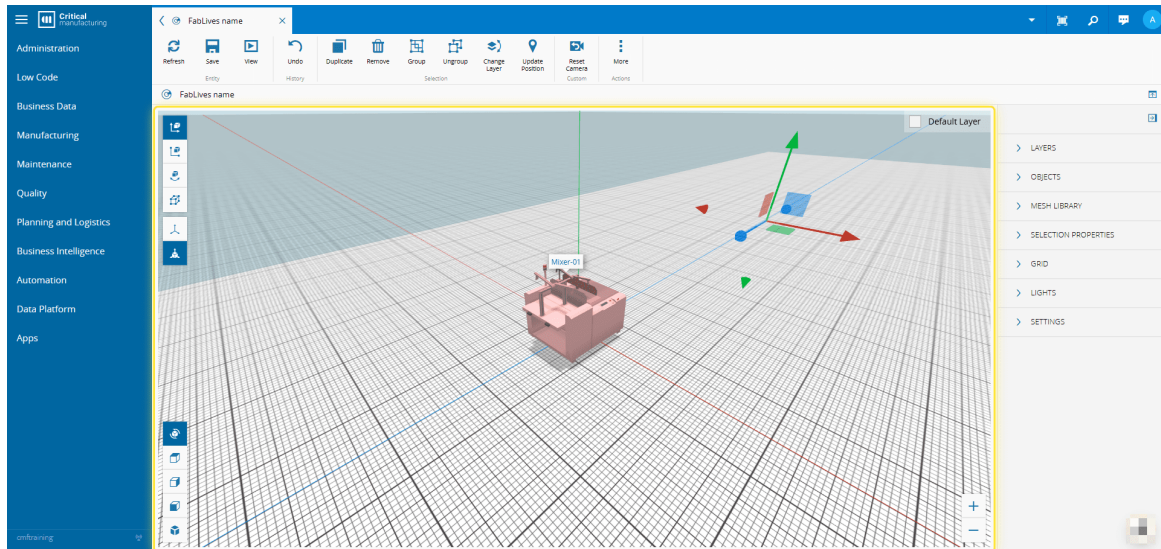
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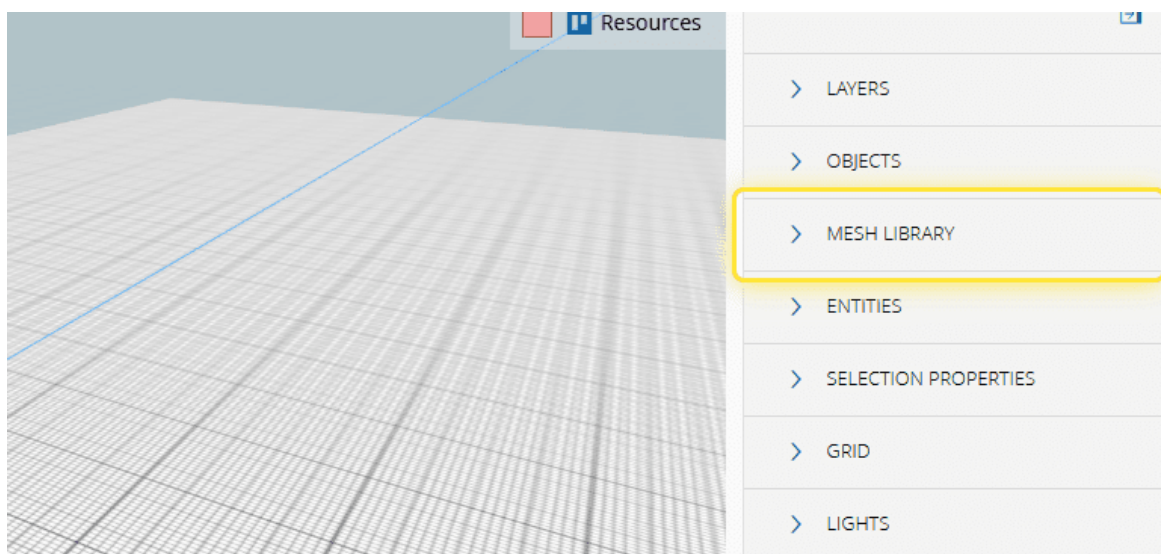
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How to: Add an object to the library in FabLive

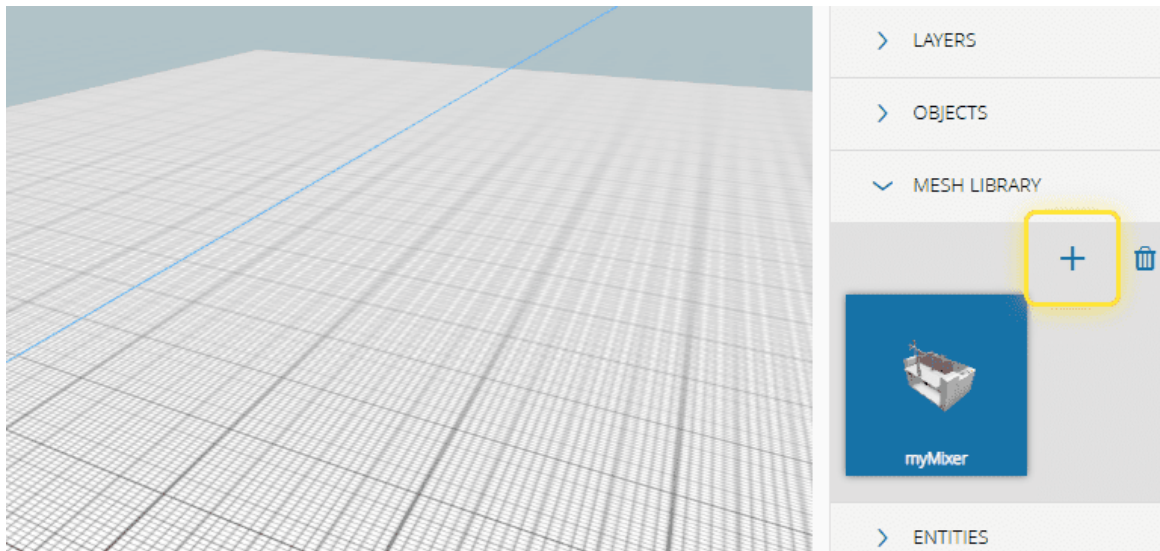
1. Select the object.



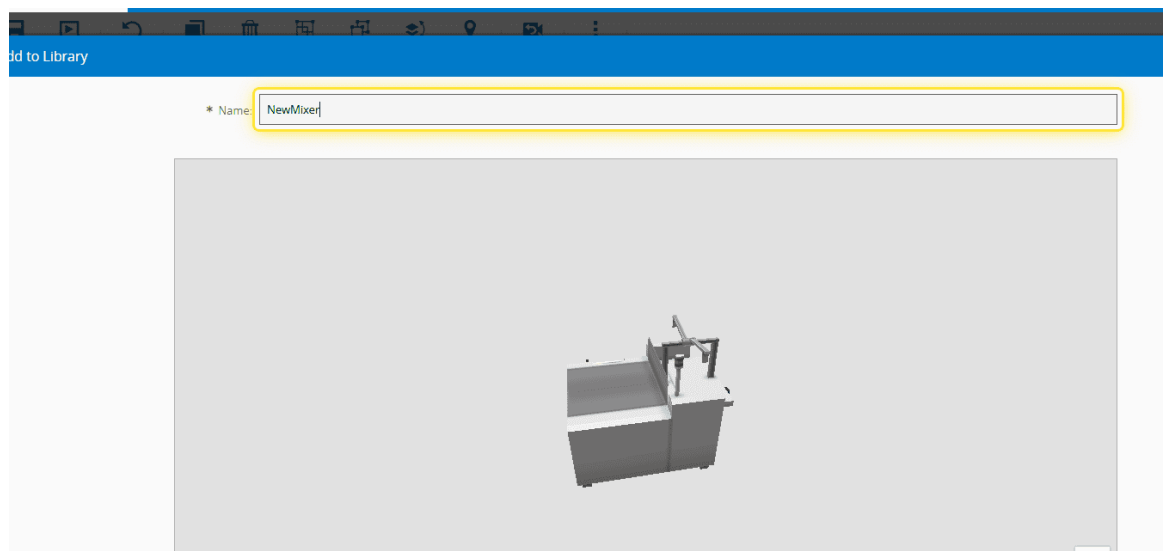
2. Select Mesh Library.



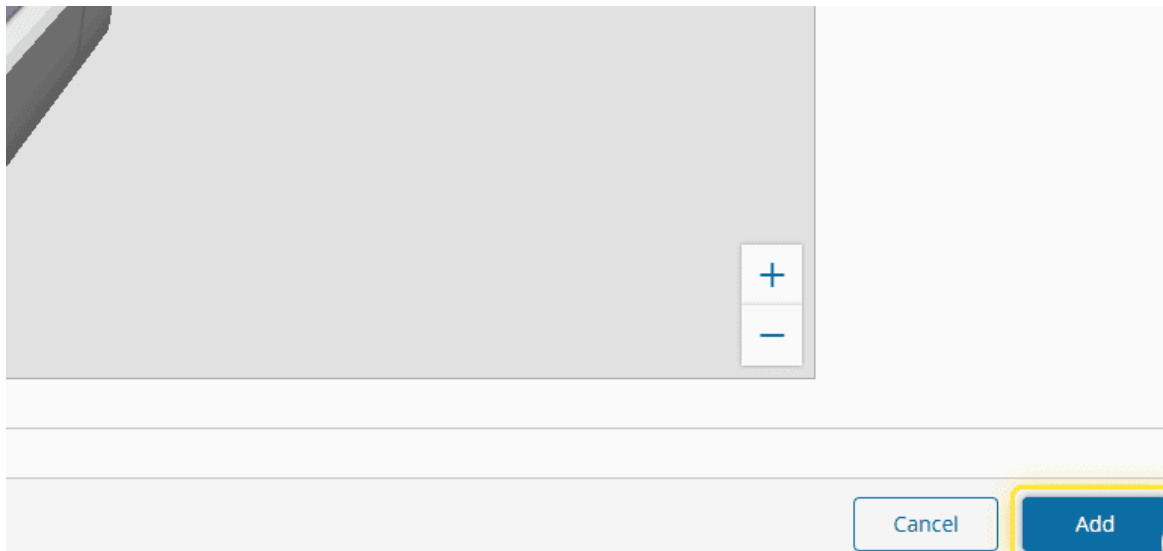
3. Select the + in the Mesh Library panel to add a new object.



4. Give a name to the object.



5. Select Add.



The image shows a screenshot of a software interface. The main area is a large gray rectangle. In the bottom right corner of this rectangle is a small white box containing a blue plus sign (+) and a blue minus sign (-). Below the gray rectangle is a horizontal bar. On the right side of this bar are two buttons: a white button with the text "Cancel" and a blue button with the text "Add". The "Add" button is highlighted with a yellow border.



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