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How to: Add an object to the library in FabLive

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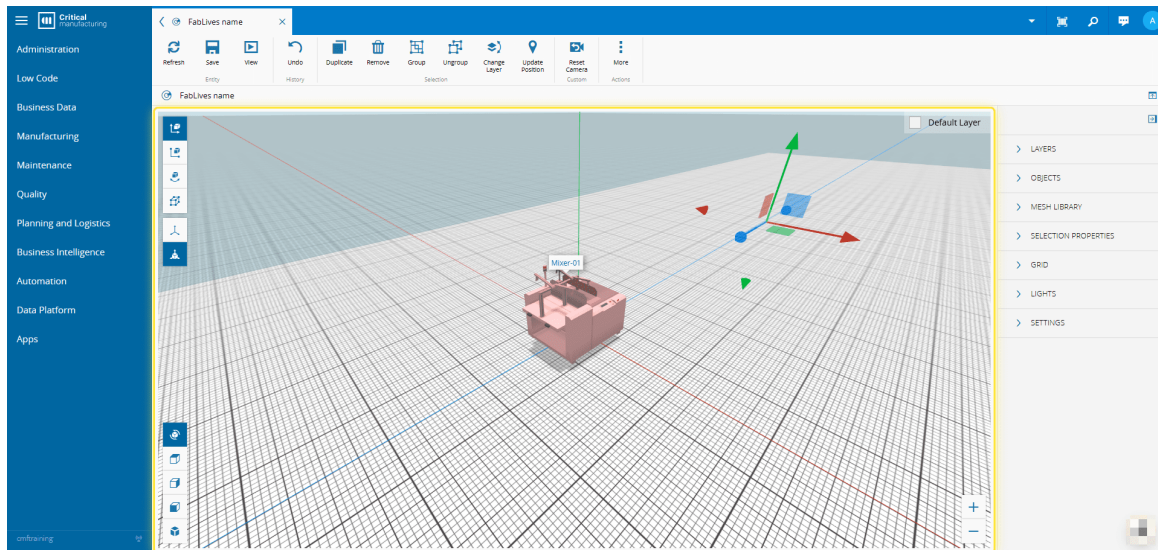
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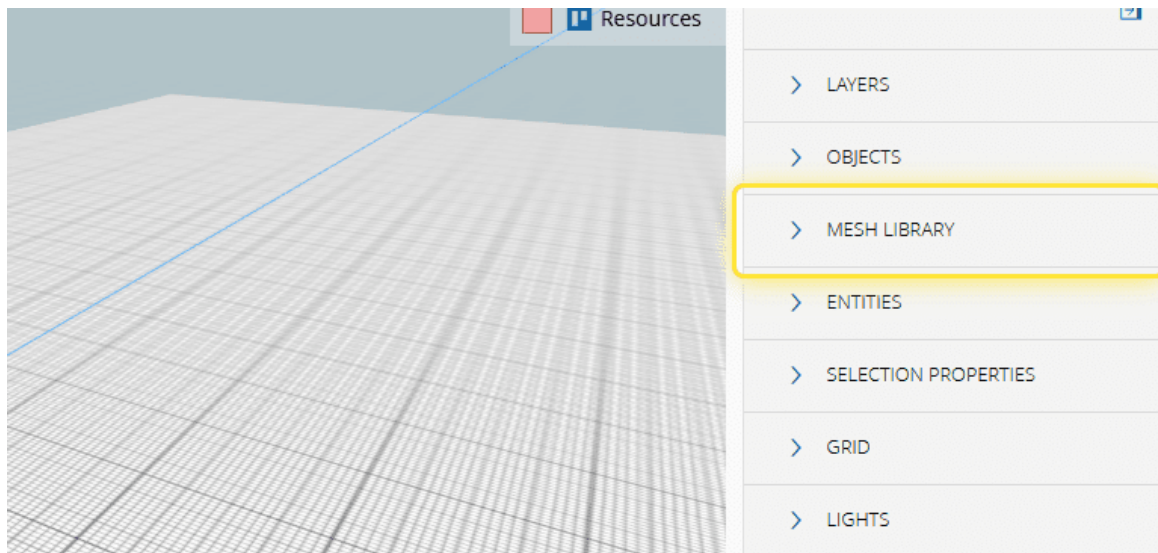
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How to: Add an object to the library in FabLive

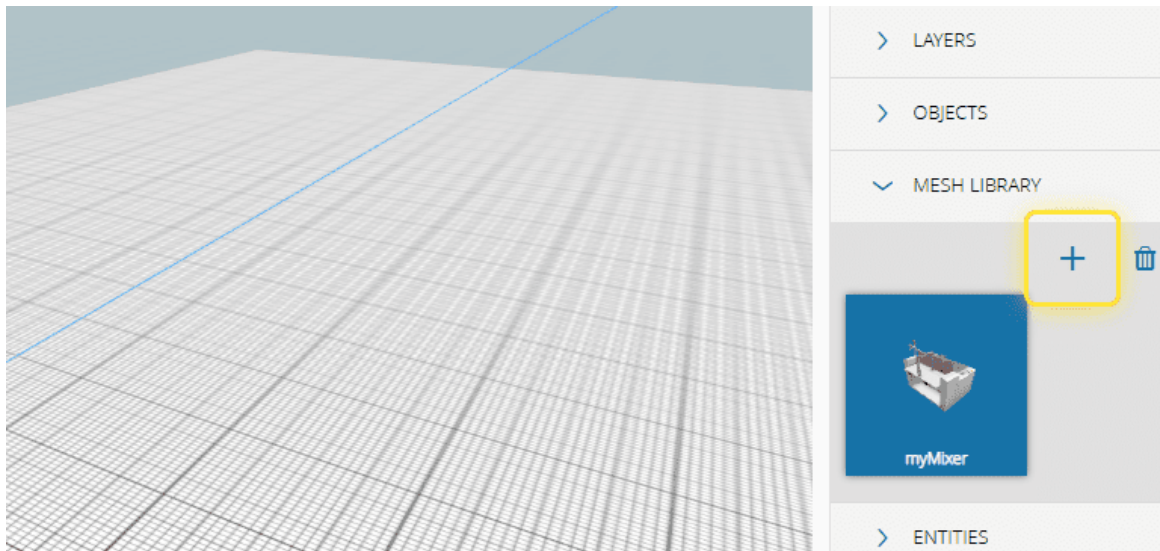
1. Select the object.



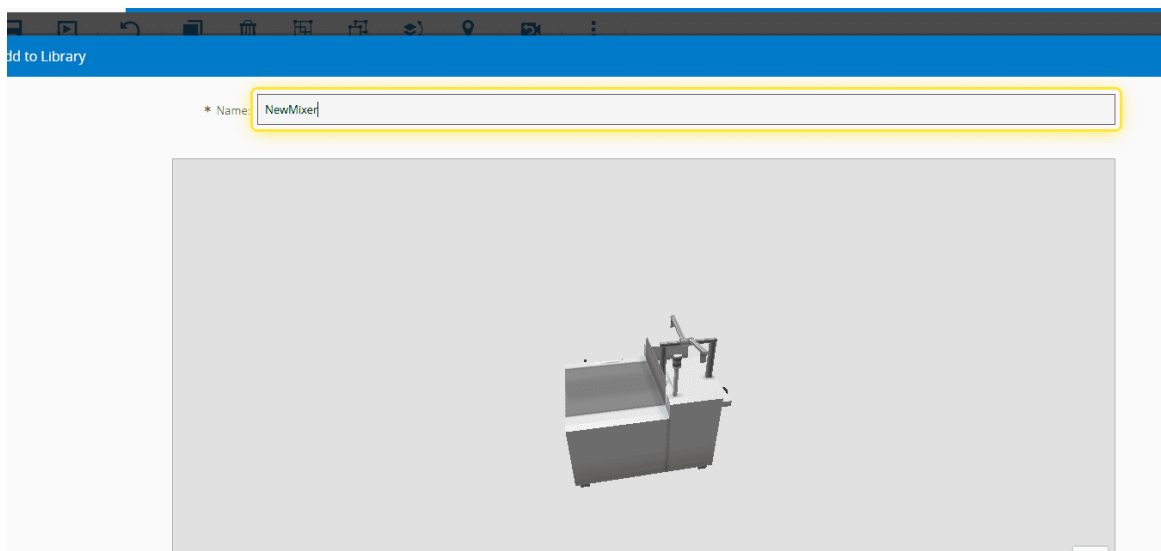
2. Select Mesh Library.



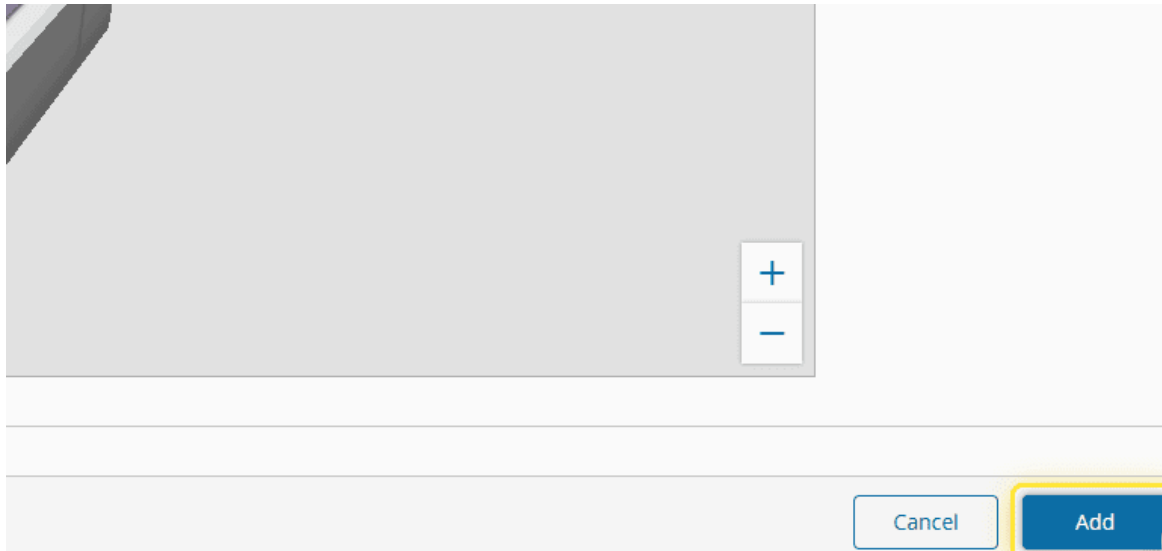
3. Select the + in the Mesh Library panel to add a new object.



4. Give a name to the object.



5. Select Add.





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