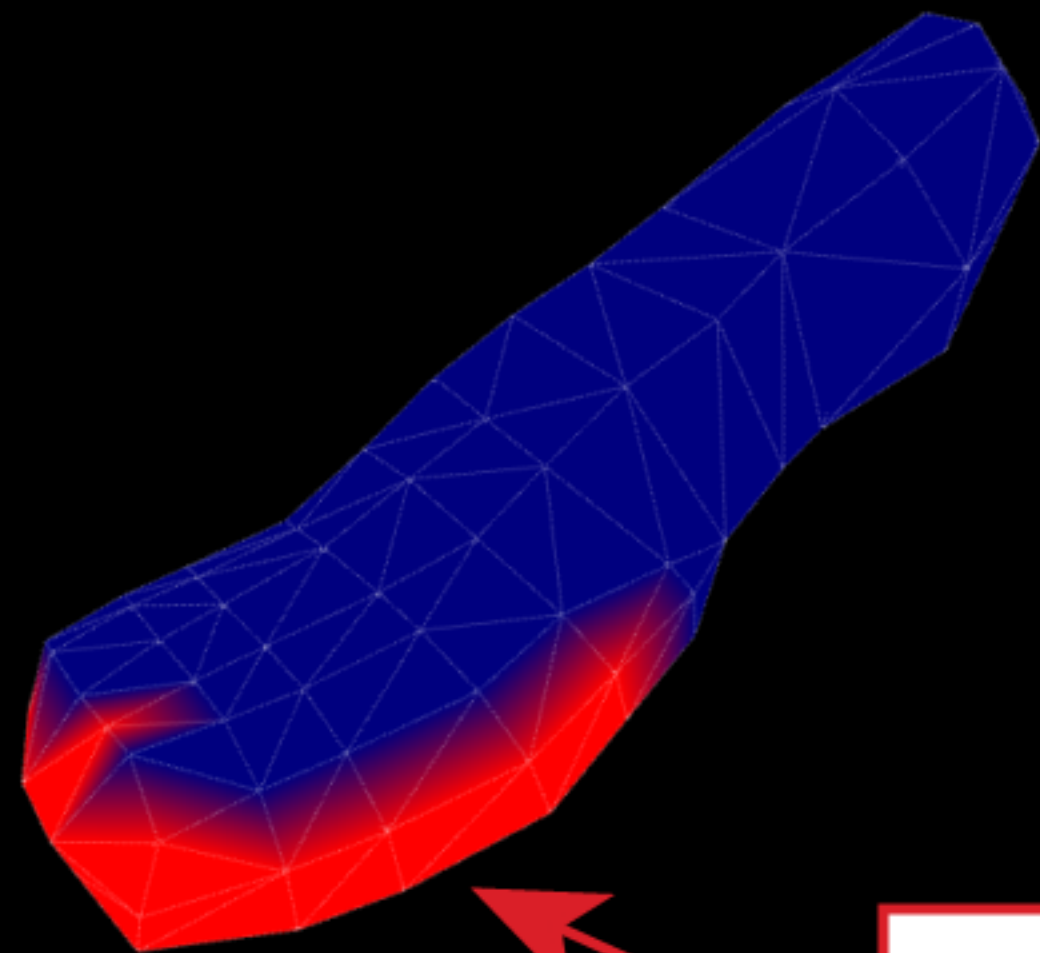
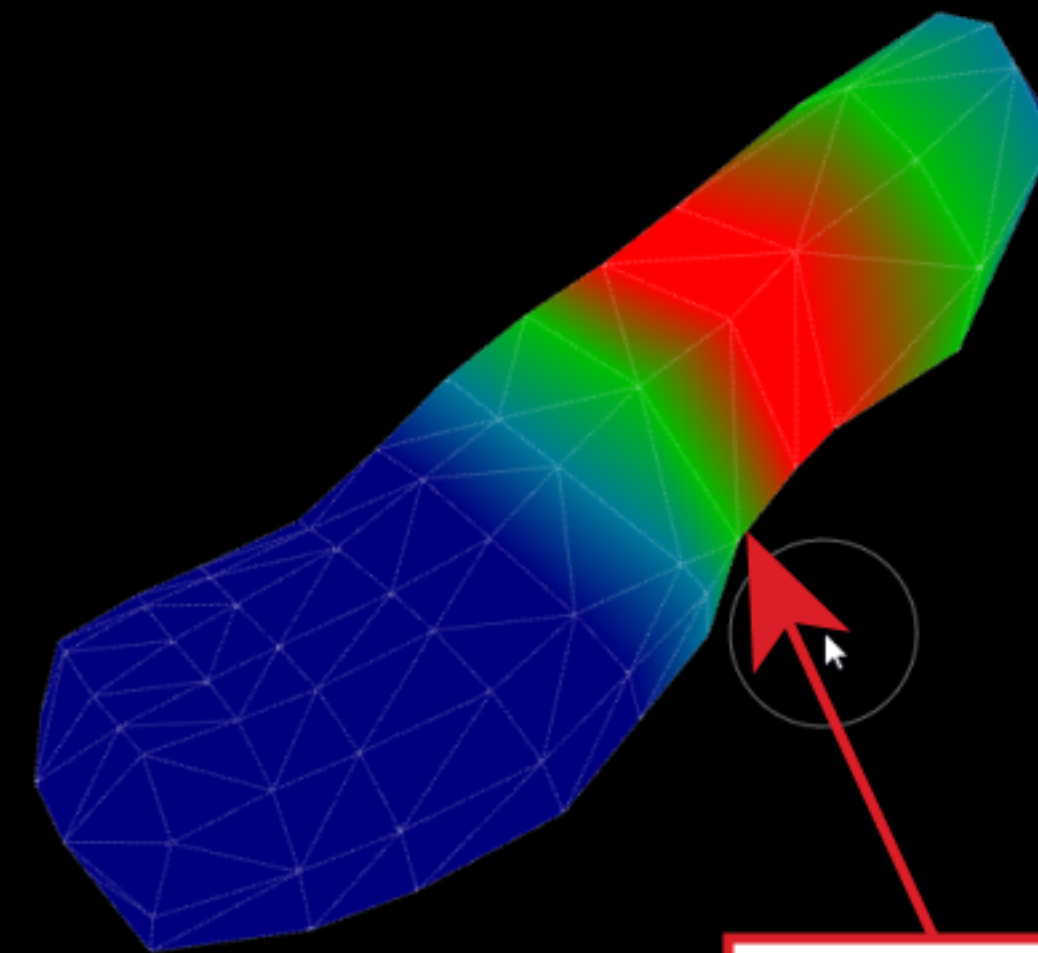
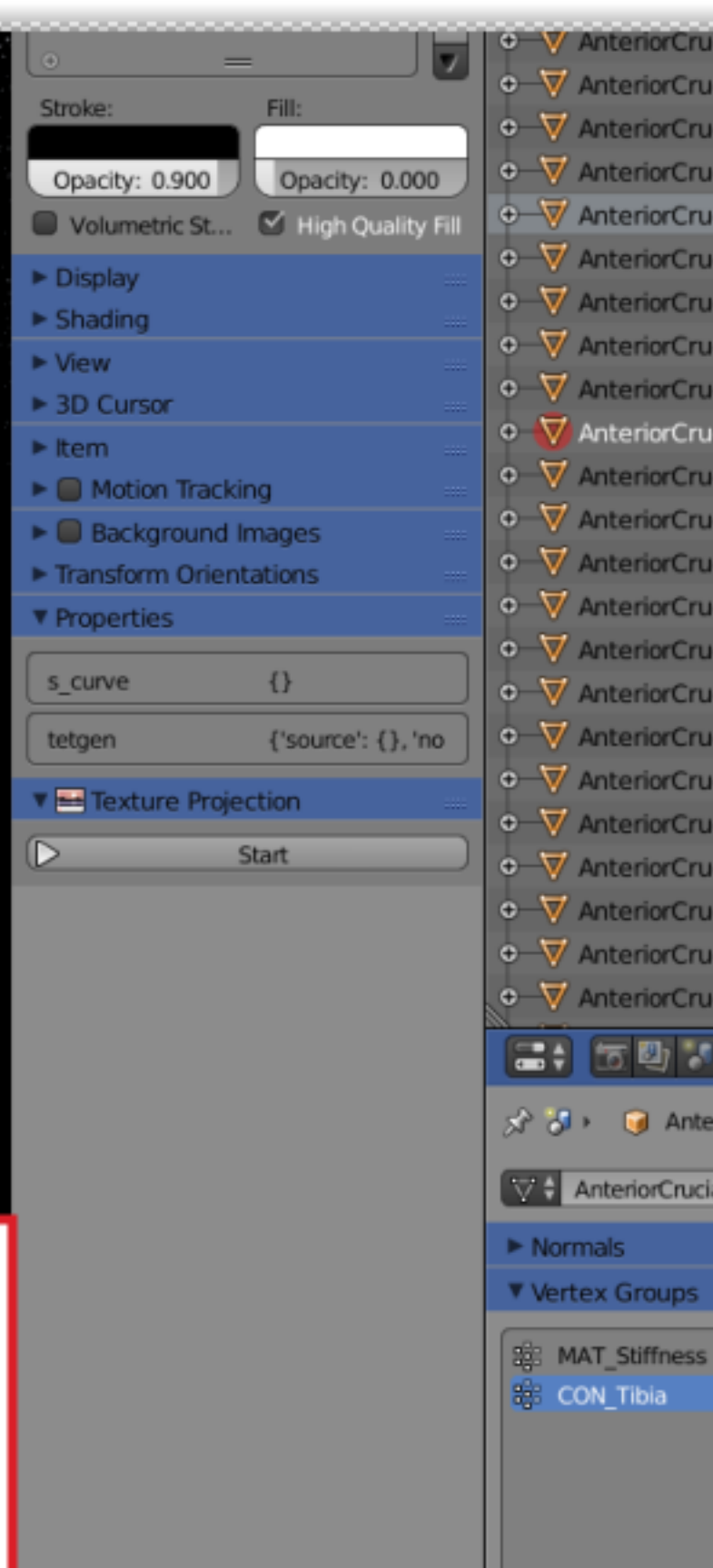




vertex group for connections, needs to match exactly what on the connective mesh so falloff is a nogo.



here the vertex group defines a material hardness property for the physics system and we need to see the falloff.

