P3dMaterialCloner

This component allows you to duplicate a material before you paint on it. This is useful if the material is shared between multiple GameObjects (e.g. prefabs).

index

The material index that will be cloned. This matches the Materials list in your MeshRenderer/SkinnedMeshRenderer, where 0 is the first material.

otherRenderers

If this material is used in multiple renderers, you can specify them here. This usually happens with different LOD levels.

Activate

This will automatically be called from P3dPaintable to clone the material.