**At Install**

# Error: Selected geometry `bipedGeo\_02` is already connected to a skinCluster

# Traceback (most recent call last):

# File "Z://tap/tools/maya/geppetto/Modules\System\characterInstall.py", line 61, in installCharacter

# self.installProc(self, self.characterName)

# File "Z://tap/tools/maya/geppetto/Modules\System\characterInstall.py", line 101, in installProc

# self.setupMesh(characterName, setupContainer)

# File "Z://tap/tools/maya/geppetto/Modules\System\characterInstall.py", line 249, in setupMesh

# doSkin.attachWithSkinning()

# File "Z://tap/tools/maya/geppetto/Modules\System\skinning.py", line 62, in attachWithSkinning

# self.processInitialSelection()

# File "Z://tap/tools/maya/geppetto/Modules\System\skinning.py", line 89, in processInitialSelection

# self.doSkin(geometry, gameJoints, geoNode, setupNode)

# File "Z://tap/tools/maya/geppetto/Modules\System\skinning.py", line 144, in doSkin

# skinClust = cmds.skinCluster(gameJoints, geo, tsb=True, maximumInfluences=4, omi=True, rui=False, sm=0, normalizeWeights=1, n=skinClusterName)

# RuntimeError: Selected geometry `bipedGeo\_02` is already connected to a skinCluster #