Mei Asset Extraction

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1 Requirements

- Bluestacks (or another emulators) with Higurashi Mei installed
- Python
- Extraction and Conversion Scripts
- AssetStudio

2 Getting the Assets from the Game

1. Update Higurashi Mei to the newest version
2. Open "Media Manager" and click on "Explore"
3. Navigate to "Android/Data/com.dtechno.higurashi.mei/files/data"
4. Select all files and extract

3 Extracting The Assets from the .bin files

1. Move .bin files into the "HigurashiMeiAssetExtraction" Folder
2. Run "execute.bat". Assets will be extracted into the "out" folder
3. (Optionally make a copy of the assets in the "out-old" folder so you can later use something like "WinMerge" to find out what's been added in releases.)

4   Extracting ".unity3d" files

1. Start AssetStudio

2. Drag the "out" folder into AssetStudio.
   Wait for import to finish (may take a while)

3. Click on "Export/All Assets"

4. Select the "extract" folder to export to

Now all scripts, sounds and some images are extracted. To assemble ADV sprites do the following.

5   Assembling ADV Sprites

1. Move "x.atlas.prefab" and "x.prefab" files into the
   "1HigurashiMeiScriptExtractor/sprites/atlases" folder

2. Move "x.png" file into the
   "1HigurashiMeiScriptExtractor/sprites/images" folder

3. Run "execute.bat". Sprites will be extracted to "characters/sprites",
   Riggings to "characters/riggings"

4. (Copy those files into the "game" folder)

Extracting backgrounds/cg's is rather complicated. Ideally just take them from this archive.