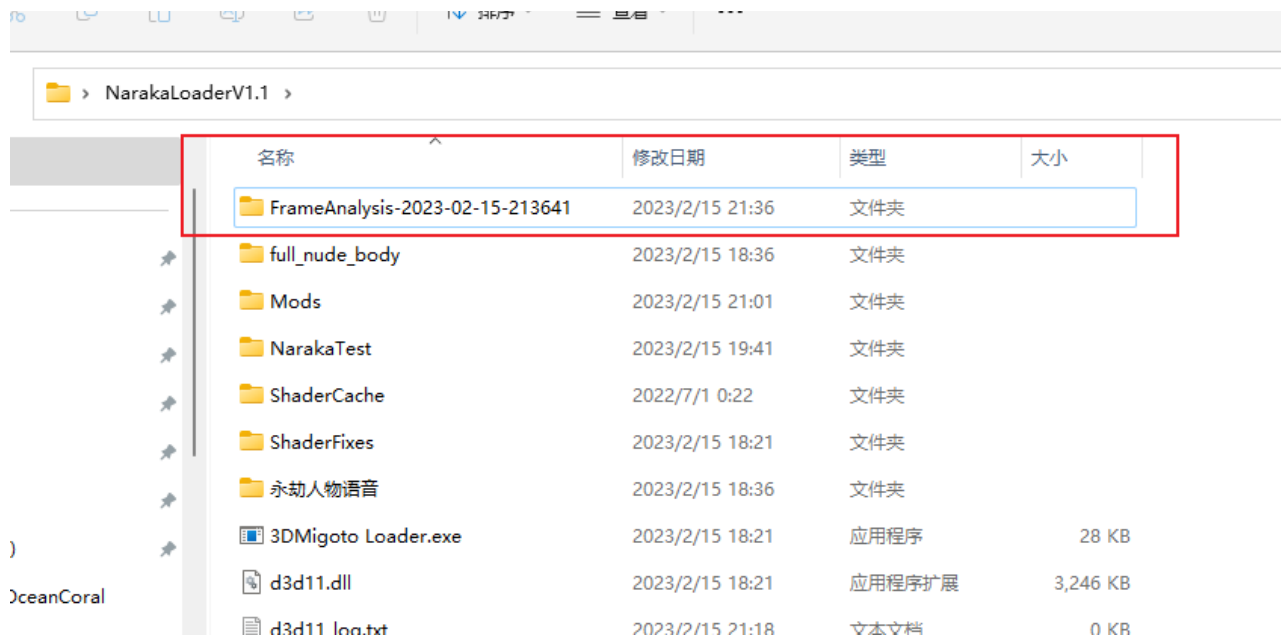# How to use merge script

First,we chose an character:

ValidaCui's Pearled Maiden

And then ,we press Numpad 0 to open Hunting,and pres Numpad + to reset hunting ,and finally press F8 to dump FrameAnalysis files:
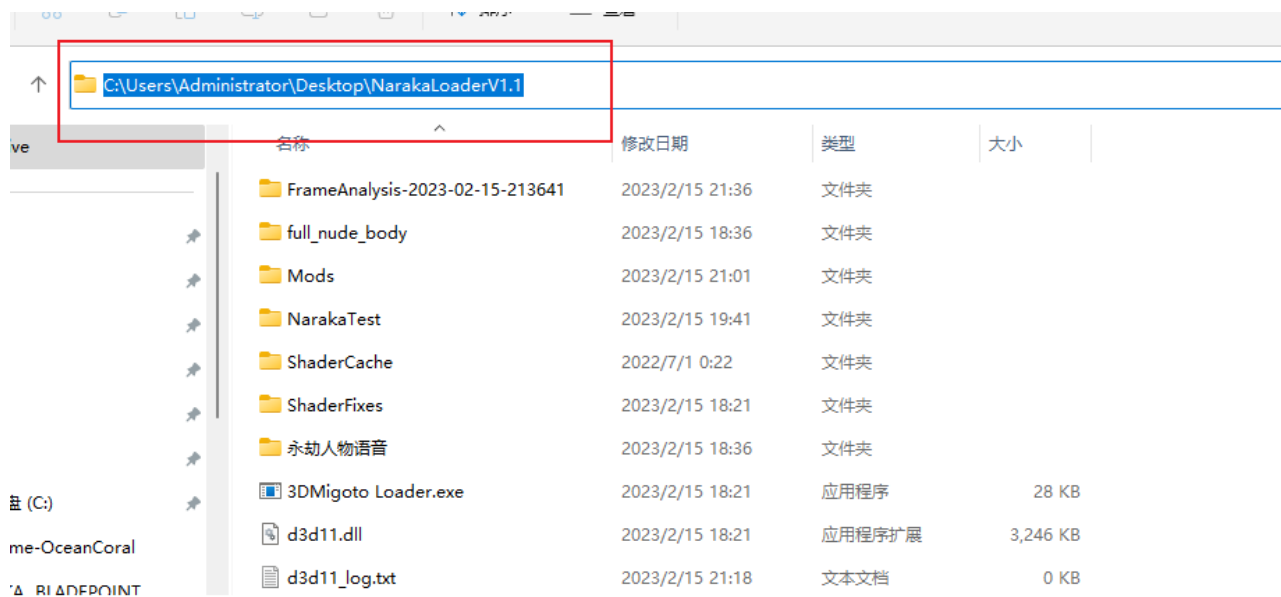

Copy this dump folder name,and paste it to here:

```python
if __name__ == "__main__":
    # Set work dir, here is your FrameAnalysis dump dir.
    FrameAnalyseFolder = "FrameAnalysis-2023-02-15-213641"
    os.chdir("C:/Users/Administrator/Desktop/NarakaLoaderV1.1/" + FrameAnalyseFolder + "/")
    if not os.path.exists('output'):
        os.mkdir('output')

    # Here is the ib you want to import into blender.
    ib_hashs = {"3dba887b": "cloth"}
    for input_ib_hash in ib_hashs:
        # Naraka use e8425f64cfb887cd as it's ROOT VS,
        # and this value is different between games which use pointlist topology.
        start_merge_files(input_ib_hash, ib_hashs.get(input_ib_hash), root_vs="e8425f64cfb887cd")
        # TODO add do not use pointlist flag,to export weapen and other object without pointlist tech.
        # TODO add use specific index to read pointlist info.

    print("-------------------------------------------------------\r\nAll process done! ")
```

And then set your work dir,it is where your dump files located.

for example,mine is :

Then back to game ,select the ib through Numpad 7 and Numpad 8:

Here we select the body's ib hash ,and copy it to here,and then we name it to "body":
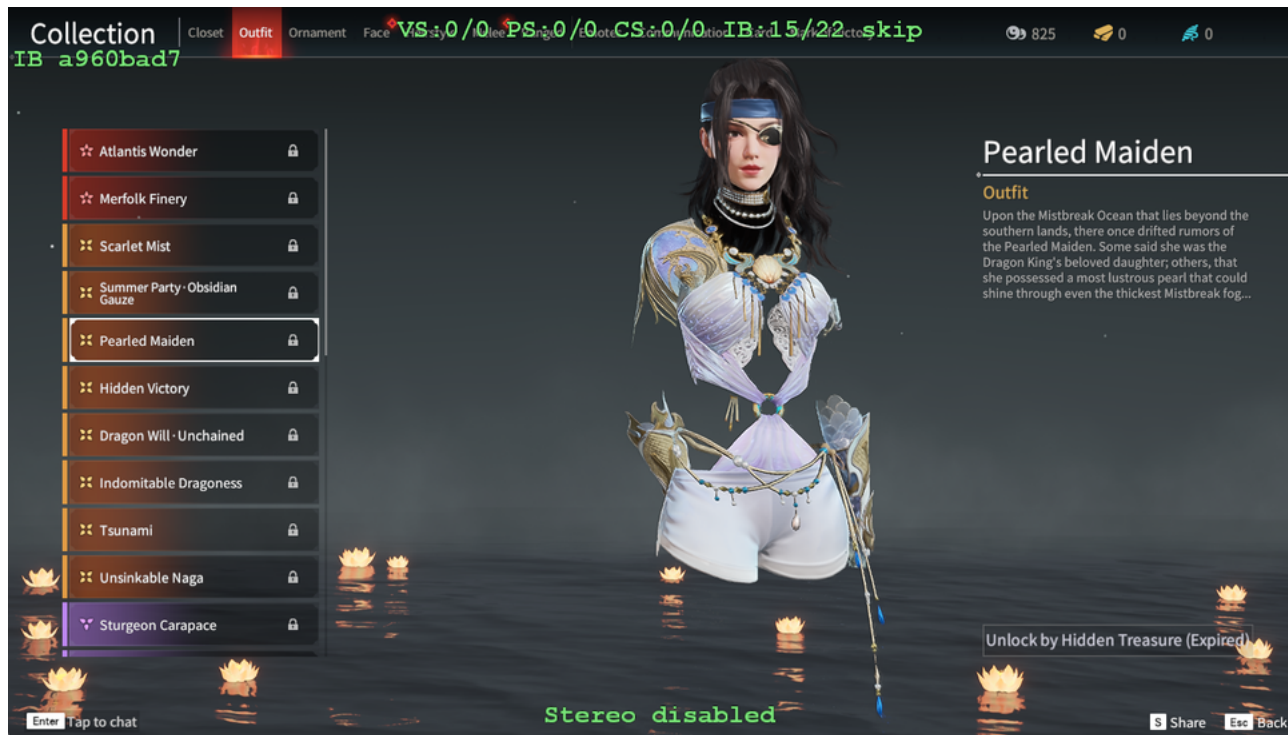
```python
if __name__ == "__main__":
    # Set work dir, here is your FrameAnalysis dump dir.
    FrameAnalyseFolder = "FrameAnalysis-2023-02-15-213641"
    os.chdir("C:/Users/Administrator/Desktop/NarakaLoaderV1.1/" + FrameAnalyseFolder + "/"
    if not os.path.exists('output'):
        os.mkdir('output')


    # Here is the ib you want to import into blender.
    ib_hashs = {"a960bad7": "body"}
    for input_ib_hash in ib_hashs:
        # Naraka use e8425f64cfb887cd as it's ROOT VS,
        # and this value is different between games which use pointlist topology.
        start_merge_files(input_ib_hash, ib_hashs.get(input_ib_hash), root_vs="e8425f64cfb
        # TODO add do not use pointlist flag,to export weapen and other object without poi
        # TODO add use specific index to read pointlist info.

    print("---------------------------------------------------------\r\nAll process done!
```
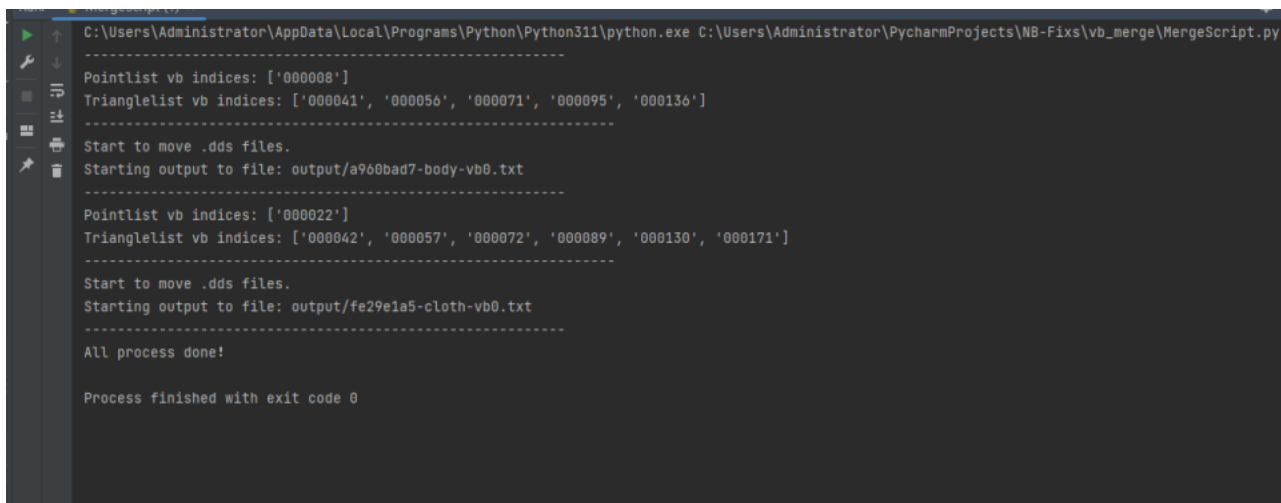
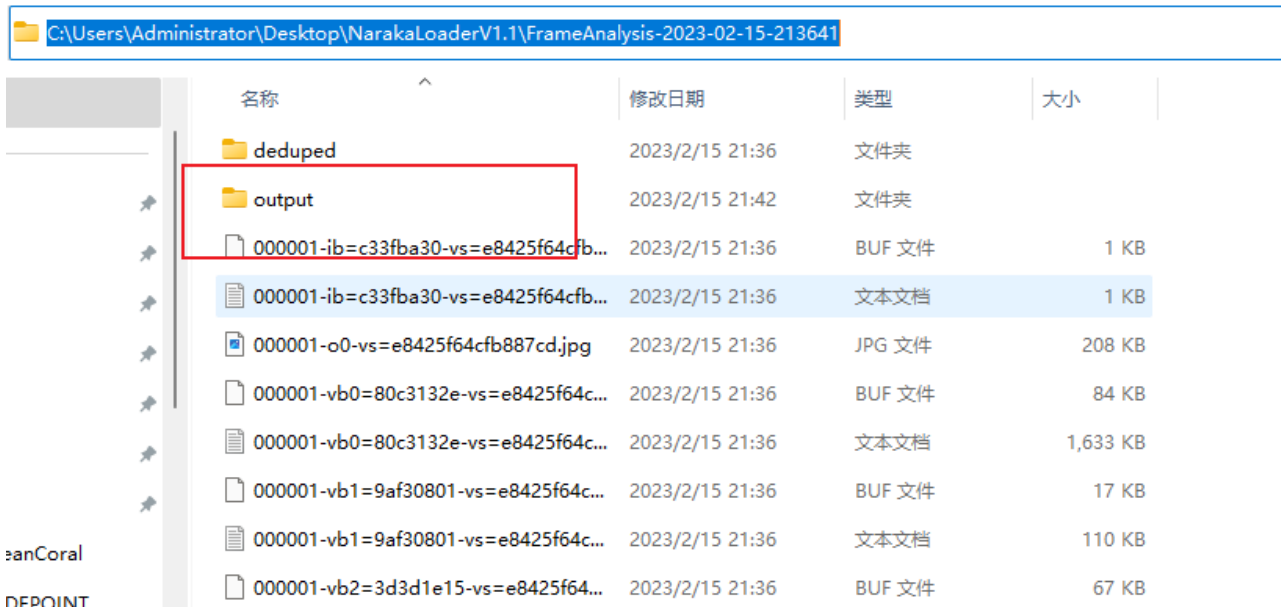Also we chose it's cloth ,and add a element in the dict:
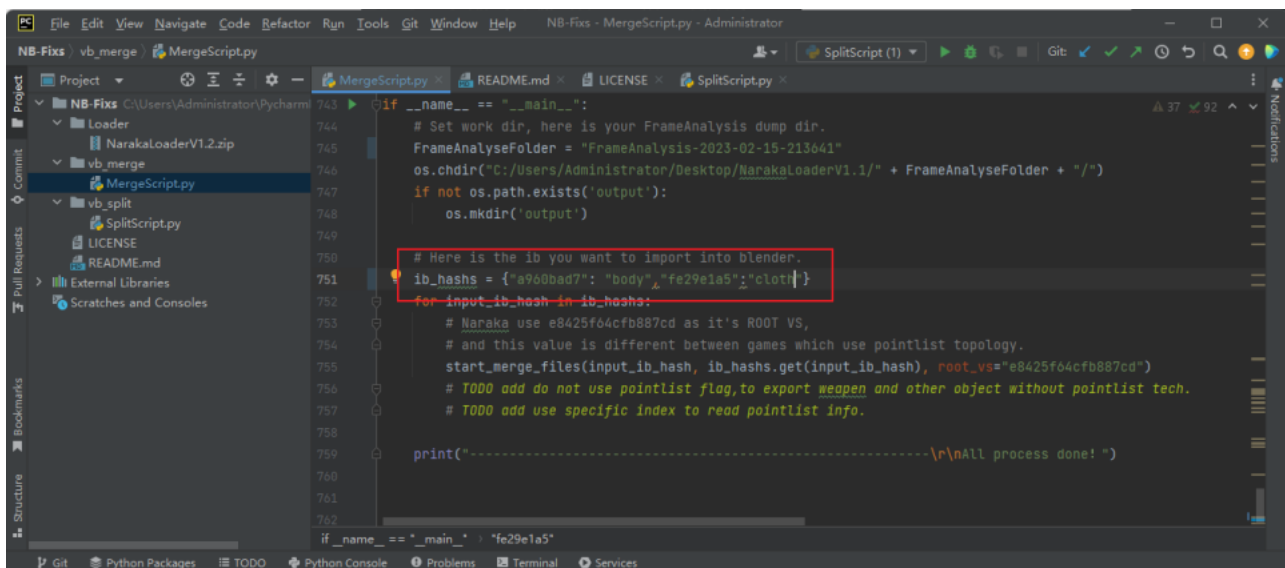
Now we can right click and run it :
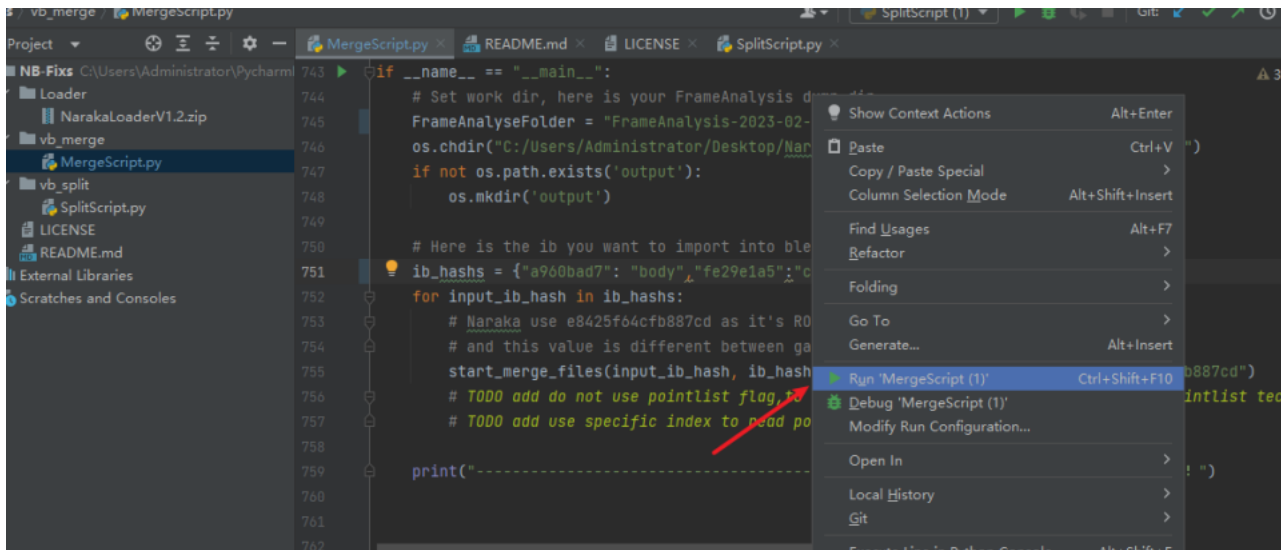
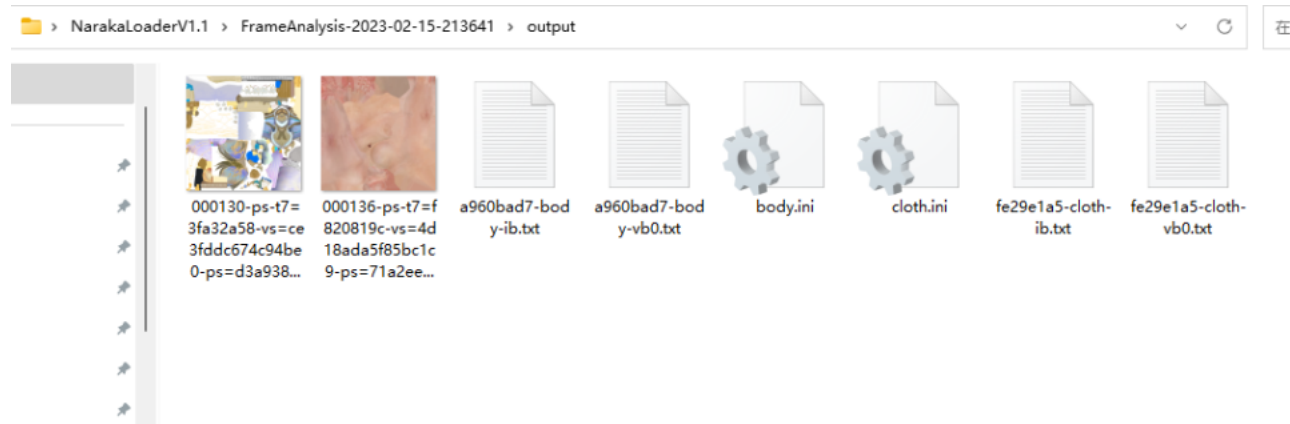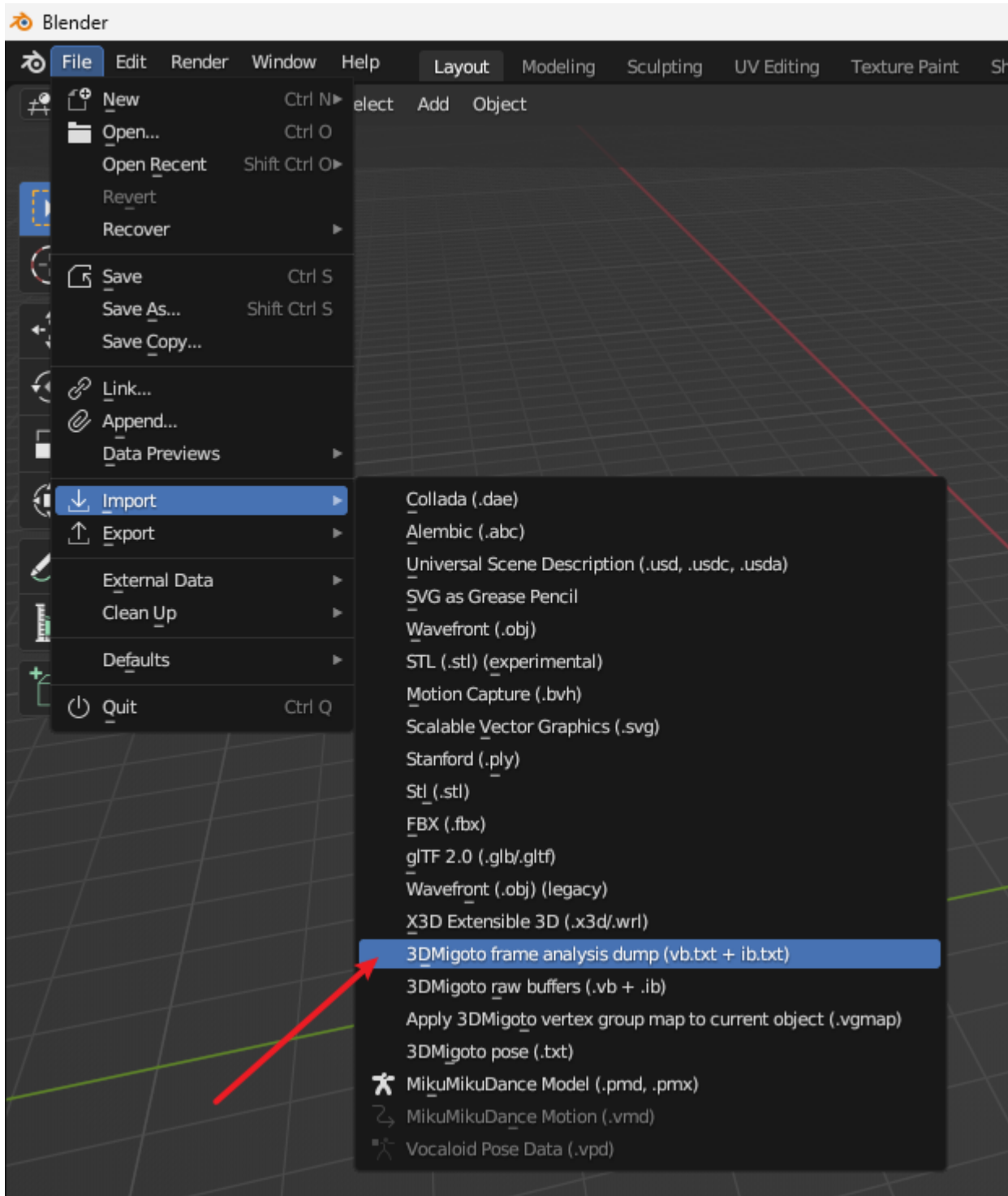And you get these outout:

Now we open our FrameAnalysis dump folder,we can see a output folder:

Open it,and we get the diffuse map texture dds format picture, and the final merged vb0 file with their name.

> NarakaLoaderV1.1 > FrameAnalysis-2023-02-15-213641 > output

000130-ps-t7=
3fa32a58-vs=ce
3fddc674c94be
0-ps=d3a938...

000136-ps-t7=f
820819c-vs=4d
18ada5f85bc1c
9-ps=71a2ee...

a960bad7-bod
y-ib.txt

a960bad7-bod
y-vb0.txt

body.ini

cloth.ini

fe29e1a5-cloth-
ib.txt

fe29e1a5-cloth-
vb0.txt

Then you can import the vb0 file into blender, use DarkStarSword's 3dmigoto–blender plugin:

here you select them,and click Import 3Dmigoto Fra...
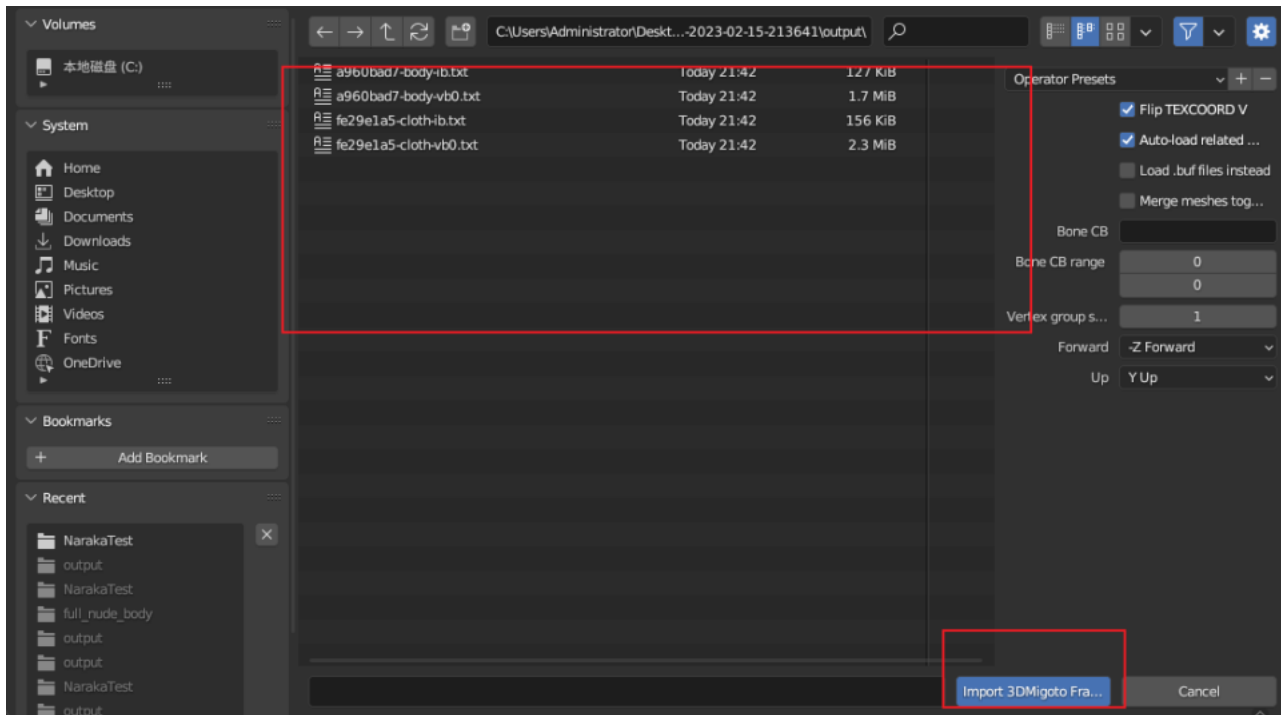
Congrats, you get it into blender!