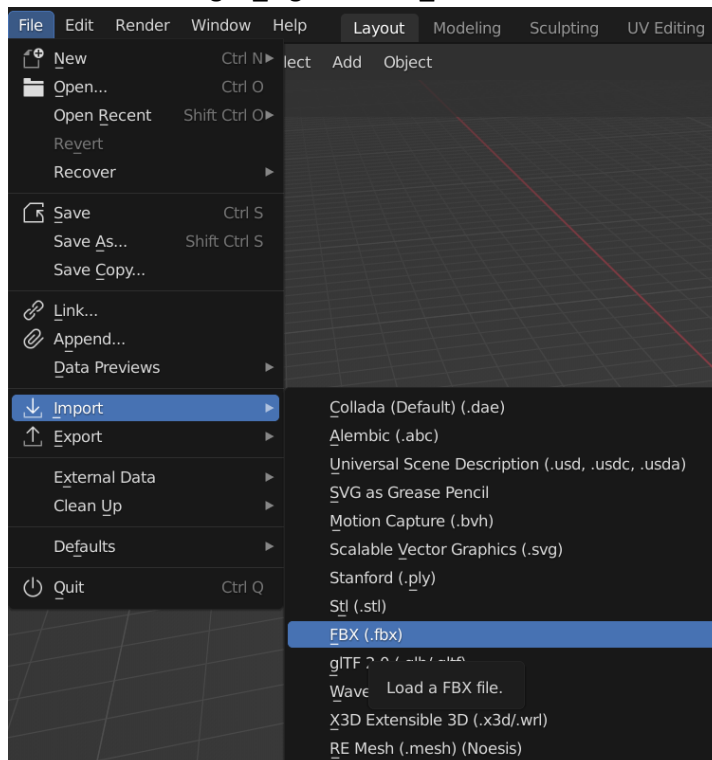


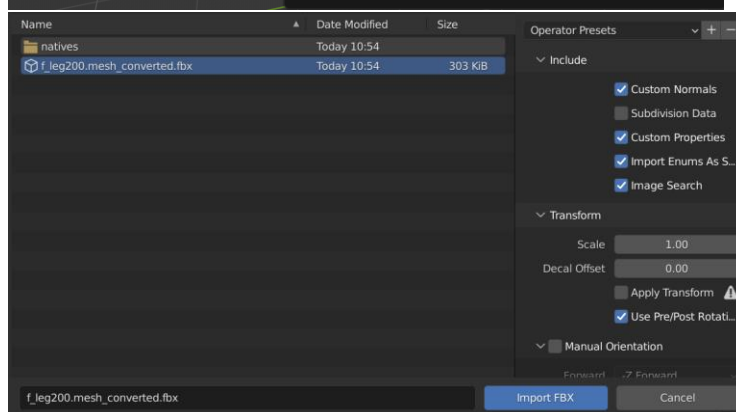
# Fixing Failed Mesh Exports

*Please note, that if a mesh has failed to export properly it is due to the plugin and not the program. This program uses the latest noesis tool to export the files, and is not responsible for the failed conversions as it simply automates the import/export process of noesis.*

1. Open Blender
2. Import the provided fbx from the conversion folder
  - a. File -> Import .FBX
  - b. Locate fbx file e.g. f\_leg200.mesh\_converted.fbx

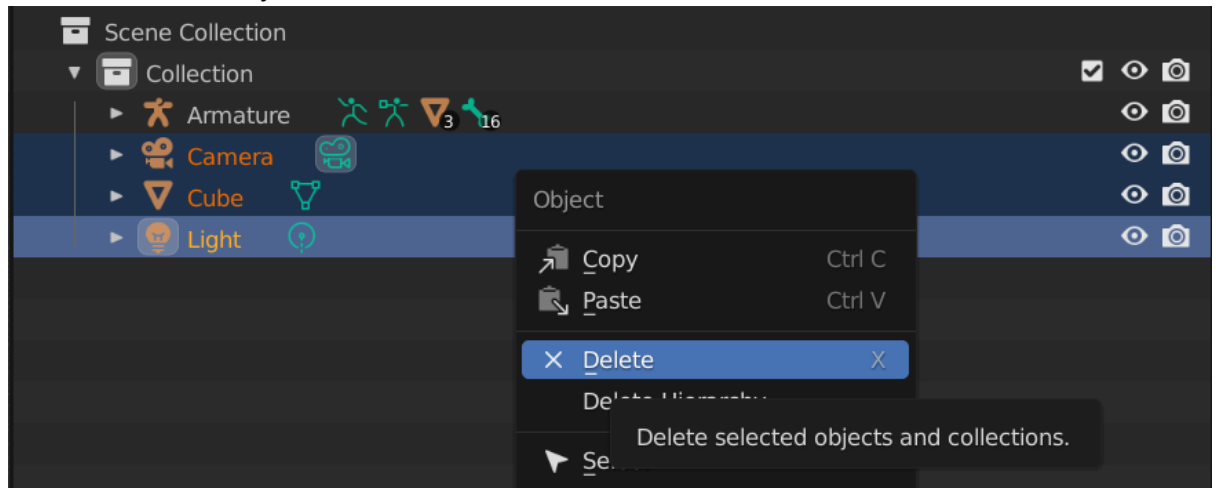


c.

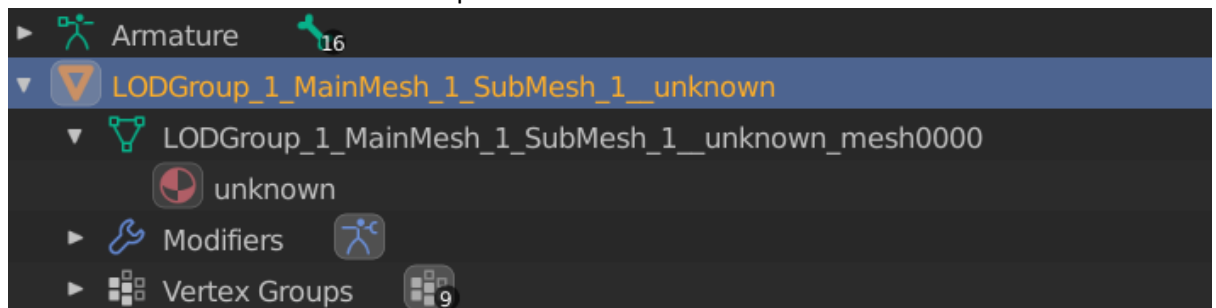


d.

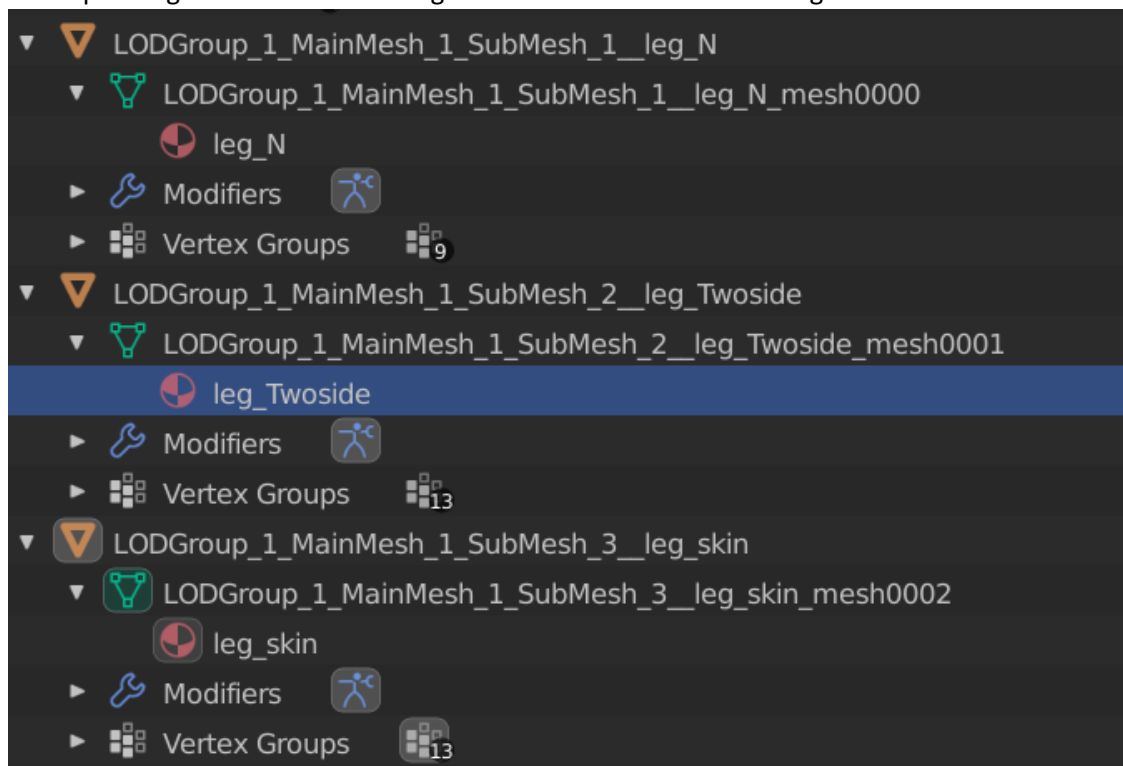
3. Remove the other objects from the scene collection



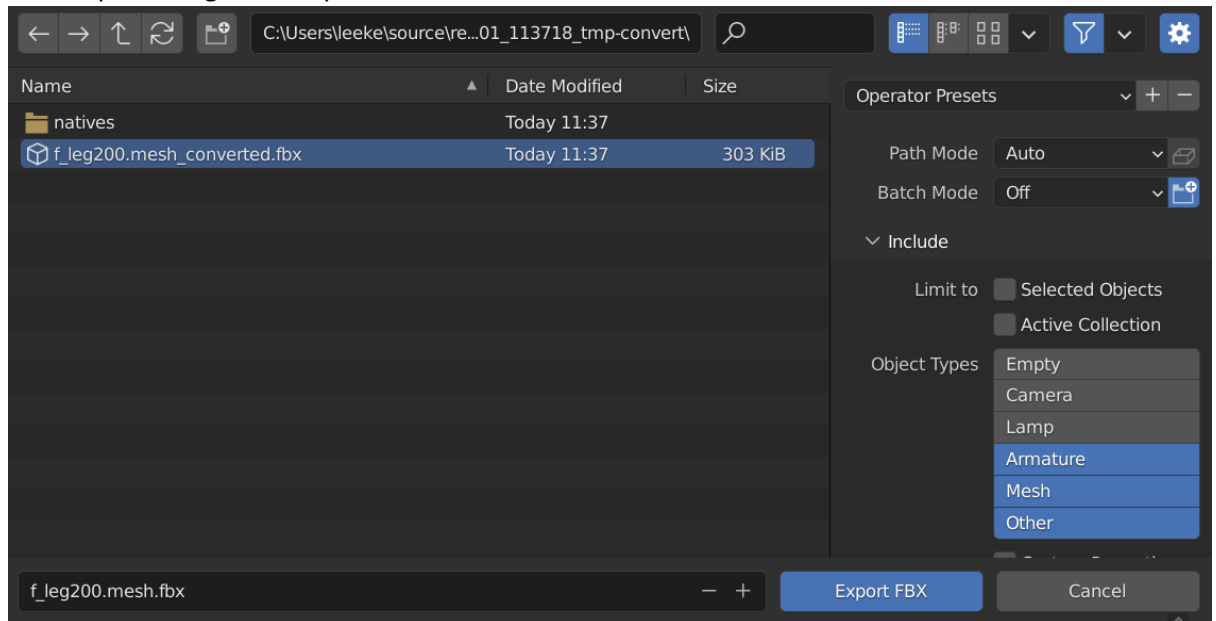
4. Do note the naming on each mesh, where you see "unknown", you will need to rename this section to the material name for that part of the mesh.



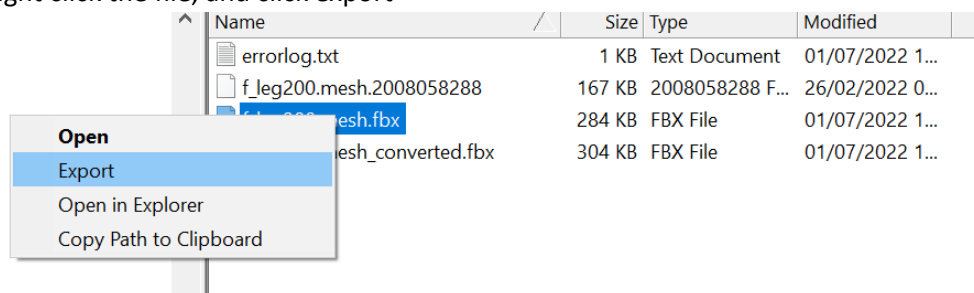
5. In each instance, we will need to rename them to match the material names in the corresponding mdf2. After renaming it should look like the following:



6. Now export using File-> Export .FBX



7. You will now need to convert it using noesis, you can use the one provided with the converter as it will already be set up.
8. Locate the Noesis folder and run noesis.exe
9. Navigate to the folder where you placed the fixed fbx file.
10. Right click the file, and click export



11. From here, select the correct file extension from the dropdown
  - a. Main output type: .2109148288 MH Rise Sunbreak MESH
  - b. In advanced options type : -rewrite
  - c. Click export
  - d. A new file will be exported in the same directory as the fbx usuall with the naming .meshout.2109148288
  - e. Rename this file to the correct filename e.g. f\_leg200.mesh.2109148288
  - f. Place this new file in the armor folder
  - g. Create a .Pak or when fluffy manager is updated, load via that. And try ingame!

