.Fbx Converter v7.3.1

`FbxConverter` is a command line tool for converting Autodesk FBX files into the art files that Marmalade uses (GROUP, MTL, GEO, SKEL, SKIN and ANIM).

Location

The `FbxConverter` tool can be found in:

```
<Marmalade Install Dir>\tools\Exporters\FbxConverter
```

Running the Converter

To run the converter use:

```
FbxConverter <input> <output> [<mode>] [nogroup]
```

Where the arguments and options have the following meaning:

Argument/Option	Meaning
`<input>`	Name and location of the FBX file to import.
`<output>`	Name and location of the Marmalade group file to export.
`<mode>`	What to export to the Marmalade group file: • `all` Export models, skeletons, skins and animation. • `model` Exports models only. • `skin` Exports models, skeletons, and skins. • `anim` Exports animation only. Defaults to `all` if not specified.
`nogroup`	Do not actually output the group file, just the data.

Limitations

The converter does not support all possible model data in the input FBX file, mainly due to the current implementation of the Marmalade middleware (IwGx, IwAnim etc).

Some of the limitations are:

- Meshes
    - Only one channel of vertices, normals, and vertex color is supported.
    - Only two channels of UVs are supported.
    - Tangents, Bi-normals, Groups, Smoothing, Creases, Holes, User Data and Visibility channels are not supported.
- Materials
    - Only emissive, ambient, diffuse and textures are exported from Lambert and Phong materials.
    - Only textures are exported from other material types.
    - A maximum of two textures are exported.
- Skins
    - A maximum of 32 bones is supported.
    - A maximum of 4 weights per bone is supported.
- Animation

- Only the position and rotation of a skeleton bone is animatable.
- Animation curves are not exported. Instead, they are converted into a line between each keyframe. For greater fidelity, bake the animation into frames before conversion (this will result in larger output files that consume more memory).