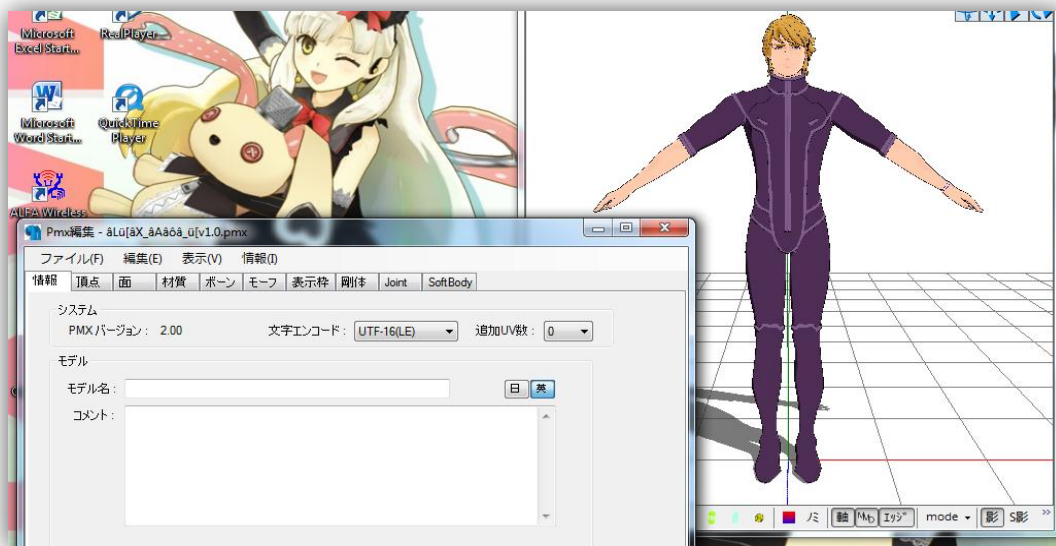


# PMXeditor Tutorial

## How to Export PMX -> PMD

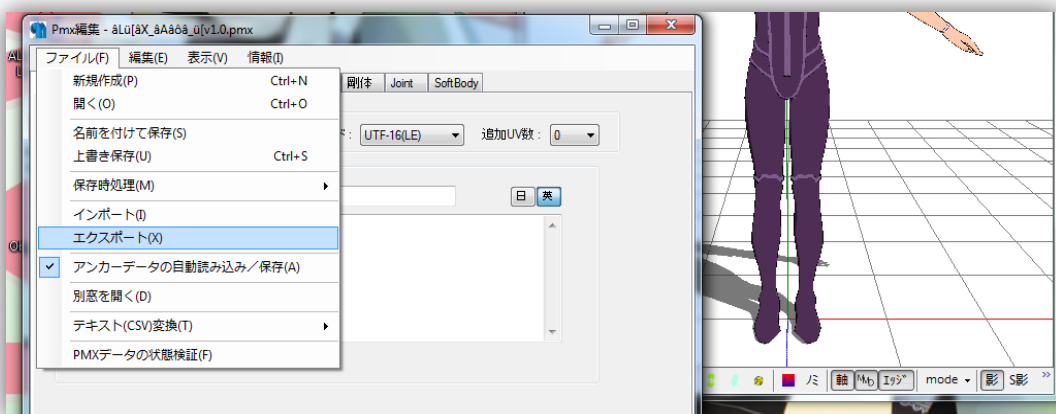
Here I am again, this time with a less extensive tutorial on how to change PMX files back to PMD which I probably be either brutally murdered for or praised for.

So open your PMXeditor (and wait for all the error messages to go away if it's like mine) and then open your .PMX extension model.

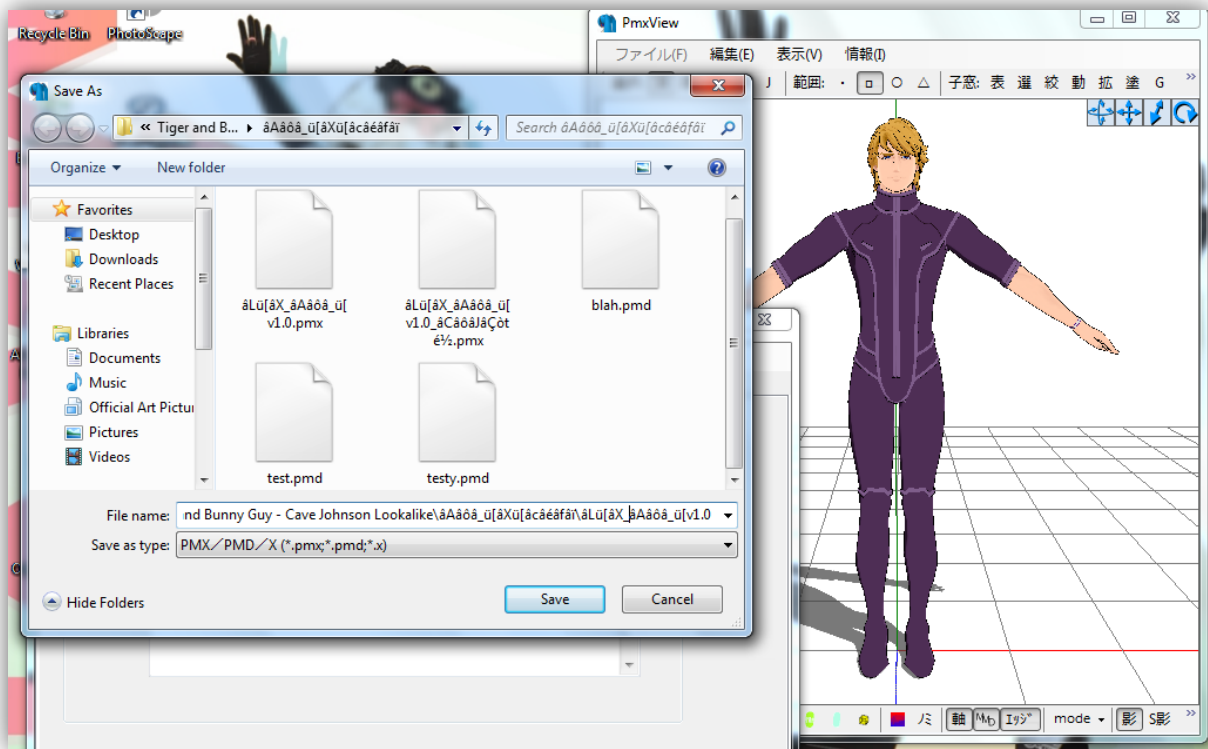


I've opened this male model from a series called Tiger and Bunny of whose name I don't know (with that chin and face shape he'd probably make a perfect Cave Johnson with a bit of tweaking...)

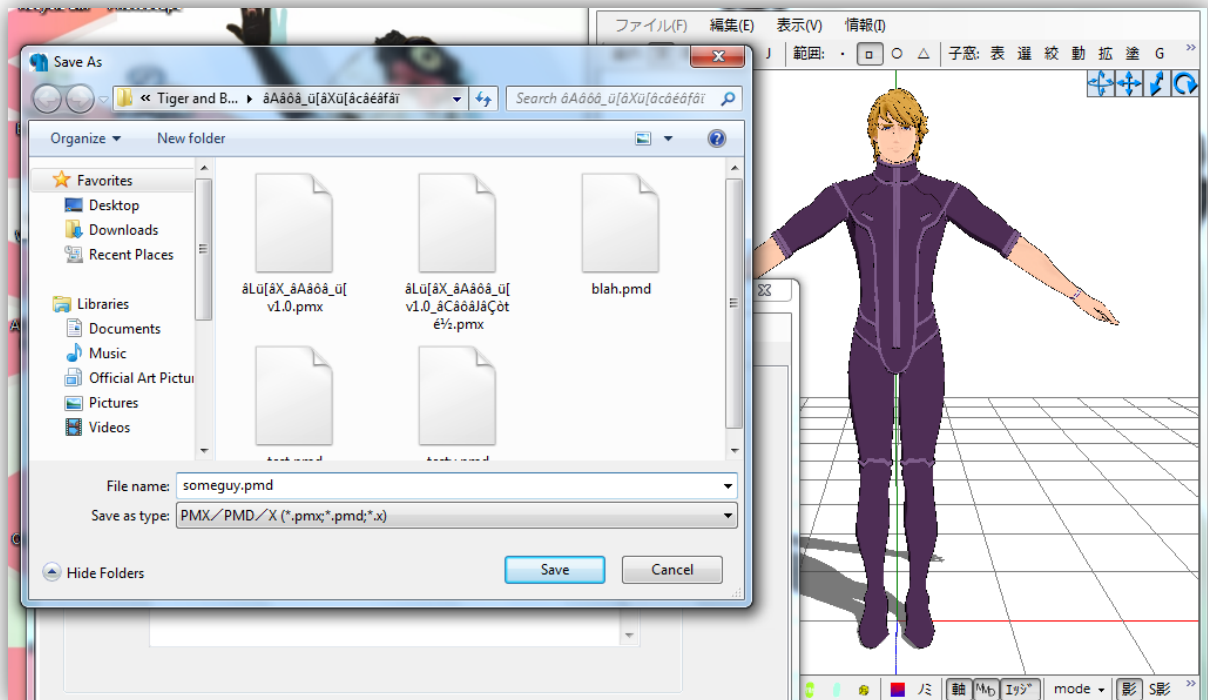
Anyway go to (F) and then (X) and click on it.



A new window will open up that looks like this.

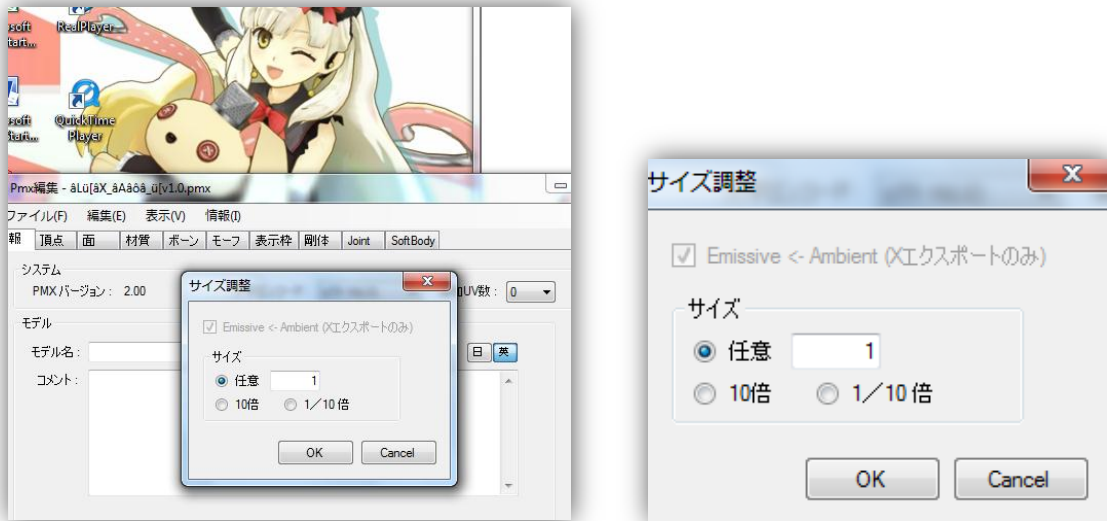


As you can see, the options to save the file are **.pmx**, **.pmd** and **.x**. So let's try saving him as a **.pmd** file. I've called him "someguy.pmd".



Okay. Now, hit enter – or click save, whatever floats your boat.

Now, this little box will appear, you should recognize it from PMDEditor when you import a .x file. Unless you want a gigantic monster of a model or a tiny shrimp, it would be best if you leave the option as it is. Click Okay.

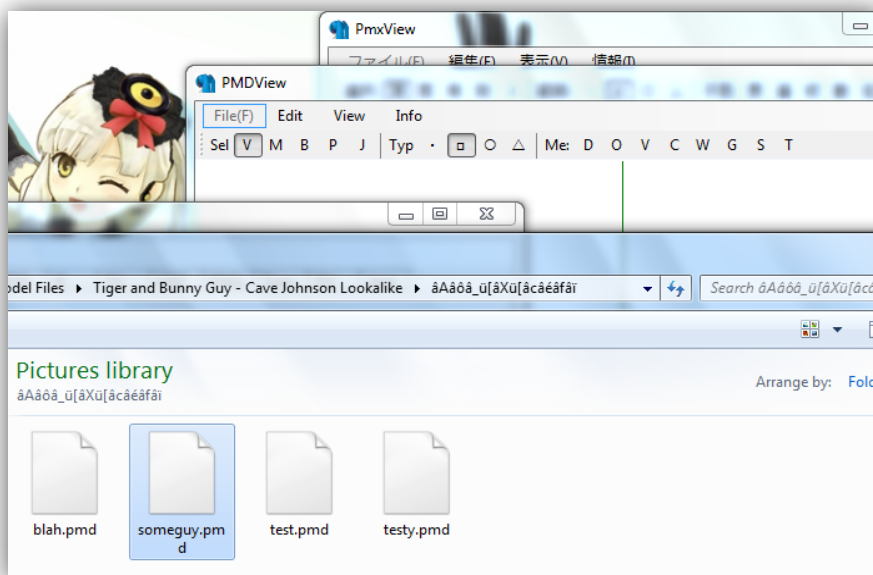


And that's it. After you click okay, it'll save the model in whatever file extension you chose to save the model as, so if you called your pmx file "someguy.pmx" then he really is now "someguy.pmd".

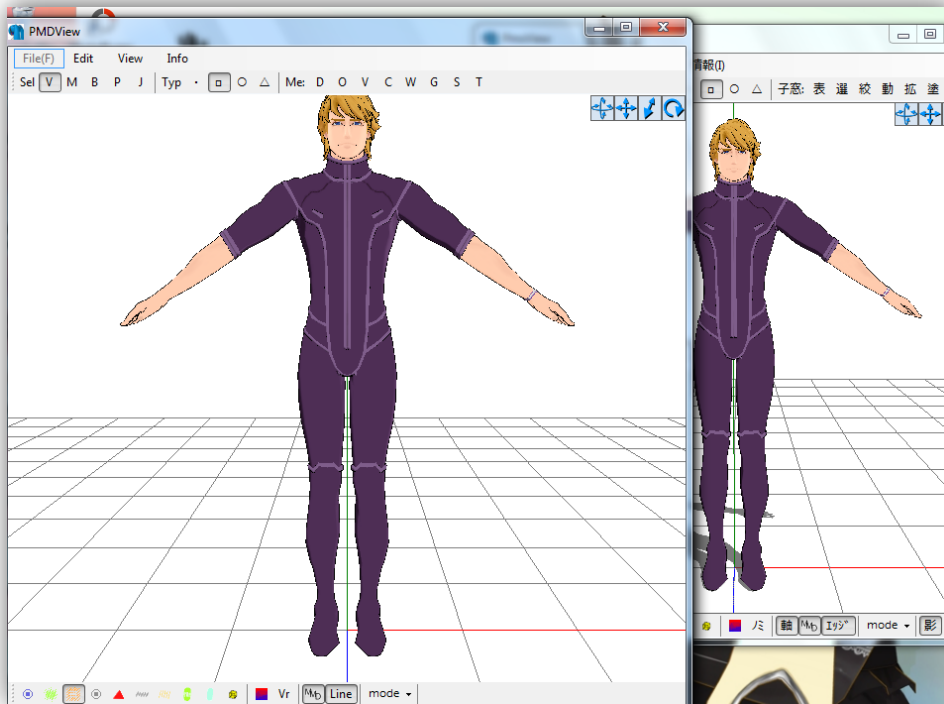
However, it isn't over yet. You'll have to open your new .pmd file in either PMDEditor, or MMD to see if the conversion was successful, and by this, to see if it has too many vertices.

Remember, .pmd files can only hold a certain amount of them while .pmx files are infinite. So if the model does not convert backwards then there is nothing you can really do about it I'm afraid.

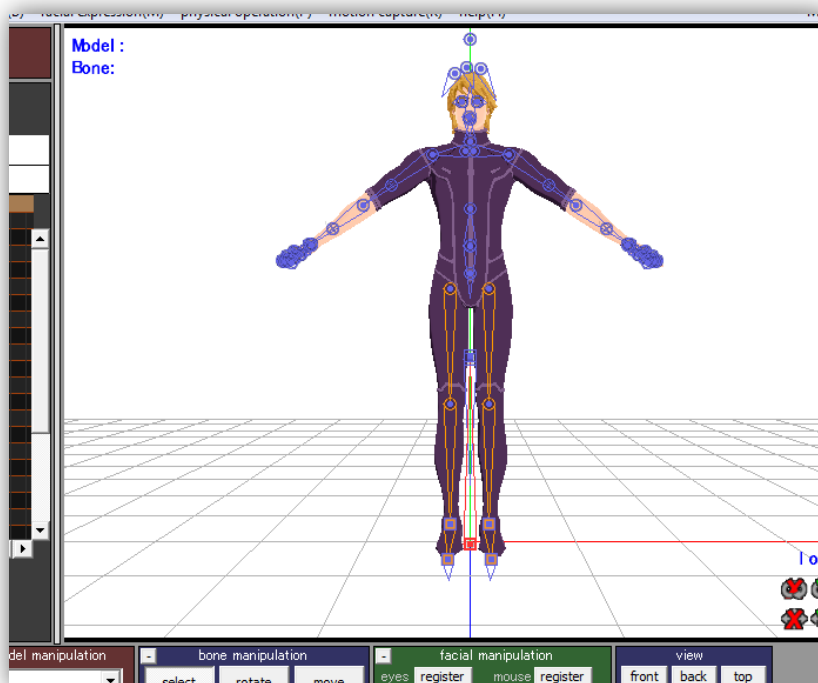
Anyway, open your PMDEditor, mine is the English version. Well, it looks promising so far, but will he open properly?



And presto, it works. See the English PMDeditor at the front and the PMXeditor at the back?



And don't worry. He even loads in MMD. His leg bones even work.



And that concludes this very short tutorial on how to export .pmx files to .pmd. I hope that this tutorial helps you, in a good way. Try not to misuse this information.