Moflex Conversion Tutorial

By Ruby Kenny (SupersonicRainboom)

Part One: Getting Set up

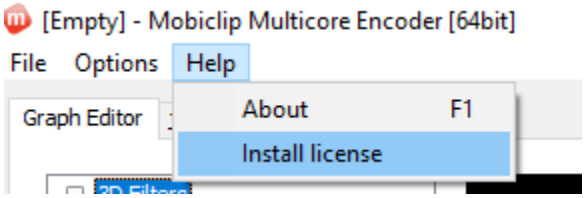
So, you want to convert movies to Moflex, huh? Well, you came to the right place! But before we can convert our own movies, we first need to prepare some things.

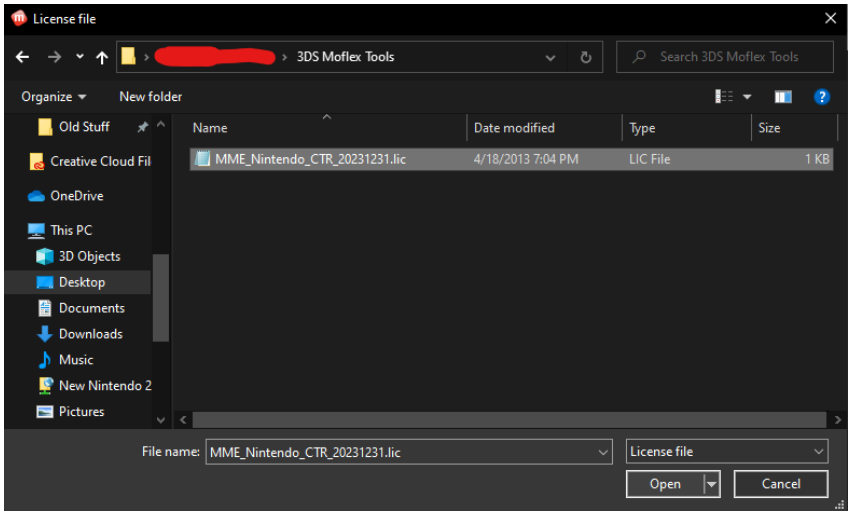
First and foremost, your movie. The 3DS screen can only display 240p video. So to keep the filesize down, do not use a video file that is higher than 480p. also, make sure the file is in MP4 format. Converting with an MKV file almost always results in errors during conversion, such as the video timeline being stuck at 00:00:00, and the movie crashing halfway through.

Next, you need a Modded 3DS or 2DS with Custom Firmware (there are guides on how to modify your system online), as well as a 64 Bit Windows PC with Windows 7 or greater. Now, Download this package. this contains all the software we need to convert and package our videos into a CIA.

Once downloaded, unzip the file somewhere to your PC where you can easily access it.

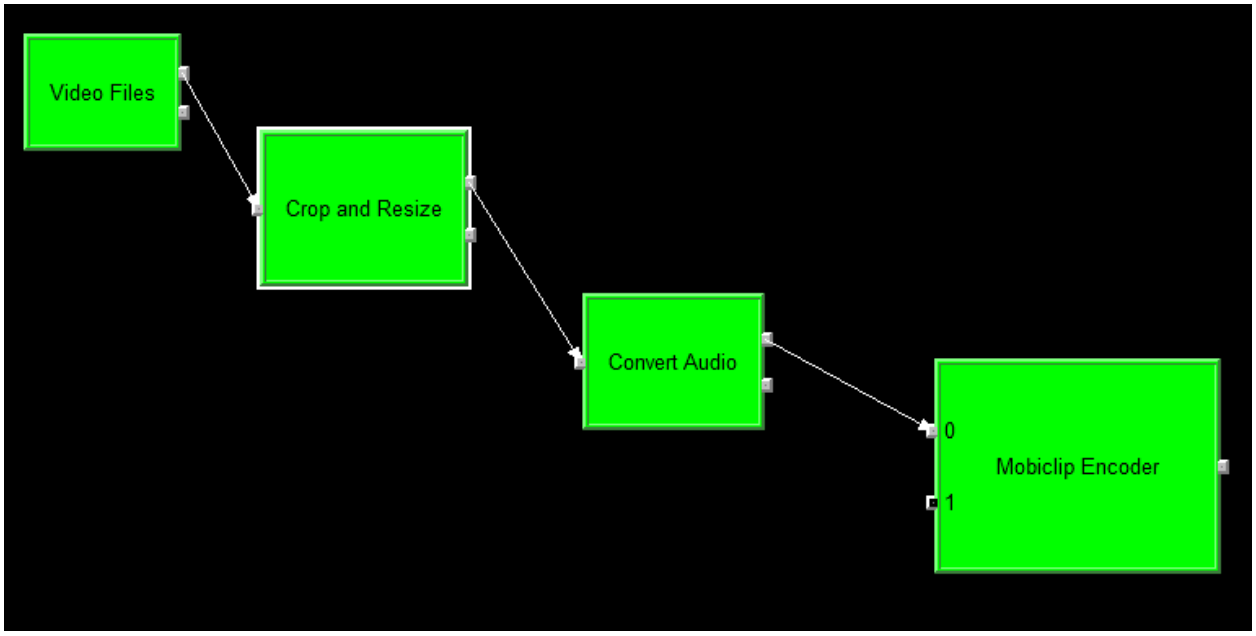
Now, open up “Mobiclip_Multicore_Encoder_Install_x64.exe” and install it. This will install Mobiclip Multicore Encoder to your computer. Next, open the software and open the license key. The following pictures show how to do this.





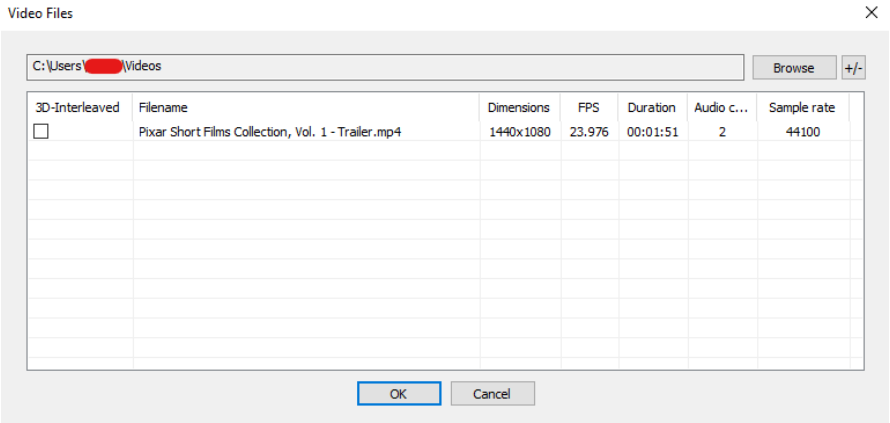
Part Two: Converting your Movie

As you can see, the Mobiclip program has nothing in the main area. You can double click on items in the sidebar to add things. Once added, you double click on the box to adjust it, Then, string them along like this.



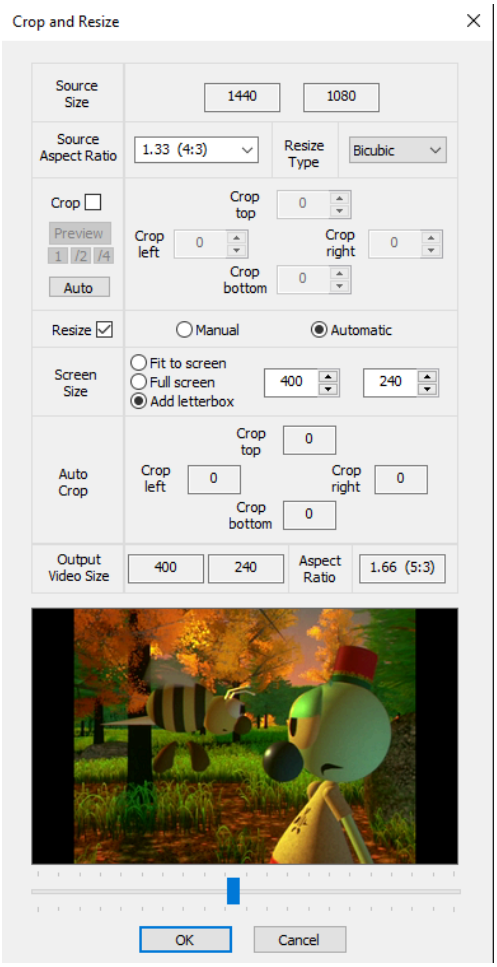
I will go through the ones you need to add:

Video Files: Pretty self-explanatory.



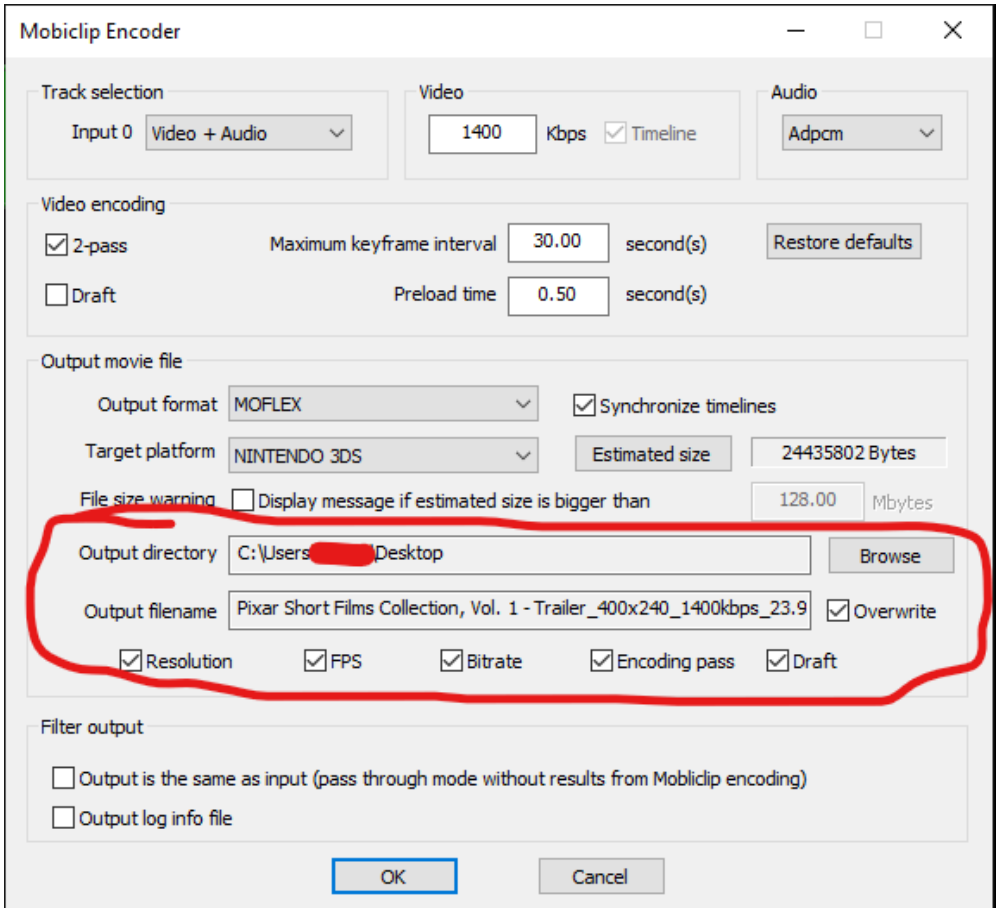
Crop and Resize: This one needs more setting up. Check the “Resize” box and make sure the dimensions are EXACTLY 400 by 240. If your video is 16x9 Widescreen then you can press “Ok”.

For 4x3 content, or content in other aspect ratios to display unstretched, select the “Automatic” box next to where “Resize” was. This will give you multiple options, But personally, I think the “Add Letterbox” option is the best, but feel free to use any other option if you want to. After you are done, click “OK”.

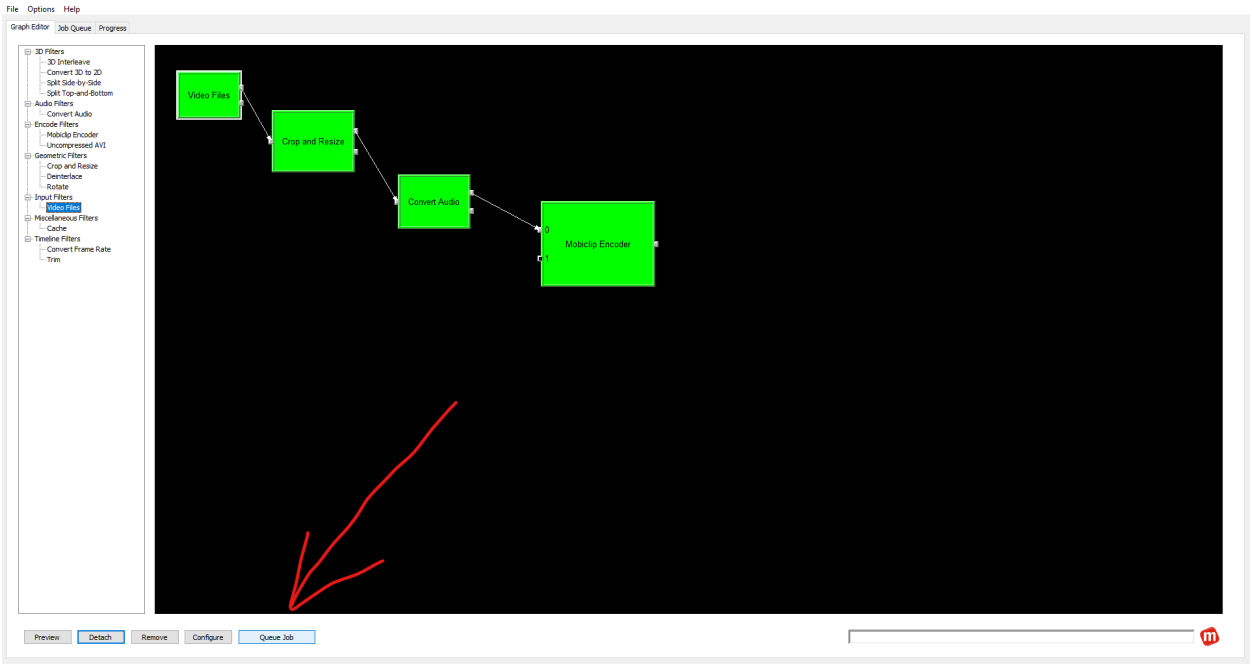


Convert Audio: Don’t mess with this. It is required for conversion.

Mobiclip Encoder: This one only has two options that can be altered: the Filename and Output Location, shown on the next page:



After you have modified the settings to your liking, press “Queue Job” on the bottom of the window.



You can check the progress on the “Progress” tab on the top of the screen. Leave mobiclip open until this process completes.

Part Three: Final Setup

Now, you have this moflex file converted. Locate it and rename it to “movie.moflex”

Next, open the “videoinject” folder in the 3DS Moflex Tools pack. Then open the “input” folder. I already left over a folder I previously used to show how the folders are setup.

Rename that folder to the title of your movie. This will be the title that will show up on the 3DS Home menu. There is no limit to how many characters can be in the title. Next, go back to the “videoinject” folder, and locate the “TemplateBanner.png” and “TemplateIcon.png”. These are used for the home menu.

Open them with a photo editing tool and put some pictures on them without adjusting the size of the overall image. Icons must be 48 by 48 pixels and banners must be 256 by 128 pixels. Below are some example images I used for a previous conversion.





Make sure the files inside the folder are named “icon.png” and “banner.png”.

Next, place your “movie.moflex” inside the folder, and go back to the “videoinject” folder.

Open “extract.exe” and wait for the extraction to finish.

Next, open “videoinject.exe” and wait for the injection to finish.

You now have your movie inside an installable CIA file!