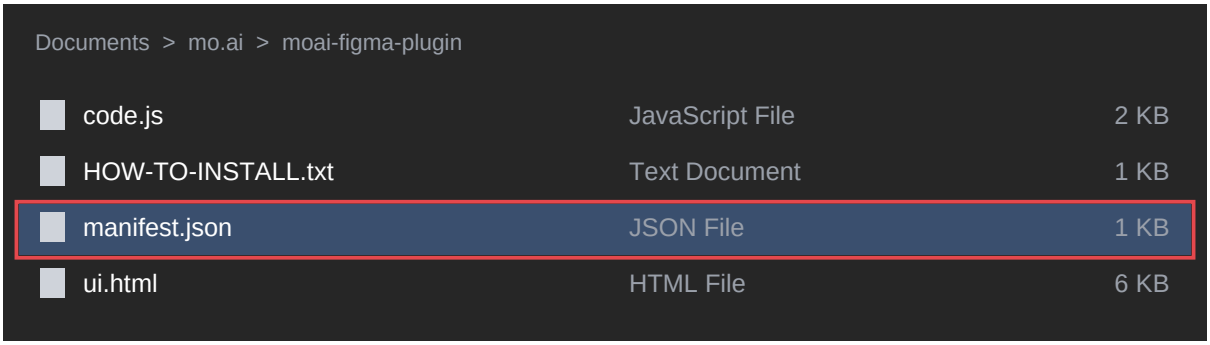
Send your Figma designs to mo.ai

Do this once. It takes about 3 minutes.

You need the **Figma desktop app** (the browser version cannot load local plugins). After setup, exporting a design takes a few clicks (next page).

01 Keep the plugin folder somewhere permanent

Inside your mo.ai folder you will find **moai-figma-plugin**. Move it somewhere safe, for example Documents. Figma reads the plugin from this folder every time, so do not delete or rename it.



02 Import the plugin into Figma

Open any design file in the Figma desktop app, then follow this menu path. Click the Figma logo (top-left) to open the menu:

Figma menu > Plugins > Development > **Import plugin from manifest…**

03 Choose manifest.json

In the file window that opens, go into the **moai-figma-plugin** folder, select `manifest.json` and click Open. **Export to mo.ai** will now be listed under Plugins > Development.

04 Check that it worked

Open the Plugins menu again. Under **Development** you should now see **Export to mo.ai**. You are ready: go to the next page.

If Export to mo.ai is missing

- Make sure you are in the **Figma desktop app**, not the browser.
- Repeat steps 02 and 03. The plugin folder must still be where it was when you imported it.
- Need help? ststudiosng@gmail.com

Export a frame and open it in mo.ai

01 Click ONE frame on the canvas

Select a single frame. A group or component also works. If nothing, or several things, are selected, the Export button stays greyed out.

02 Run the plugin

Open the menu path: **Plugins > Development > Export to mo.ai**. The panel on the right opens.

03 Pick the options

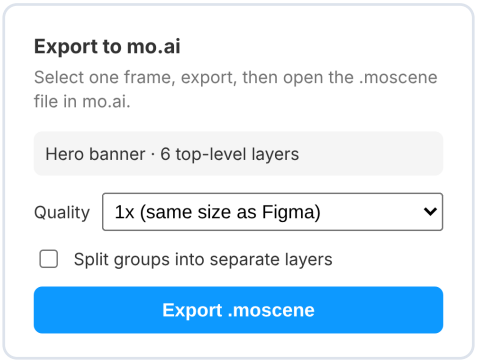
Quality: 1x is the same size as Figma. 2x is sharper but makes a larger canvas and is slower. **Split groups**: tick this to open plain Figma groups as separate layers in mo.ai.

04 Click Export .moscene

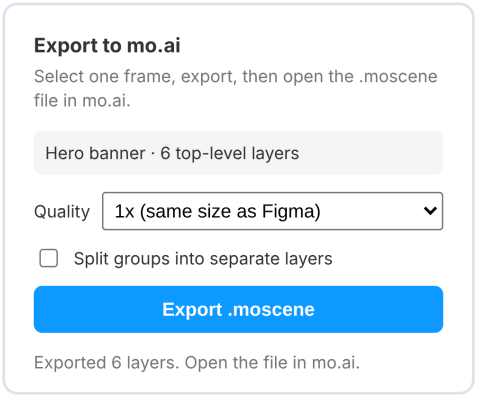
The panel shows progress, then a file named after your frame downloads, ending in `.moscene`.

05 Open it in mo.ai

Drag the `.moscene` file onto the mo.ai canvas, or use File > Open (Ctrl+O). Every Figma layer arrives as its own layer, ready to animate.



1. Frame selected, options chosen



2. Export finished

Good to know

- Text, vectors and effects arrive as **pictures**, so they are not editable as text or paths in mo.ai.
- Hidden layers are skipped. Only a **solid** frame background is included (gradients or images on the frame itself are not).
- Start with 1x. Large frames and 2x take longer to export.
- Do not open a raw `.fig` file in mo.ai. Only the images stored inside it are imported, not your layers. Always export with this plugin.