
Subject: Format Checklist

Posted by [Keshire](#) on Thu, 21 Nov 2013 16:38:21 GMT

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Copied over from the Fable 2 forum. This may be woefully out of date:

Models, textures, and related files.

GMD

Game mesh data. Not the model, but information pertaining to the model. Most models have one.

HKX

Related to models. Looks just like the HAVOK_SCENARIO files. Model physics?

HPB

Related to models.

MDL

Models.

MOF

Skeletal morphs. Plain text.

BNK-Particles

Effects data (effects.big?).

TEX

Textures. Very likely to be DXTn. Swizzling is a possibility, compression is a definite.

Compression is unknown.

BGF

Related to GUI art, third party stuff.

BSG

Related to GUI art, third party stuff.

FAC

Related to GUI art. Lists of UVs. Plain text.

DDS

Image container.

Animation files.

ANIMATION_DATA

Animation data.

ANIMATION_TOC

Related to animation data.

LOCO

Looks like animation data. The top looks to determine what animations are used and when. The bottom has what looks like a list of animations.

Audio, language and related files.

Notes: No XMA2 codec exists.

ADB

Audio. Compressed.

WAV

Audio. XMA2.

AMP

Related to audio, looks like settings. XML/plain text.

CSV

Filehashes, one for audio files, the other for language files. Excel spreadsheet document.

BIN

Lip sync data.

BABEL

Related to region-specific text files.

BFT

Related to region-specific fonts.

Level files.

AMA

Related to height field data. "ADMP".

AMM

Related to height field data. "ADMP".

AMR

Related to height field data. "ADMP".

EHF

Related to height field data. "HeightFieldGraphicsFile".

HDB

Related to height field data.

GENV

Contains environment map data.

GHF

Related to height field data. First 4 bytes are 1F8B0808, but I don't think this is header info.

LMP

Might be related to height field data. Same header as the GHF files. The rest looks the same too.

AI_CONFIG

Related to path finding data. XML/plain text.

AIM

Related to path finding data. Kynogon Mesh.

FDL

Related to path finding data. Kynogon FindNearest Data.

PDL

Related to path finding data. Kynogon Spatial graph.

PPD

Related to path finding data.

MIST

Assuming it to determine where mist is.

WATER

Assuming it to determine where water is.

DAT

All named lightprobesdata.dat. Level lighting?

ENGINE_DATA

Not a clue except for the header. "EngineResourceList".

ENGINE_LEVEL

Stores links to other files such as heightmaps and flora models and has instancing data for flora.

HAVOK_SCENARIO

Level physics?

SAVE

XML/plain text. UIDs?

TEXTURE_ATLAS

Guessing that these determine what textures are used where on the maps.

Other files.

BIK

Videos. Bink. Player available here.

BNK

Compressed archives. Part of the Virtual File System (VFS)

LUA

Scripts. There's one for nearly every component of the game.

SBK

Shader data. ShaderBankFile.

SWF

Pubgames. Flash 8/AS2. Decompiling produces FLA along with AS files, Javascript/plain text.

XML

XML/plain text. These are for the pubgames. Some determine settings, others are in-game text.

GDB

Global DataBase

LIST

Plain text, each has a list of corresponding files. (Map lists have map files listed, GUI lists have GUI files listed, etc. and so on.

MANIFEST

Plain text, list of files on the disc.

TXT

Plain text. Some of these are lists, others look like they serve some purpose.

Known.

Not sure or incomplete.

Unknown.

Subject: Re: Format Checklist

Posted by [asmcint](#) on Fri, 22 Nov 2013 06:15:54 GMT

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Damn. There's a lot more known about the various formats than I thought. Hell, half of these I've never even seen before.

Subject: Re: Format Checklist

Posted by [Keshire](#) on Fri, 22 Nov 2013 12:27:00 GMT

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asmcint wrote on Thu, 21 November 2013 22:15Damn. There's a lot more known about the various formats than I thought. Hell, half of these I've never even seen before.

There's a bunch of stuff buried in the levels.bnk

This is also kinda out of date, since we know the TEX format.

I'll see if I can pull the updated information out of the raw forum data I have from an older backup of the F3 forum later. I was at work when I originally posted this. ;)
