Subject: Format Checklist

Posted by Keshire on Thu, 21 Nov 2013 16:38:21 GMT

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 This may be woefully out of date: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

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. ;)