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Subject: BIN

Posted by [Keshire](#) on Thu, 21 Nov 2013 16:41:47 GMT

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JohnDoe:1229083644

```
#include "standard-types.hsl"
```

```
#pragma byteorder(big_endian)
```

```
typedef struct BIN //Lipsync data
```

```
{  
    DWORD Count;  
    DWORD Unknown[Count];  
} BIN;[/m]
```

No laughing!

I'm guessing each of the unknowns calls a certain phoneme animation, so not really "unknown", just didn't know what to call it. I could probably work most of these out if I knew a piece of dialogue from a specific part of the game, so as to know which file it is.

God knows I need more practice, but for now hopefully these simpler things will do.