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.