
Subject: GENV File Format

Posted by [Keshire](#) on Thu, 21 Nov 2013 16:43:40 GMT

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This seems to be an environment map, don't know what it's linking to yet though.

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

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

```
#pragma maxarray(65536) // max that hw 5.1 will allow
```

```
#pragma maxstring(512)
```

```
typedef struct GENV // environment map
```

```
{
```

```
    DWORD Unknowns1[5];
```

```
    DWORD CellsX;
```

```
    DWORD CellsY;
```

```
    DWORD Unknown2;
```

```
    DWORD Map[CellsX*CellsY]; // Environment ID for that cell
```

```
} GENV;
```