Subject: LOCO File Format
Posted by Keshire on Thu, 21 Nov 2013 16:44:52 GMT
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TodX:1229266302
Here's a basic layout of the data structure of the locomotion.loco file.

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

#pragma byteorder(big_endian)
#pragma maxarray(65536)  // max that hw 5.1 will allow
#pragma maxstring(512)

typedef struct LocoEntry1Coords
{
 DWORD Unknown;
 float X;
 float Y;
 float Z;
} LocoEntry1Coords;

typedef struct LocoEntry1
{
 DWORD Unknown0;
 char Name[16];
 DWORD Unknown1; // always == 0x0820 ?
 DWORD Unknowns2[94];
 LocoEntry1Coords Coords[16];
} LocoEntry1;

typedef struct LocoEntry2
{
 DWORD Unknowns1[6];
 float Unknowns2[94];
} LocoEntry2;

typedef struct LOCO  // environment map
{
 DWORD Unknown1;
 DWORD Unknown2;
 DWORD LocoEntry1Size;
 DWORD LocoEntry2Size;
 DWORD Unknown3;
 DWORD Entry1Count;
 DWORD Entry2Count;
 DWORD Entry3Count;
```

```
 DWORD StringsSectionSize;
 DWORD Unknown7;

 LocoEntry1 Entries1[Entry1Count];
 LocoEntry2 Entries2[Entry2Count];
 DWORD Entries3[Entry3Count];
 char StringsSection[StringsSectionSize];

} LOCO;
```