
Subject: [How to]... extract music from the installation ?

Posted by [bsk99](#) on Thu, 16 Jan 2014 17:52:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi all,

I have read this forum and already download WAV converter but I don't understand how can I extract sound (BGM) from the installation directory ?

In first, my English is not perfect and I'm not to understand all I have read.

If I resume, I found in "C:\Program Files\Microsoft Games\Fable III\data\audio" folder, all soundtrack file in a bnk.dat format

When I rename it in ".wav" and I run with "Fable3_WAV_convert.bat" I can hear some part of music, but not correctly.

I would like to know if I need to change file before convert it or another thing I don't understand to do ?

Thank you in advance !

Subject: Re: [How to]... extract music from the installation ?

Posted by [Artofeel](#) on Fri, 17 Jan 2014 08:37:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

first you need to extract *.bnk files form streaming.bnk audio folder

then you can extract bnk files in audio folder

use this tool

Subject: Re: [How to]... extract music from the installation ?

Posted by [bsk99](#) on Sun, 19 Jan 2014 11:37:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi, thank you for the answer.

I'm not sure to really understand.

With BNKBrowser, I open "..\Fable III\data\streaming.bnk"

I see an audio subfolder and 7 bnk.dat files.

If I extract, for example, music_region.bnk.dat, I have a new file with .bnk.dat extension.

if I use "Fable3_WAV_convert.bat" on this file, file is not convert.

I suppose I need to edit or transform .bnk.dat before ?

thank you

EDIT : yes !! If I rename my bnk.dat in .wav, and I convert it, I can hear music !!

thank you very much for your works !!!!!!!

EDIT2 : Do you know If we can extract all music files ?
I don't find lot of music...

Subject: Re: [How to]... extract music from the installation ?

Posted by [Artofeel](#) on Mon, 20 Jan 2014 06:45:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

bsk99 wrote on Sun, 19 January 2014 16:37 With BNKBrowser, I open "..\Fable III\data\streaming.bnk"

I see an audio subfolder and 7 bnk.dat files.

oopsss!

I have modified my streaming.bnk and can't remember where these files were originally try others .bnk files in data folder (probably audio_lod.bnk)

so, you must extract all files from .bnk audio folder and merge it with audio folder on disk after, you must unpack .bnk files from audio folder

as a result you get .wav files

and them you must convert with "Fable3_WAV_convert.bat"

Subject: Re: [How to]... extract music from the installation ?

Posted by [Parooman34](#) on Sun, 21 Feb 2016 11:03:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello everyone,i'm new here and i have recently been interested in extracting Fable 3's music soundtrack

especially because i wanted that non-OST music that plays in some dungeons and it was in Fable 2 too,

After long efforts and a strong headache,i've finally found a way.

With BNKbrowser i have extracted Music_Region.bnk.dat from Streaming.bnk,then i have opened Levels.bnk and extracted the Music_region.bnk

Now,i have opened Music_Region.bnk and i have extracted a dozen wav files the names are as following

brightwood.wav (Mistpeak Valley theme and also Oakfield's\Brightwood's theme in Fable 2)

bowerstone_industrial.wav (Bowerstone industrial theme)

bowerstone_market.wav (Bowerstone Market theme)

"c07 lh full mix 1 gain changes.wav "

"c14 shadelight_02.wav" (Shadelight theme)

"c15 vioandaccordion.wav" (appears to be the initial theme when you play as prince)

"c18 orchestra mix 3.wav" (Brightwall village theme)

"c23 choir mix 2.wav" (Ossuary theme)

Castle_regionmusic.wav (Bowerstone Castle music)

cavesgeneric01.wav (One of themes from Fable 2 that played in some dungeons)

demondoorelectronic_01.wav (Unknown)

demondoorharp_01.wav (Unknown)

demondoornasty.wav (Unknown)

driftwood.wav (Driftwood music)
enterrenegadecamp_01.wav (Music when you are in the proximity of the renegade camp)
escapecavehall_01.wav (Unknown)
ghosttown_01.wav (Sunset house exterior?)
gui_room_01.wav (sanctuary music 2)
gui_room_02.wav (Sanctuary music)
hobbecave_nobeats.wav (Hobbe cave music)
millfields_01.wav (Millfields music, slightly altered music of "Bower lake" from Fable 2)
reavermansion_01.wav (Reaver's mansion theme)
sunsethousechess.wav (Chesty dreamworld music)
tombsgeneric_01.wav (one of Fable 2's dungeon themes recycled in Fable 3)

Subject: Re: [How to]... extract music from the installation ?
Posted by [bsk99](#) on Sun, 28 Aug 2016 02:48:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi,

Thank you for this information !
I'm very interested by this musics.
Are you able to share your work !?

Thank you !!

bsk99

Subject: Re: [How to]... extract music from the installation ?
Posted by [Parooman34](#) on Mon, 12 Mar 2018 17:31:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

yes, i can share tombsgeneric.wav for now as the old laptop that had the files is bust, no worries, i remember the process so i will extract the files in no time!