Subject: GHF Fable 2 and 3 heightfield / heightmap files
Posted by CultOfByron on Mon, 23 Aug 2021 08:51:40 GMT
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Also posted on Fable2mod but reposted here due to similarity of file formats.

So, after 11 years of tinkering and bimbling around and pestering coders who had long since moved on from this, I've managed to get something sensible out of the ghf heightfield files.

Focusing on the Brightwood ghf (ch3heightfieldabandfarm_id_926492ed.ghf) I could not see any discernible pattern in the data. So on a whim I decided to open it in 7zip and voila: export360/data/worlds/albion/brightwood/heightfields/ch3heig htfieldabandfarm_id_926492ed.ghf about 8Mb.

First 14 bytes of nowt, then two integers of 769 (suspiciously like image dimensions) followed by a repeating pattern of 14 bytes throughout the file neatly organised into two columns.

Cracks knuckles and opens Photoshop, 5 minutes later...:

I renamed the extracted ghf file as a raw and with the following settings:

Dimensions
Width: 769
Height: 769

Channels
Count: 14

Depth: 8-bits

Header Size: 20 bytes

 8)

Ok, so not perfect, but usable and a massive step in the right direction, another 11 years and it'll be about there!

I can probably work with this for what I need to do, and I will get onto the Fable 3 ones once I've done these.

Subject: Re: GHF Fable 2 and 3 heightfield / heightmap files
Posted by CultOfByron on Tue, 07 Sep 2021 07:45:03 GMT

So there is a crossover of landscape data from Fables 2 & 3 as I've been able to extract heightmaps from the Fable 3 .ghfs in virtually the same way as the Fable 2 ones.

The channels are not in the same order and there is no greyscale weirdness with the actual heightmap though which suggests byte-flipping the Fable 2 files might fix that.

Also, Fable 2 .ghf headers are 20-bytes whereas Fable 3 ones are 28-bytes.

Brightwall Village for your viewing pleasure: