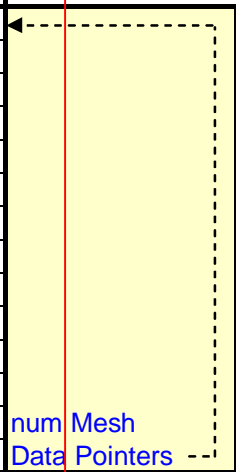
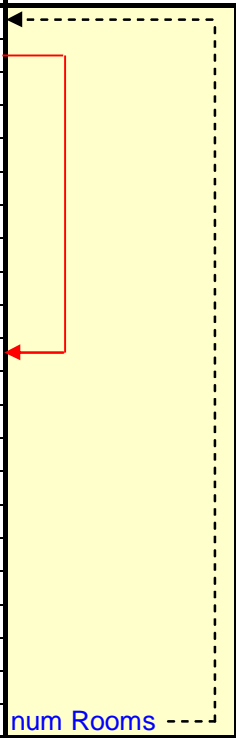


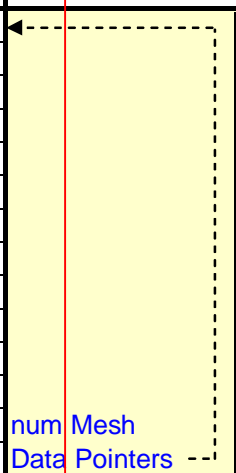
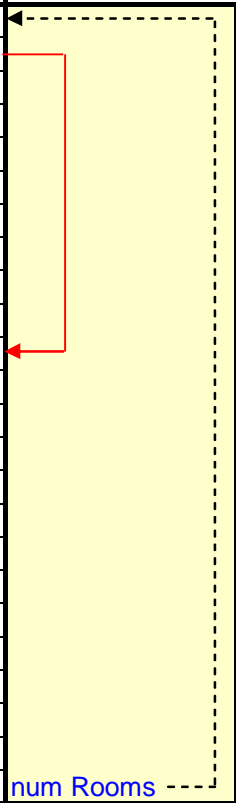
TR1 FILE FORMAT AREAS

Description	Bytes	Multiplier	Loops & Offsets
version	u	4	
num Texture Pages	u	4	
8bit Texture Pages	u	65536	num Texture Pages
unused	u	4	
num Rooms	u	2	
Position	s	16	
Geometry size	u	4	2
num Vertices	u	2	
Vertices	s	8	num Vertices
num Quads	u	2	
Quads	u	10	num Quads
num Tris	u	2	
Tris	u	8	num Tris
num Sprites	u	2	
Sprites	s	4	num Sprites
num Portals	u	2	
Portals	s	32	num Portals
num Z sectors	u	2	
num X sectors	u	2	
Sector Data	s	8	num Z * num X
Intensity 1	s	2	
num Lights	u	2	
Lights	s	18	num Lights
num Static Meshes	u	2	
Static Meshes	u	18	num Static Meshes
alternate Room	s	2	
flags	u	2	num Rooms
num Floor Data	u	4	
Floor Data	u	2	num Floor Data
Mesh Data size	u	4	2
Mesh Center	s	6	
unknown	u	4	
num Vertices	u	2	
Vertices	s	6	num Vertices
num Normals	s	2	
Normals	s	6	num Normals
num txtured Quads	s	2	
textured Quads	u	10	num txtured Quads
num txtured Tris	s	2	
textured Tris	u	8	num txtured Tris
num coloured Quads	s	2	
coloured Quads	u	10	num coloured Quads
num coloured Tris	s	2	
coloured Tris	u	8	num coloured Tris
num Mesh Data Pointers	u	4	
Mesh Data Pointers	u	4	num Mesh Data Pointers



num Animations	u	4	
Animations	u	32	num Animations
num State Changes	u	4	
State Changes	u	6	num State Changes
num Anim Dispatches	u	4	
Anim Dispatches	s	8	num Anim Dispatches
num Anim Commands	u	4	
Anim Commands	s	2	num Anim Commands
num Mesh Trees	u	4	
Mesh Trees	s	4	num Mesh Trees
num Frames	u	4	
Frames	u	2	num Frames
num Moveables	u	4	
Moveables	u	18	num Moveables
num Static Meshes	u	4	
Static Meshes	s	32	num Static Meshes
num Object Textures	u	4	
Object Textures	s	20	num Object Textures
num Sprite Textures	u	4	
Sprite Textures	s	16	num Sprite Textures
num Sprite Sequences	u	4	
Sprite Sequences	s	8	num Sprite Sequences
num Cameras	u	4	
Cameras	s	16	num Cameras
num Sound Sources	u	4	
Sound Sources	s	16	num Sound Sources
num Boxes	u	4	
Boxes	s	20	num Boxes
num Overlaps	u	4	
Overlaps	s	2	num Overlaps
Zones	s	12	num Boxes
numAnimTxtrsDataWords	u	4	
Animated Textures	s	2	numAnimTxtrsDataWords
num Items	u	4	
Items	s	22	num Items
Light Map	u	8192	
8bit Palette	u	768	
num Cinematic Frames	u	2	
Cinematic Frames	s	16	num Cinematic Frames
Demo Data Size	u	2	
Demo Data	u	1	Demo Data Size
Sound Map	s	512	
num Sound Details	u	4	
Sound Details	s	8	num Sound Details
num Samples	u	4	
Samples (WAVE format)	s	1	num Samples
num Sample Indices	u	4	
Sample Indices	u	4	num Sample Indices

TR2 FILE FORMAT AREAS			
Description	Bytes	Multiplier	Loops & Offsets
version	u	4	
8bit Palette	u	768	
16bit Palette	u	1024	
num Texture Tiles	u	4	
8bit Texture Tiles	u	65536	num Texture Tiles
16bit Texture Tiles	u	131072	num Texture Tiles
unused	u	4	
num Rooms	u	2	
Position	s	16	
Geometry size	u	4	2
num Vertices	u	2	
Vertices	s	12	num Vertices
num Quads	u	2	
Quads	u	10	num Quads
num Tris	u	2	
Tris	u	8	num Tris
num Sprites	u	2	
Sprites	s	4	num Sprites
num Portals	u	2	
Portals	s	32	num Portals
num Z sectors	u	2	
num X sectors	u	2	
Sector Data	s	8	num Z * num X
Intensity 1	s	2	
Intensity 2	s	2	
light Mode	s	2	
num Lights	u	2	
Lights	s	24	num Lights
num Static Meshes	u	2	
Static Meshes	u	20	num Static Meshes
alternate Room	s	2	
flags	u	2	
num Floor Data	u	4	
Floor Data	u	2	num Floor Data
Mesh Data size	u	4	2
Mesh Center	s	6	
unknown	u	4	
num Vertices	u	2	
Vertices	s	6	num Vertices
num Normals	s	2	
Normals	s	6	num Normals
num txtured Quads	s	2	
textured Quads	u	10	num txtured Quads
num txtured Tris	s	2	
textured Tris	u	8	num txtured Tris
num coloured Quads	s	2	
coloured Quads	u	10	num coloured Quads
num coloured Tris	s	2	
coloured Tris	u	8	num coloured Tris
num Mesh Data Pointers	u	4	
Mesh Data Pointers	u	4	num Mesh Data Pointers



num Animations	u	4	
Animations	u	32	num Animations
num State Changes	u	4	
State Changes	u	6	num State Changes
num Anim Dispatches	u	4	
Anim Dispatches	s	8	num Anim Dispatches
num Anim Commands	u	4	
Anim Commands	s	2	num Anim Commands
num Mesh Trees	u	4	
Mesh Trees	s	4	num Mesh Trees
num Frames	u	4	
Frames	u	2	num Frames
num Moveables	u	4	
Moveables	u	18	num Moveables
num Static Meshes	u	4	
Static Meshes	s	32	num Static Meshes
num Object Textures	u	4	
Object Textures	s	20	num Object Textures
num Sprite Textures	u	4	
Sprite Textures	s	16	num Sprite Textures
num Sprite Sequences	u	4	
Sprite Sequences	s	8	num Sprite Sequences
num Cameras	u	4	
Cameras	s	16	num Cameras
num Sound Sources	u	4	
Sound Sources	s	16	num Sound Sources
num Boxes	u	4	
Boxes	s	8	num Boxes
num Overlaps	u	4	
Overlaps	s	2	num Overlaps
Zones	s	20	num Boxes
numAnimTxtrsDataWords	u	4	
Animated Textures	s	2	numAnimTxtrsDataWords
num Items	u	4	
Items	s	24	num Items
Light Map	u	8192	
num Cinematic Frames	u	2	
Cinematic Frames	s	16	num Cinematic Frames
Demo Data Size	u	2	
Demo Data	u	1	Demo Data Size
Sound Map	s	740	
num Sound Details	u	4	
Sound Details	s	8	num Sound Details
num Sample Indices	u	4	
Sample Indices	u	4	num Sample Indices

Sound Samples (WAVE format) are located in another file : MAIN.SFX

TR3 FILE FORMAT AREAS				
Description		Bytes	Multiplier	Loops & Offsets
version	u	4		
8bit Palette	u	768		
16bit Palette	u	1024		
num Texture Tiles	u	4		
8bit Texture Tiles	u	65536	num Texture Tiles	
16bit Texture Tiles	u	131072	num Texture Tiles	
unused	u	4		
num Rooms	u	2		
Position	s	16		
Geometry size	u	4	2	
num Vertices	u	2		
Vertices	s	12	num Vertices	
num Quads	u	2		
Quads	u	10	num Quads	
num Tris	u	2		
Tris	u	8	num Tris	
num Sprites	u	2		
Sprites	s	4	num Sprites	
num Portals	u	2		
Portals	s	32	num Portals	
num Z sectors	u	2		
num X sectors	u	2		
Sector Data	s	8	num Z * num X	
Intensity 1	s	2		
Intensity 2	s	2		
num Lights	u	2		
Lights	s	24	num Lights	
num Static Meshes	u	2		
Static Meshes	u	20	num Static Meshes	
alternate Room	s	2		
flags	u	2		
Room Light Colour	u	3		num Rooms
num Floor Data	u	4		
Floor Data	u	2	num Floor Data	
Mesh Data size	u	4	2	
Mesh Center	s	6		
unknown	u	4		
num Vertices	u	2		
Vertices	s	6	num Vertices	
num Normals	s	2		
Normals	s	6	num Normals	
num txtured Quads	s	2		
textured Quads	u	10	num txtured Quads	
num txtured Tris	s	2		
textured Tris	u	8	num txtured Tris	
num coloured Quads	s	2		
coloured Quads	u	10	num coloured Quads	
num coloured Tris	s	2		
coloured Tris	u	8	num coloured Tris	
num Mesh Data Pointers	u	4		num Mesh Data Pointers
Mesh Data Pointers	u	4	num Mesh Data Pointers	

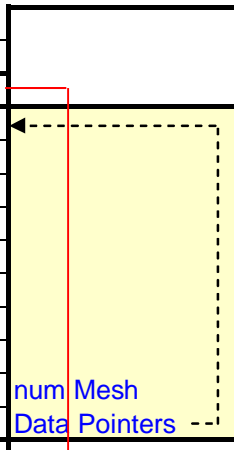
num Animations	u	4	
Animations	u	32	num Animations
num State Changes	u	4	
State Changes	u	6	num State Changes
num Anim Dispatches	u	4	
Anim Dispatches	s	8	num Anim Dispatches
num Anim Commands	u	4	
Anim Commands	s	2	num Anim Commands
num Mesh Trees	u	4	
Mesh Trees	s	4	num Mesh Trees
num Frames	u	4	
Frames	u	2	num Frames
num Moveables	u	4	
Moveables	u	18	num Moveables
num Static Meshes	u	4	
Static Meshes	s	32	num Static Meshes
num Sprite Textures	u	4	
Sprite Textures	s	16	num Sprite Textures
num Sprite Sequences	u	4	
Sprite Sequences	s	8	num Sprite Sequences
num Cameras	u	4	
Cameras	s	16	num Cameras
num Sound Sources	u	4	
Sound Sources	s	16	num Sound Sources
num Boxes	u	4	
Boxes	s	8	num Boxes
num Overlaps	u	4	
Overlaps	s	2	num Overlaps
Zones	s	20	num Boxes
numAnimTxtrsDataWords	u	4	
Animated Textures	s	2	numAnimTxtrsDataWords
num Object Textures	u	4	
Object Textures	s	20	num Object Textures
num Items	u	4	
Items	s	24	num Items
Light Map	u	8192	
num Cinematic Frames	u	2	
Cinematic Frames	s	16	num Cinematic Frames
Demo Data Size	u	2	
Demo Data	u	1	Demo Data Size
Sound Map	s	740	
num Sound Details	u	4	
Sound Details	s	8	num Sound Details
num Sample Indices	u	4	
Sample Indices	u	4	num Sample Indices

Sound Samples (WAVE format) are located in another file : MAIN.SFX

TR4 FILE FORMAT AREAS			
Description	Bytes	Multiplier	Loops & Offsets
version	u	4	
num Room Txtr Tiles	u	2	
num Object Txtr Tiles	u	2	
num Bump Txtr Tiles	u	2	
Texture 1 uncomp size	u	4	
Texture 1 comp size	u	4	
Texture 1	u	1	comp size (ZLIB)
Texture 2 uncomp size	u	4	
Texture 2 comp size	u	4	
Texture 2	u	1	comp size (ZLIB)
Texture 3 uncomp size	u	4	
Texture 3 comp size	u	4	
Texture 3	u	1	comp size (ZLIB)
Geometry uncomp size	u	4	
Geometry comp size	u	4	
Geometry	u	1	comp size (ZLIB)
num Sounds	u	4	
Sound uncomp size	u	4	
Sound comp size	u	4	
Sound (WAVE)	s	1	comp size (ADPCM)

GEOMETRY BLOCK - EXPANDED			
Description	Bytes	Multiplier	Loops & Pointers
unused	u	4	
num Rooms	u	2	
Position	s	16	
Geometry size	u	4	2
num Vertices	u	2	
Vertices	s	12	num Vertices
num Quads	u	2	
Quads	u	10	num Quads
num Tris	u	2	
Tris	u	8	num Tris
num Sprites	u	2	
Sprites	s	4	num Sprites
num Portals	u	2	
Portals	s	32	num Portals
num Z sectors	u	2	
num X sectors	u	2	
Sector Data	s	8	num Z * num X
Ambient Intensity 1	s	2	
Ambient Intensity 2	s	2	
num Lights	u	2	
Lights	s	46	num Lights
num Static Meshes	u	2	
Static Meshes	u	20	num Static Meshes
alternate Room	s	2	
flags	u	2	
Room Light Colour	u	3	

num Floor Data	u	4	
Floor Data	u	2	num Floor Data
Mesh Data size	u	4	2
Mesh Center	s	6	
unknown	u	4	
num Vertices	u	2	
Vertices	s	6	num Vertices
num Normals	s	2	
Normals	s	6	num Normals
num txtured Quads	s	2	
textured Quads	u	12	num txtured Quads
num txtured Tris	s	2	
textured Tris	u	10	num txtured Tris
num Mesh Data Pointers	u	4	
Mesh Data Pointers	u	4	num Mesh Data Pointers
num Animations	u	4	
Animations	u	40	num Animations
num State Changes	u	4	
State Changes	u	6	num State Changes
num Anim Dispatches	u	4	
Anim Dispatches	s	8	num Anim Dispatches
num Anim Commands	u	4	
Anim Commands	s	2	num Anim Commands
num Mesh Trees	u	4	
Mesh Trees	s	4	num Mesh Trees
num Frames	u	4	
Frames	u	2	num Frames
num Moveables	u	4	
Moveables	u	18	num Moveables
num Static Meshes	u	4	
Static Meshes	s	32	num Static Meshes
"SPR" landmark	u	3	
num Sprite Textures	u	4	
Sprite Textures	s	16	num Sprite Textures
num Sprite Sequences	u	4	
Sprite Sequences	s	8	num Sprite Sequences
num Cameras	u	4	
Cameras	s	16	num Cameras
num FlyBy Cameras	u	4	
FlyBy Cameras	s	40	num FlyBy Cameras
num Sound Sources	u	4	
Sound Sources	s	16	num Sound Sources
num Boxes	u	4	
Boxes	s	8	num Boxes
num Overlaps	u	4	
Overlaps	s	2	num Overlaps
Zones	s	20	num Boxes
numAnimTxtrsDataWords	u	4	
Animated Textures	s	2	numAnimTxtrsDataWords
num UVRanges	s	1	
"TEX" landmark	u	3	
num Object Textures	u	4	
Object Textures	s	38	num Object Textures
num Items	u	4	



Items	s	24	num Items
num AI Data	u	4	
AI Data	s	24	num AI Data
Demo Data Size	u	2	
Demo Data	u	1	Demo Data Size
Sound Map	s	740	
num Sound Details	u	4	
Sound Details	s	8	num Sound Details
num Sample Indices	u	4	
Sample Indices	u	4	num Sample Indices

TR5 FILE FORMAT AREAS				
Description		Bytes	Multiplier	Loops & Offsets
version	u	4		
num Room Txtr Tiles	u	2		
num Object Txtr Tiles	u	2		
num Bump Txtr Tiles	u	2		
Texture 1 uncomp size	u	4		
Texture 1 comp size	u	4		
Texture 1	u	1	comp size (ZLIB)	
Texture 2 uncomp size	u	4		
Texture 2 comp size	u	4		
Texture 2	u	1	comp size (ZLIB)	
Texture 3 uncomp size	u	4		
Texture 3 comp size	u	4		
Texture 3	u	1	comp size (ZLIB)	
Separator	u	32		
Geometry uncomp size	u	4		
Geometry uncomp size	u	4	(actually not compressed)	
unused	u	4		
num Rooms	u	4		
"XELA" landmark	u	4		
Room Data Size	u	4		
CDCDCDCD	u	4		
offset to num Portals	u	4		
offset to Sector Data	u	4		
CDCDCDCD / 00000000	u	4		
offset to Room Layer	u	4		
X Position	s	4		
Separator	u	4		
Z position	s	4		
Y Bottom	s	4		
Y Top	s	4		
num Z Sectors	u	2		
num X Sectors	u	2		
Room Light Colour	u	4		
num Room Lights	u	2		
num Room Static Mesh	u	2		
unknownR1	u	2		
unknownR2	u	2		
FF7F0000	u	4		
FF7F0000	u	4		
CD...CD	u	8		
FF...FF	u	6		
Flag (water,wind...)	u	2		
unknownR5	u	2		
Separator	u	10		
CDCDCDCD	u	4		
unknownR6	u	4		
X Position	f	4		
Separator	u	4		
Z position	f	4		
CD...CD	u	16		

Separator	u	4	
CDCDCDCD	u	4	
num Tris	u	4	
num Quads	u	4	
Separator	u	4	
size of Light Data	u	4	num Lights * 88
num Room Lights	u	4	
unknownR7	u	4	
unknownR8	u	4	
unknown (lyBottom?)	s	4	
num Layers	u	4	
Layer offset	u	4	
Vertices offset	u	4	
Polygon offset	u	4	
Polygon offset2	u	4	
size of Vertices Data	u	4	num Vertices * 28
CD...CD	u	16	(S = 216) offsets start here
Room Lights Data	u	1	size of Light Data
Room Sector Data	s	8	num Z * num X
num Portals	u	2	
Portal Data	s	32	num Portals
CDCD	u	2	
Static Meshes	u	20	num Static Meshes
Room Layer Data	s	56	num Layers
Room Polygons (Q+T)	s	12+10	num Quads + num Tris
Room Vertices Data	s	1	size of Vertices Data
CD...CD	u	8	num Rooms
num Floor Data	u	4	
Floor Data	u	2	num Floor Data
Mesh Data size	u	4	2
Mesh Center	s	6	
unknown	u	4	
num Vertices	u	2	
Vertices	s	6	num Vertices
num Normals	s	2	
Normals	s	6	num Normals
num txtured Quads	s	2	
textured Quads	u	12	num txtured Quads
num txtured Tris	s	2	
textured Tris	u	10	num txtured Tris
num Mesh Data Pointers	u	4	num Mesh Data Pointers
Mesh Data Pointers	u	4	num Mesh Data Pointers
num Animations	u	4	
Animations	u	40	num Animations
num State Changes	u	4	
State Changes	u	6	num State Changes
num Anim Dispatches	u	4	
Anim Dispatches	s	8	num Anim Dispatches
num Anim Commands	u	4	
Anim Commands	s	2	num Anim Commands
num Mesh Trees	u	4	
Mesh Trees	s	4	num Mesh Trees
num Frames	u	4	
Frames	u	2	num Frames

num Lights * 88

num Vertices * 28

(S = 216) offsets start here

num Rooms

num Mesh Data Pointers

num Moveables	u	4	
Moveables	u	20	num Moveables
num Static Meshes	u	4	
Static Meshes	s	32	num Static Meshes
" SPR_ " landmark	u	4	
num Sprite Textures	u	4	
Sprite Textures	s	16	num Sprite Textures
num Sprite Sequences	u	4	
Sprite Sequences	s	8	num Sprite Sequences
num Cameras	u	4	
Cameras	s	16	num Cameras
num FlyBy Cameras	u	4	
FlyBy Cameras	s	40	num FlyBy Cameras
num Sound Sources	u	4	
Sound Sources	s	16	num Sound Sources
num Boxes	u	4	
Boxes	s	8	num Boxes
num Overlaps	u	4	
Overlaps	s	2	num Overlaps
Zones	s	20	num Boxes
numAnimTxtrsDataWords	u	4	
Animated Textures	s	2	numAnimTxtrsDataWords
numUVRanges	s	1	
" TEX_ " landmark	u	4	
num Object Textures	u	4	
Object Textures	s	40	num Object Textures
num Items	u	4	
Items	s	24	num Items
num Cinematic Frames	u	4	
Cinematic Frames	s	24	num Cinematic Frames
Demo Data Size	u	2	
Demo Data	u	1	Demo Data Size
Sound Map	s	900	
num Sound Details	u	4	
Sound Details	s	8	num Sound Details
num Sample Indices	u	4	
Sample Indices	u	4	num Sample Indices
num Sounds	u	4	
Sound uncomp size	u	4	
Sound comp size	u	4	
Sound (WAVE)	s	1	comp size (ADPCM)

