

File Formats

Extension	Name	Description	Location	Additional Info
BIN	Binary File	Text/Strings Data	\Language\Text	Hex values represent letters defined in TAB files Used with OFS
BIK	Bink Video	Ordinary Video Format	\Language\Streams	
BMP	Windows Bitmap	Ordinary Image Format	\FEText \Language\Tims \Tims\Briefing \Tims\Debrief \Tims\Papers \Tims\PigMap \Tims\Title	
FAC	Faces	Model Faces	Extracted from MAD	Used with NO2 and VTX
GEN	Generation	Level Generator Parameters	\Maps	Level generation parameters
HIR	Hierarchy	Pig Model Skeleton	\Chars	
MCAP	Motion Capture	Animation Data	Extracted from mcap.mad	
MTD	Map Texture Data	Object Textures Archive	\Chars \Language\Tims \Tims\Debrief \Maps	Archive format containing TIM
MAD	Map Asset Data	Object Meshes Archive	\Chars \FEBmps \Language\Tims \Tims\PigMap \Maps	Archive format containing FAC, NO2, VTX
OFS	Offsets	Text Offset Data	\Language\Text	Used to split .BIN into bytes
NO2	Normals	Model Normals	Extracted from MAD	
POG	Pig Object Ground	Map Objects	\Maps	
PMG	Pig Mesh Ground	Map Terrain	\Skys \Maps	
PTG	Pig Texture Ground	Map Textures	\Skys \Maps	
SRL	Sound Resource List	Audio Indexes	\Audio \FESounds	
TAB	Text Art Block	Font Letters Definition	\FEText	Describes a section within a font TIM used for a letter
TIM	Texture Image	PSX Texture Format	Extracted from MTD \FEText \Language\Tims	Can be edited with TIMViewer or something similar
VTX	Vertices	Model Vertices	Extracted from MAD	Used with FAC and NO2

Extension	Name	Description	Location	Additional Info
WAV	Wave Audio File	Ordinary Audio Format	\Audio \FESounds \Speech	