

Legend

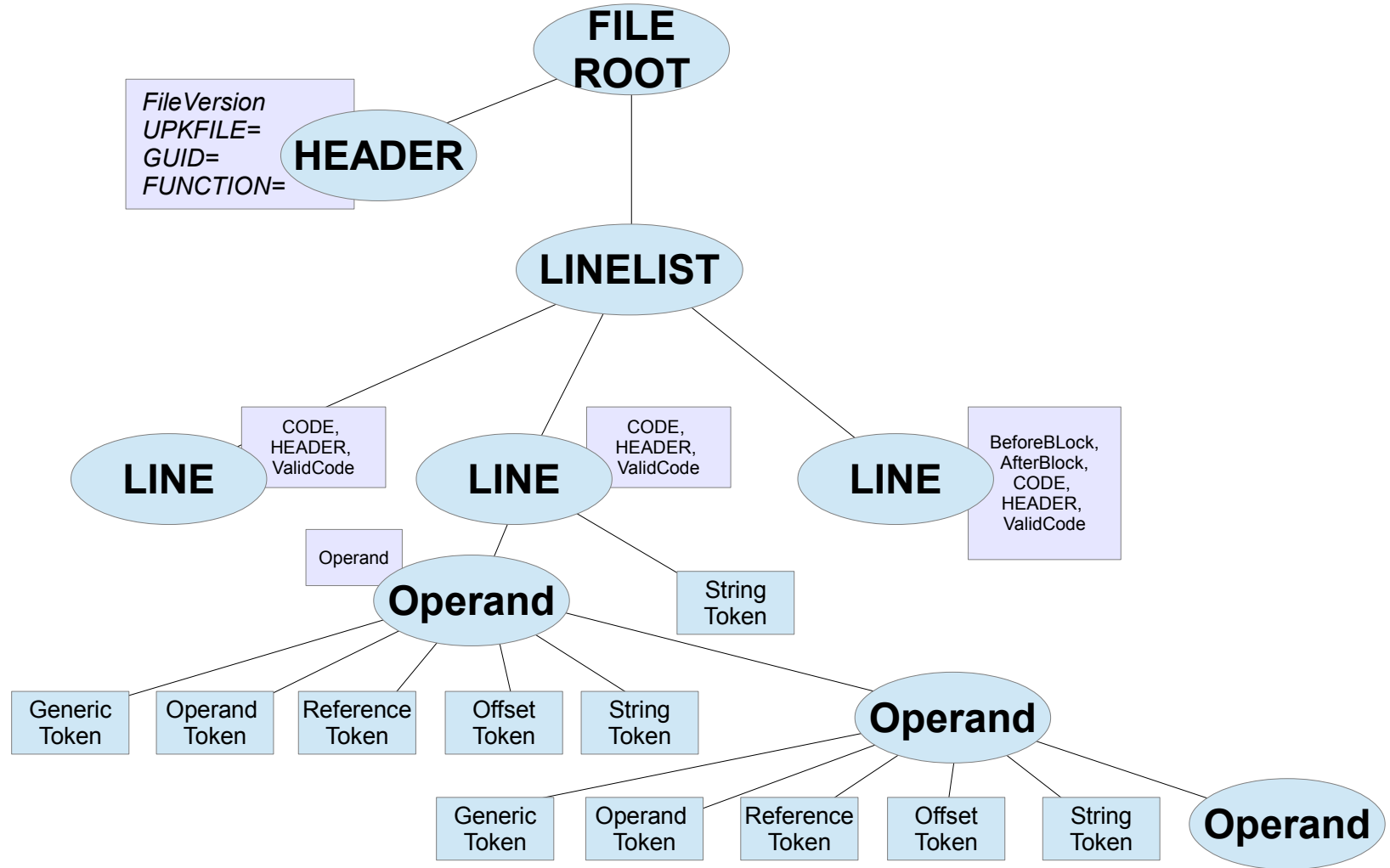
Node

Leaf

Tags

Delimiters

MODFILE FORMAT V4



Legend

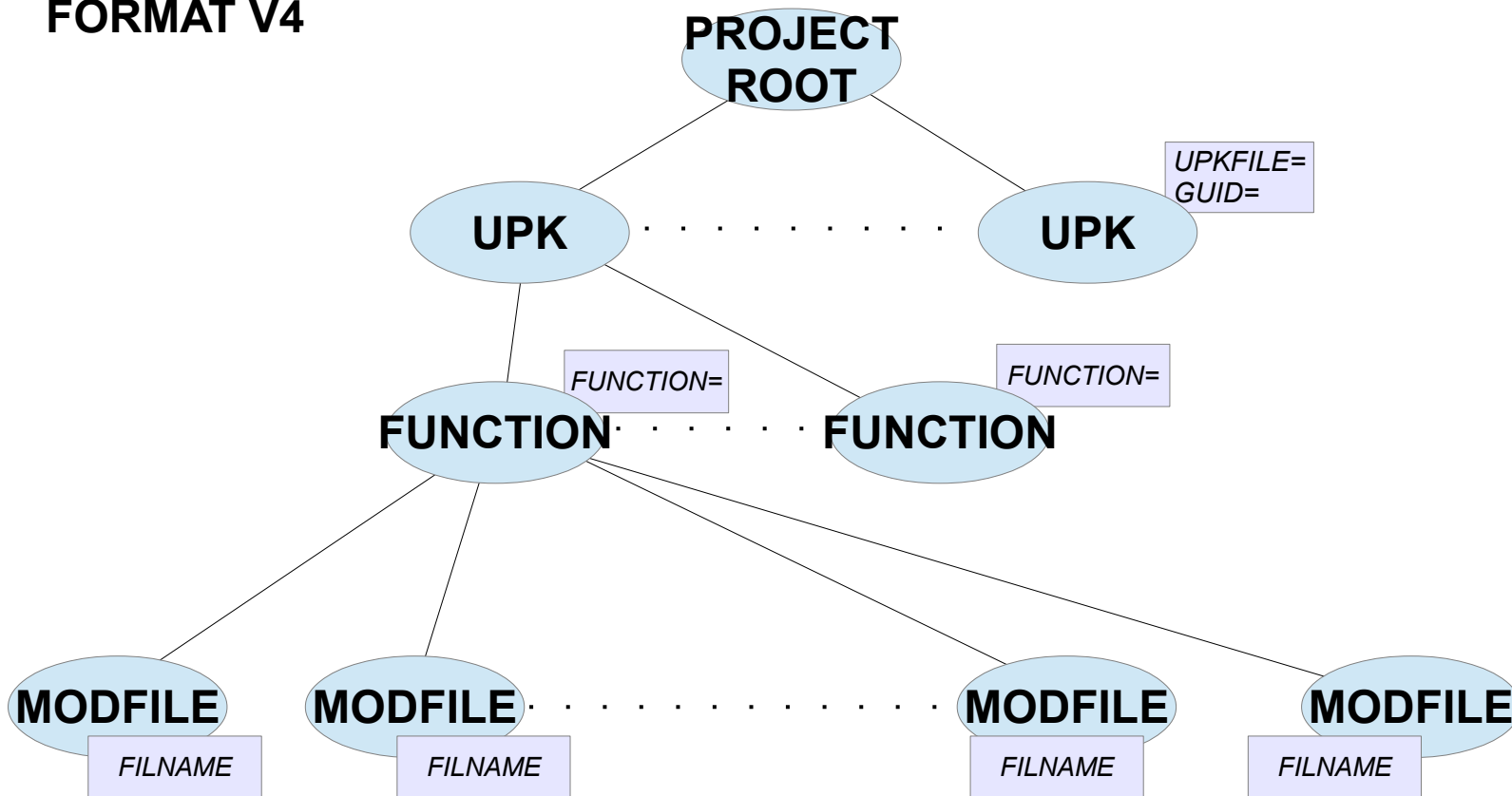
Node

Leaf

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MODPROJECT FORMAT V4



Project-level categories

PACKAGE ROOT

The root node of the package. Only one can exist. Has no owner.

UPK

UPK Node. Begins with UPKFILE=. Lasts until next UPKFILE= . Used to determine reference mappings and upks to apply/revert to.

FUNCTION

Function Node. Begins with FUNCTION= . Lasts until next FUNCTION= . Used to determine function scope when apply/revert hex changes.

FILE

A single modfile I the modpackage

File-level categories

FILE ROOT

The root node of the file. Only one per file. Has no owner.

LINE

Line Node. Scope from EOL to next EOL. Can represent a comment, ModFile delimiter, or line of unreal bytecode.

OPERAND

Operand Node. Determined by parsing unreal bytecode. Represents a single byte executable command.

Tokens are leaves containing displayable data. They may contain meta-data.

Operand Token

Operand token. Always 1 bytecode. Represents an operand such as 0x00, 0x01, 0x1B, or 0x19.

Reference Token

Reference token. Always 4 bytes of bytecode. Represents a reference – an index into the objectlist, importlist, or namelist. Contains metadata indicating if it is a virtual function reference.

Offset Token

Offset Token. Always 2 byte of bytecode. Represents an absolute or relative offset. Contains metadata indicating whether it is absolute or relative.

String Token

String Token. Variable length. Can represent an unreal string (00 terminated) or a modfile comment (EOL terminated). Unreal strings have Operand parent nodes while modfile comments do not.

Generic Token

Generic Token. Variable length. Can represent unreal data values (ints, floats, vectors) of fixed length or extra format-required tokens.