

Nodes do not contain displayable data. They are used for organization and may contain meta-data.

ROOT	The root node of the file. 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.
REPLACE	Replace Node. Begins with [BEFORE_HEX]. Lasts until next [/AFTER_HEX]. Defines scope of a single hex replacement.
BLOCK	Block Node. Begins with [BEFORE_HEX] or [AFTER_HEX]. Lasts until next [/BEFORE_HEX] or [/AFTER_HEX]. Defines scope of a block of hex. Can represent an entire function (for jump offset repair)
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.
COMMENT	Comment Node. Special node that can only contain Line nodes containing string tokens

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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.