

## File

53485030000000D400000004FFFFB94C  
0000002C000000CC0000000000000168  
|000000000014000200000000|00000028  
00000001FFFF00000001000000000000  
00000000009E00000000000100000170  
00000028000000070000014800000001  
000000000000000180000000800010000  
000700003D579434000000003F800000  
BCCEF67340E000003E83FE5DBE6FB939  
4100000000000000BDD2E59B41100000  
3D545C793D3533F4418000003DB990B0  
BCF483CB419000000000000BCDC1E79  
4198000000000000000000000000D0  
000000B4000000046F70656E00000000  
000000|1570617261736F6C315F5F7061  
7261736F6C5F6D617400000000000014

magic SHP0 file byte length 212 version 4 mdl0 offset (\*)  
N=3 section offset (\*\*) offset to file str name (open)  
20 (x14) frame count size of vertex data name array (2) looping (0)  
String name ?  
was 0\_\_D4 before  
four bitflags offset to data name (\*\*\*) index to section 1 entry Number of animation entries

changed when extracted from brres

//this is anim entry parasol1\_\_parasol\_mat  
//animation data (section 0)

open hidden parasol at offset 328 (\*\*\*\*)  
parasol1\_\_parasol\_mat //Vertex data names (section 1)  
12 zeros then 0x14 ? 0x14 = 20 frame count ?

70617261736F6C5F5F70617261736F6C  
5F6D617400000000

parasol\_\_parasol  
\_mat 00000000 ? 8 zeros

File is: File Header | SHP0 Header | Section 0 (Anim Data | Anim Entry) | Section 1 Vertex Data Names

## Anim empty

### Anim entry :

000700003D579434000000003F800000 anim entry header  
BCCEF67340E000003E83FE5DBE6FB939  
4100000000000000BDD2E59B41100000 -- (N=7)\*12 kf data  
3D545C793D3533F4418000003DB990B0  
BCF483CB419000000000000BCDC1E79  
4198000000000000 ??

### Anim entry :

000700003D579434 number of kf N=7 padding 0 interpolation tangent value  
000700003D579434000000003F800000 Frame number (float) 1-animation value (float)  
BCCEF67340E000003E83FE5DBE6FB939  
4100000000000000BDD2E59B41100000  
3D545C793D3533F4418000003DB990B0  
BCF483CB419000000000000BCDC1E79  
4198000000000000

(\*) -18100 = (-1)\*number of byte from start of brres files to the SHP0 magic

(\*\*) offset 2C start of section 0 (orange bar), offset CC start of section 1 (magenta bar), section 2 none so 0

(\*\*\*) byte number between start of anim entry and vertex data name (gto the yellow thing below) (was 0\_\_AC)

(\*\*\*\*) (yellow replaced by 00000000000000770617261736F6C00)

53485030000000D40000000400000000  
0000002C000000CC00000000000000D8  
00000000|001400020000000000000028  
00000001FFFF00000001000000000000  
000000000009E00000000000100000D4  
0000002800000007000000AC00000001  
00000000000000180000000800010000  
|000700003D579434000000003F800000  
BCCEF67340E000003E83FE5DBE6FB939  
4100000000000000BDD2E59B41100000  
3D545C793D3533F4418000003DB990B0  
BCF483CB4190000000000000BCDC1E79  
4198000000000000000000000000D0  
000000B4000000046F70656E00000000  
000000|1570617261736F6C315F5F7061  
7261736F6C5F6D617400000000000014  
70617261736F6C5F5F70617261736F6C  
5F6D617400000000

Length/size

Index

String (name)

Offset

Number of

Int

Float?

Data value (with color gradient)