

[Guide] File Prefix List

This guide will tell you what the various prefixes of the game's files mean. This can be useful to save time when making hex mods or for data mining.

| | |
|--------------|--|
| 1P: | 1 st Person animation |
| 3P: | 3 rd Person animation |
| APB: | Animated BluePrint |
| ACH: | ACHievement |
| AFE: | AFfliction Effect |
| AFL: | AFfLiction |
| AFLS: | AFfLiction SFX |
| AIC: | AI Component |
| ANIM: | ANIMation |
| APB: | Animated BluePrint, but with a typo |
| ASP: | Aim offset blend SPace 1D |
| BA: | Bosco Ability |
| BB: | BlackBoard data |
| BG: | BackGround |
| BP: | BluePrint |
| BS: | Blend Space |
| BT: | Behavior Tree |
| CD: | Critter Definition |
| CG: | Community Goal |
| CGC: | Community Goal Category |
| CGF: | Community Goal Faction |
| CI: | Cave Influencer |
| CP: | CamPaign |
| CRB: | Commnuity Reward Bundle |
| CRC: | Carved Resource Creator |
| CRS: | Commnuity Reward Setup |
| CRV: | CuRVe |
| CSC: | Cave Script Component |
| DB: | DeBris |
| DD: | Deep Dive |
| DE: | Drink Effects |
| DEC: | DECorators |
| DFC: | DiFFiCulty |
| DIC: | Debris InfluenCer |
| DLC: | DownLoadable Content |
| DMG: | DaMaGe |
| DNA: | missionDNA (all stats defining a mission: Complexity, Duration...) |
| ED: | Enemy Descriptor |
| EG: | Enemy Group descriptor |
| EMMD: | Enemy Miners Manual Data |

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|--------------|---|
| ENE: | ENEmy |
| ENUM: | ENUmeration |
| ERT: | Event Reward Type |
| ESI: | Enemy Showroom Item |
| EV: | EVent |
| EWC: | Enemy Wave Controller |
| FM: | ai ForMation |
| FP: | First Person |
| GD: | Game Data |
| GM: | GaMe |
| HG: | HUD visibility Group |
| HUD: | Head Up Display |
| IAS: | Item character Animation Set |
| ID: | IDentifier # Could be for enemies, items... |
| ITM: | ITeM |
| KPI: | Key Performance Indicator |
| LIB: | LIBrary |
| LVL: | Level |
| M: | Material |
| MAG: | MAGazine |
| MD: | Mission Description |
| MF: | Material Function |
| MI: | Material Instance constant |
| MIL: | MILstones |
| MMUT: | Missions MUTator |
| MP: | Material Particle |
| MS: | Mission Stats |
| MSC: | Mission Stats Category |
| MUT: | MUTators |
| OBJ: | OBJectives |
| OC: | OverClocks |
| OSB: | Overclock Schematic Bank |
| P: | Particles |
| PAF: | Pawn Affliction |
| PAO: | Pawn Affliction Overlay |
| PERK: | PERK |
| PM: | Physical Material |
| PRJ: | PRoJectile |
| PRW: | PRevieW |
| PST: | Pawn STats |
| PXP: | PickaXe Part |
| RCR: | Carved Resource Creator |
| RES: | RESource |
| RFND: | ReFuND |
| RMA: | RooM generator |
| RMG: | RooM Generator |

| | |
|--------------|------------------------------|
| RT: | Reactive Terrain |
| SCAT: | Schematic CATegory |
| SCC: | skin SChematic Collection |
| SCE: | SChematic Element |
| SCR: | SChematic Rarity |
| SE: | Special Event |
| SER: | SERvices |
| SK: | SKeleton |
| SKB: | SKin Bank |
| SKS: | SKin Sets |
| SM: | Static Mesh |
| SQ: | SeQuences |
| ST: | Sound Track |
| STAT: | STATs (achievements related) |
| STE: | STatus Effect |
| T: | Textures |
| TAT: | TATtoos |
| TBF: | Temporary BuFf |
| TM: | Terrain Materials |
| TP: | Tunnel Parameters |
| TS: | Tunnel Settings |
| TSK: | TaSKs |
| TSS: | Tunnel Segments Settings |
| TTP: | Terrain TyPe |
| UAS: | Use Animation Settings |
| UI: | User Interface |
| UPC: | UPgrade Category |
| UPG: | UPgrade Group |
| VAN: | VANity |
| VP: | Victory Pose |
| VSB: | Vanity Schematic Bank |
| W: | Widget |
| WND: | WiNdow Widget |
| WP: | Widget Parts |
| WPN: | WeaPoN |
| WRN: | WaRNing |