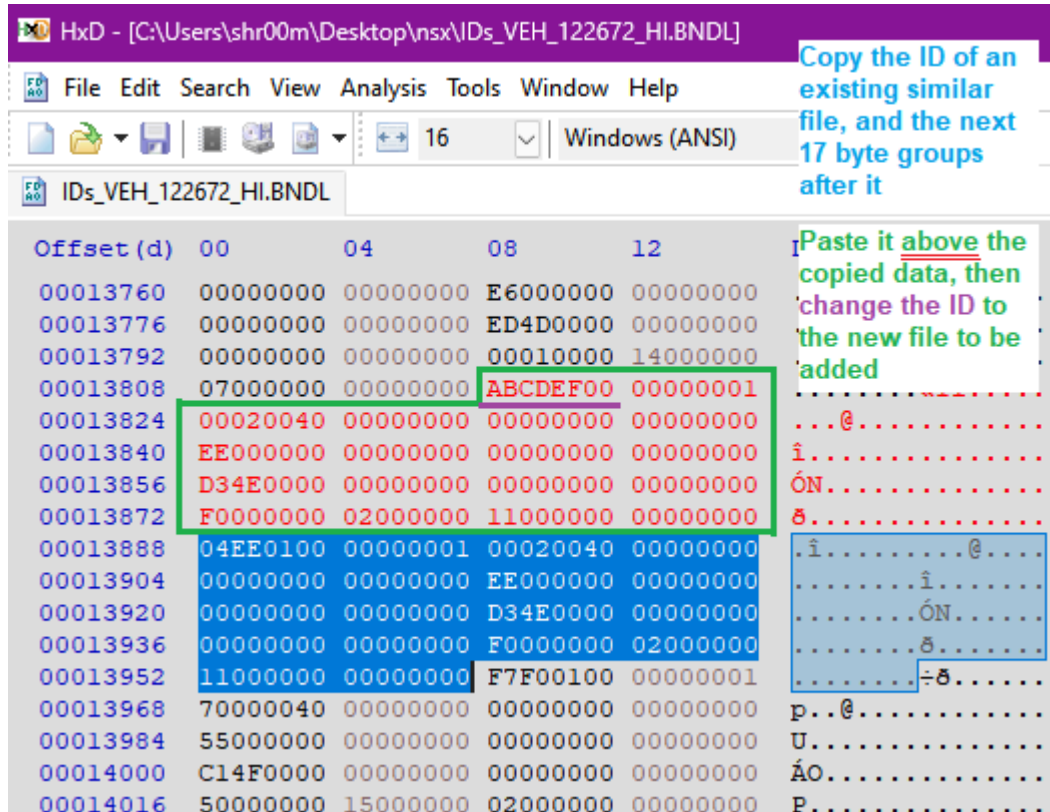


## Edit IDs.BIN (or IDs\_XXXX.BNDL)

In order to add totally new files to a BNDL, the IDs.BIN (or IDs\_XXXX.BNDL) needs to be edited. The packer script reads IDs.BIN to know what should be included in the new BNDL, so if you don't edit it your new files are ignored.

1. Search the ID of an existing file that is **in the same folder** as the new file you want to add. (example, if you're adding a new texture, search an existing texture)
2. Copy that ID plus the next 17 byte groups after it (if you're not using the 4 byte group view, its 68 bytes)
3. Paste it **ABOVE** the data you just copied, then **change the duplicate ID** to the new file you want to add. That's it, save the changes.

In this screenshot example I have copied the data for an existing material file named 04EE0100, and pasted that above. The new material file name is ABCDEF00.



Tip: Set the HxD view to 4 byte groups for an easier visual reference.

