How to unpack and repack a BNDL/BIN with Bundle Packer Unpacker Python script

Before being modded, BNDL/BIN files must be unpacked. When you finish modding the files, they must be repacked to a new BNDL containing your changes. The Bundle Packer Unpacker Python script created by DGIorio helps you to do this.

Preparing to use the script

Download the script - https://github.com/DGIorio/bundle_packer_unpacker
Install Python - download the latest Windows version https://www.python.org/downloads/
Create a new folder somewhere and copy the BNDL/BINs to unpack.
Copy the **bundle_packer_unpacker.py** script to the new folder (or put it somewhere you can easily access all the time)

Launching the script

1. Open Command Prompt
2. Drag **bundle_packer_unpacker.py** to the Command Prompt. Press Enter.
3. Follow the prompts that the script gives. (You can drag and drop a file/folder when it asks for those)

Unpacking example

```
Criterion's games bundle unpacker/packer 3.3.1
by DGIorio

Command-line usage: python D:\MODDING\bundle_packer_unpacker.py [option] <game> <input_file> <output_dir> <output_name>

Options:
  -h, --help      Show this help message
  -v, --version   Show the tool version
  -u, --unpack    Unpack an given bundle file to the specified output directory
  -p, --pack      Pack an given resource table to the specified output directory and name it with the specified output name

When requested insert the input data
Option:
-u
Source game (BP, HP, HPR, MW):
mw
File or folder to unpack:
C:\Users\shr00m\Desktop\test\TRK_UNIT103.BNDL
Output directory:
C:\Users\shr00m\Desktop\test
```

Repacking example

When you repack make sure to input the BNDL named with IDs_ at the beginning! (IDs_xxxxx.BNDL)

```
Criterion's games bundle unpacker/packer 3.3.1
by DGIorio

Command-line usage: python D:\MODDING\bundle_packer_unpacker.py [option] <game> <input_file> <output_dir> <output_name>

Options:
  -h, --help      Show this help message
  -v, --version   Show the tool version
  -u, --unpack    Unpack an given bundle file to the specified output directory
  -p, --pack      Pack an given resource table to the specified output directory and name it with the specified output name

When requested insert the input data
Option:
-p
Target game (BP, HP, HPR, MW):
mw
File or folder to pack:
C:\Users\shr00m\Desktop\test\IDs_TRK_UNIT104.BNDL
Output directory:
C:\Users\shr00m\Desktop\test
Output file name with extension:
TRK_UNIT104.BNDL
```
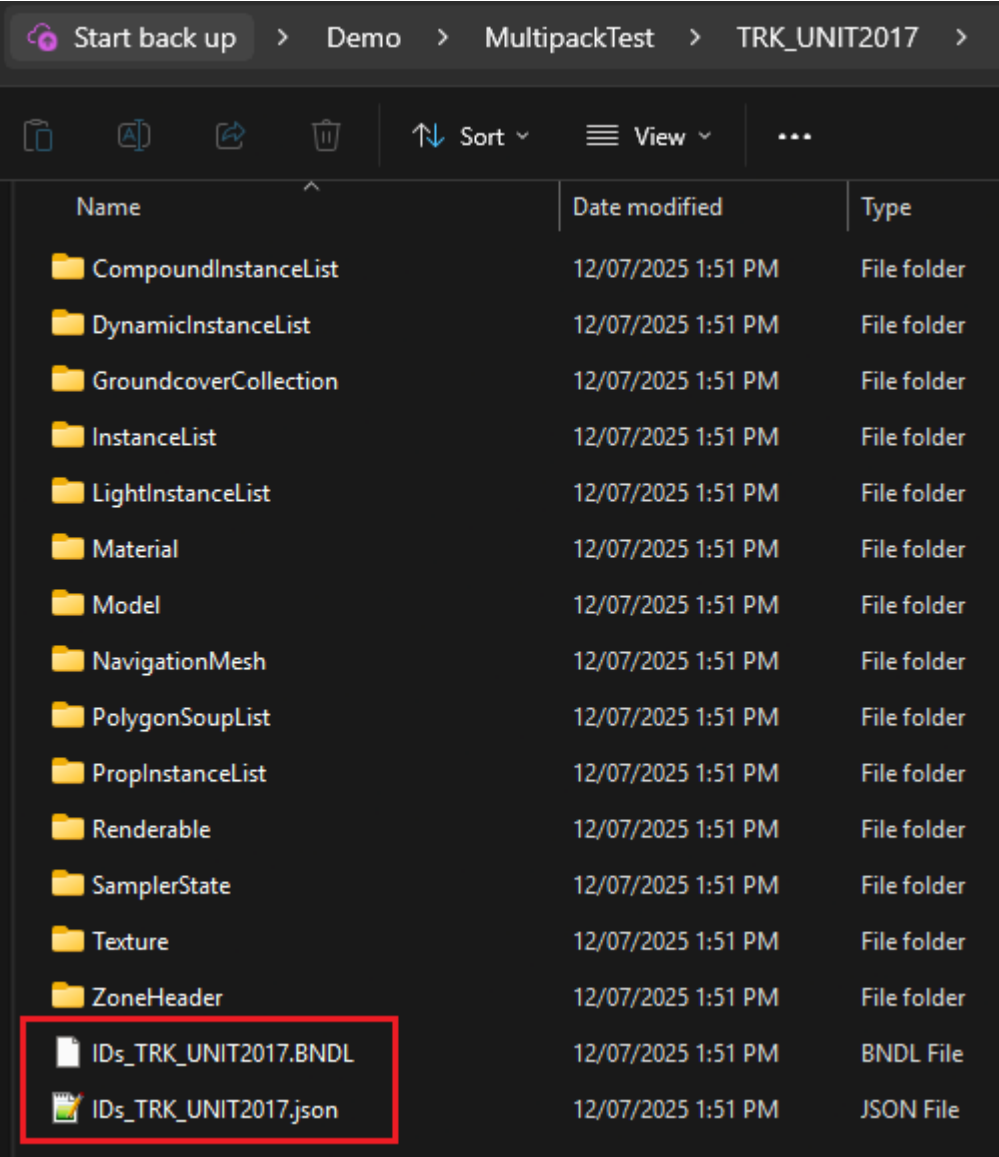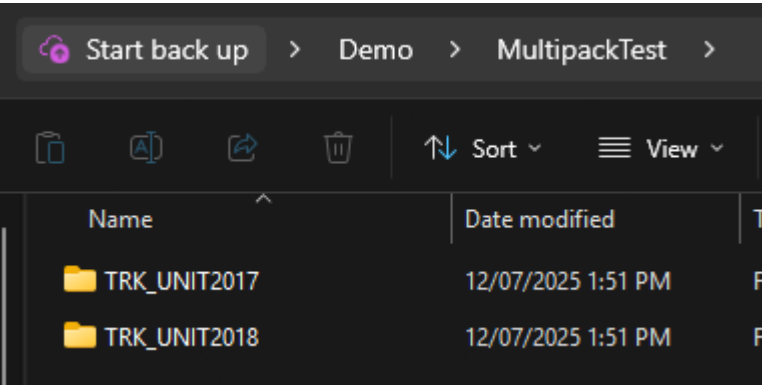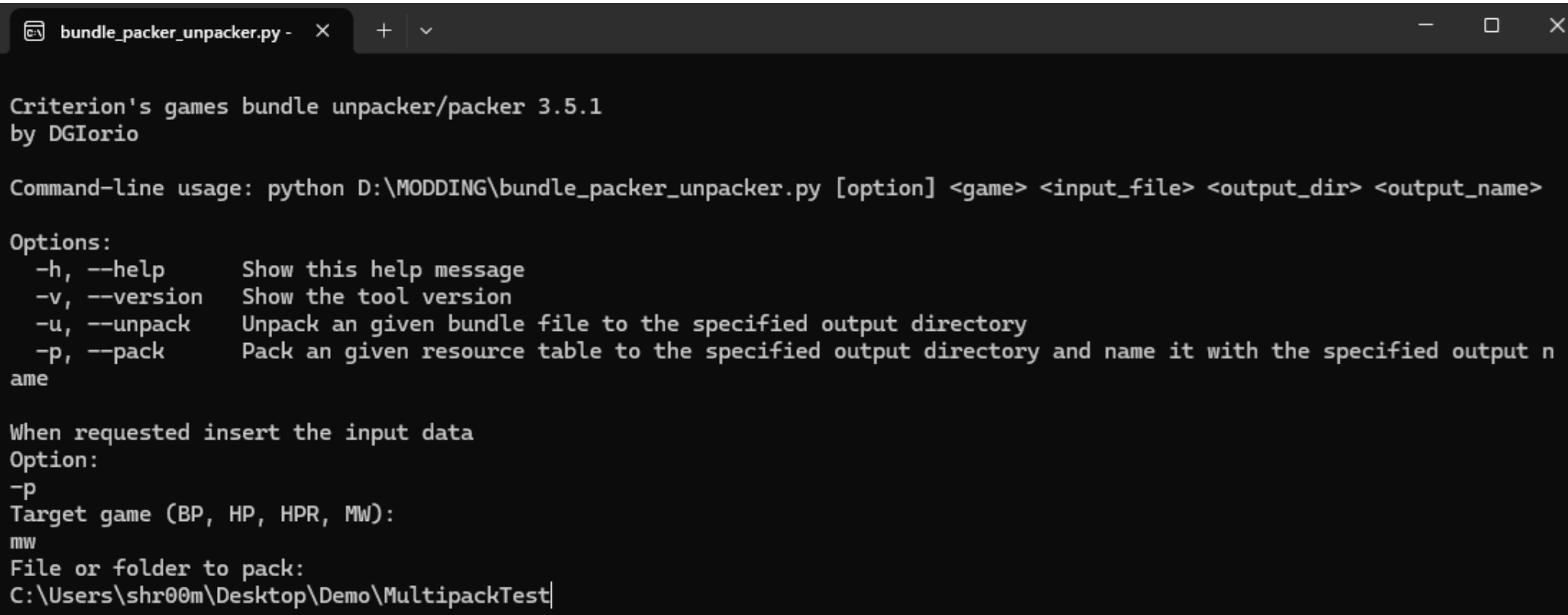
Repacking multiple BNDL/BINs

The BNDLs to be repacked must be in individual folders with their IDs.BNDL/IDs.json, like this:

Use the **-p** option and select the target game as usual.

At the "File or folder to pack" step, input the parent folder that has all the unpacked folders. For example in the above screenshot the parent folder is *MultipackTest*

Enter the Output Directory you want the BNDLs to be saved in, then wait for it to finish packing everything.

```
bundle_packer_unpacker.py -    ✕    +    ∨

Criterion's games bundle unpacker/packer 3.5.1
by DGIorio

Command-line usage: python D:\MODDING\bundle_packer_unp

Options:
  -h, --help      Show this help message
  -v, --version   Show the tool version
  -u, --unpack    Unpack an given bundle file to the sp
  -p, --pack      Pack an given resource table to the s
ame

When requested insert the input data
Option:
-p
Target game (BP, HP, HPR, MW):
mw
File or folder to pack:
C:\Users\shr00m\Desktop\Demo\MultipackTest
Output directory:
C:\Users\shr00m\Desktop\Demo\MultipackTest

Packing IDs_TRK_UNIT2017.json
Info: bundle platform is PC or PS4.
Packing IDs_TRK_UNIT2018.json
Info: bundle platform is PC or PS4.
```