

Lbx File Format

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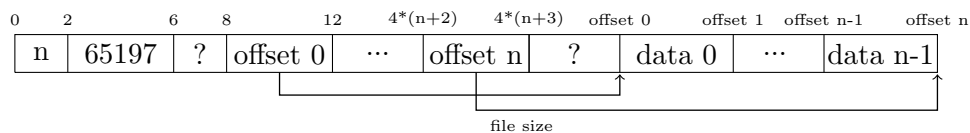
The lbx file format is a simple container that consist of a header followed by multiple concatenated files. It is used in some old DOS games developed by SimTex:

- Master of Magic
- Master of Orion 1
- Master of Orion 2
- 1830: Railroads & Robber Barons

Some files in these games have a .LBX suffix but aren't real lbx file containers. This also seems to be true for all lbx files contained in StarLords - a precessor of Master of Orion 1.

A lbx file can be read like this:

Field	Size	Description
n	2 bytes	Number of files contained in lbx archive.
offset	4 bytes	n +1 offsets.
data	(offset[i+1]-offset[i]) bytes	Raw file data.



The meaning two bytes between the signature (65197) and the first offset are unknown. Also sometimes there's a space between the last offset and the beginning of the file data containing data that doesn't seem to make any sense. In Master of Orion 2 the first offset is always 2048.