

Proper "extraprecache.epc" file is required for correct map switching and working save\load functionality. If you convert some custom maps and leave original \*.EPC file untouched then after first map switch or loading of save you would be spawned out of bounds and even if you try to return with noclip you would see that everything is frozen and broken. To fix map switching you can fill \*.EPC file with 0x00 bytes in hex editor, but save\load would still be broken.

## 1 EPC file structure

Structure of file is shown on fig. 1.

<u>Offset (bytes)</u>	<u>Section</u>
0	Item count
4	Precache list
4 + (precache list size)	Map count
4 + (precache list size) + 4	Magic

**Fig. 1**

Item count defines how many items are present in precache list.

Precache list consists of map and model names. If you specify model for select map then it would be loaded not only for this map but also for all maps that are above on list.

Map count defines how many maps are present in precache list.

### 1.1 Precache list

Each item in precache list consists of char count field and null terminated string (Fig. 2).

<u>Offset (bytes)</u>	<u>Section</u>
0	Char count
4	Null terminated string
4 + (char count)	

**Fig. 2 – precache list item**

Char count defines how many bytes are occupied by text string.

Text string contains either map name without ".bs2" ("c0a0") or model name ("models/scientist.dol").

### 1.2 Magic

I have no idea what is this.

