TTG Tools by Den Em.

Introduction

TTG Tools by Den Em can unpack/repack langdb, landb, font (Walking dead season 4, Walking Dead definitive collection and Sam and Max's remasters vector fonts only) and dlog (only for Sam and Max The Devil's playhouse a.k.a season 3 original) files. Also it can be decrypt/encrypt oldest langdb, font and d3dtx files (tool knows which files need encrypt so if it didn't encrypt then it don't need encrypt). It can be done with "Auto (De)Packer" window. To extract/repack files put your files into "Input" folder, needed files you can get in "Output" folder. This tool can extract next files in formats:

*.langdb, *.dlog, *.landb files -> either *.txt or *.tsv files.

*.d3dtx files -> *.dds or *.pvr files (*.pvr files converts iOS versions, PS Vita (need (de)swizzle by some tools) and Android with PowerVR graphics chip)

*.font files -> *.ttf (newest games only)

With "Font Editor" you can edit bitmap fonts (supports encryption/decryption oldest font files).

With "Text editor" you can make file with original and translated strings. Also you can replace strings in newest text files by replacing second file with doubled strings (I'll show how to make it later).

With "Archive packer" you can build and repack archives.

First run

When you first run tool you'll see next message:
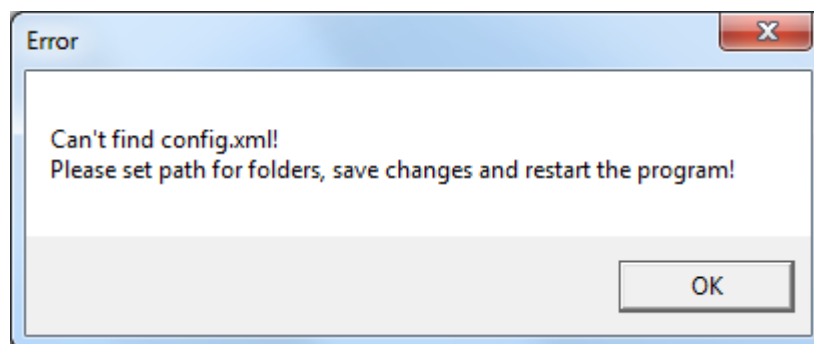
First run message.

That means that you need set up input/output folders and set ASCII encoding. If you're using non-windows 1252 encoding in some older versions you have to set up your characters but in latest versions you can just set up "Non-normal Unicode" if you translate Game of Thrones or Tales from the Borderlands. For later games you can use "Normal Unicode" option.
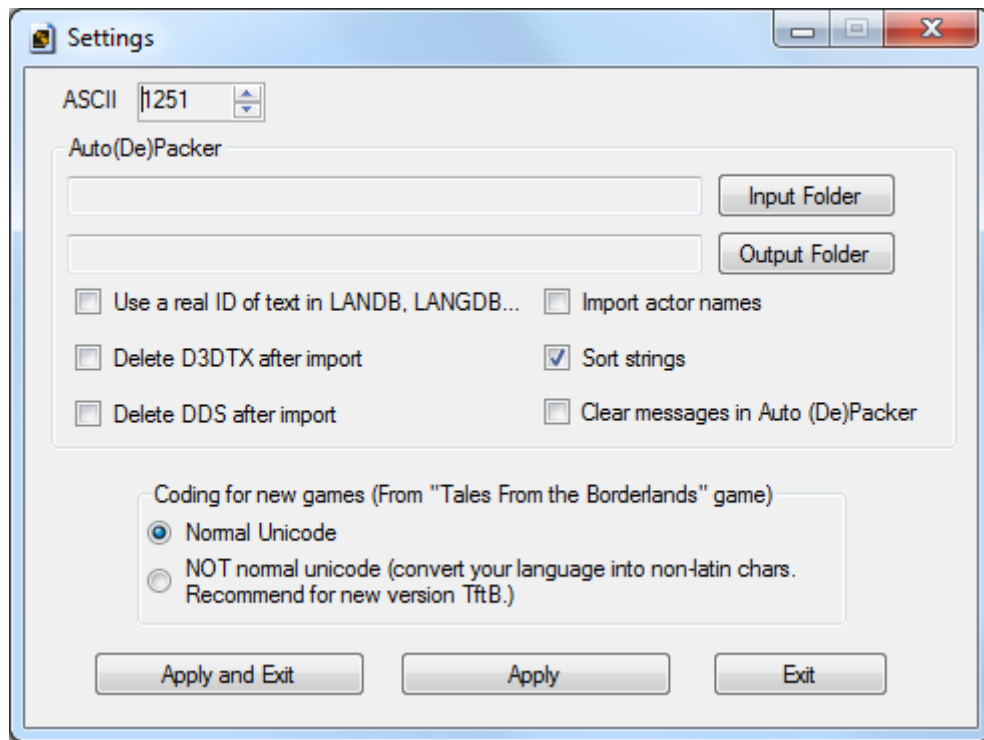
You can also set up next options:

"Use a real ID of text in LANDB, LANGDB files" recommend extract text with that option for **voice actors only**. Not recommend use that option for repack files.

"Delete D3DTX after import" removes d3dtx files from "Input" folder after import *.dds or *.pvr files in Auto(De)Packer (optional).

"Delete DDS after import" removes dds files from "Input" folder after import in Auto(De)Packer (optional).

"Import actor names" replaces actor names in *.landb, *.langdb and *.dlog files after import from *.txt or *.tsv files (recommend to use by special technical issues like fix mistake FELCITY in episode 3 of Wallace and Gromit's grand adventure when instead Felicity's face you can see Wallce's face).

"Sort strings" sorts duplicated strings (optional).

"Clear messages in Auto (De)Packer" clears messages after new actions in Auto (De)Packer (optional. Supports since v.1.0.12).

"Coding for new games (From 'Tales from the Borderlands' game)" this option need if your ASCII-coding is not 1252 (in oldest versions you need set up "Normal Unicode" if your ASCII coding is 1252. In newest versions it sets by default). That option need for "Tales from the Borderlands" and "Game of Thrones" only.

If you set up incorrect path for input/output folders you can get next message:
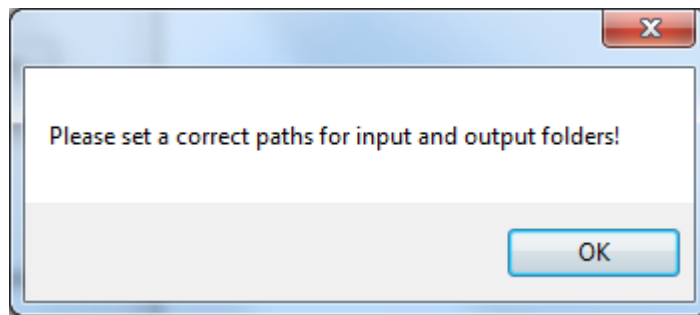
When you set up input/output folders and encoding (in some versions you need set up your characters for "Tales from the Borderlands" and "Game of Thrones") you need restart application.

After restart you'll see next window:
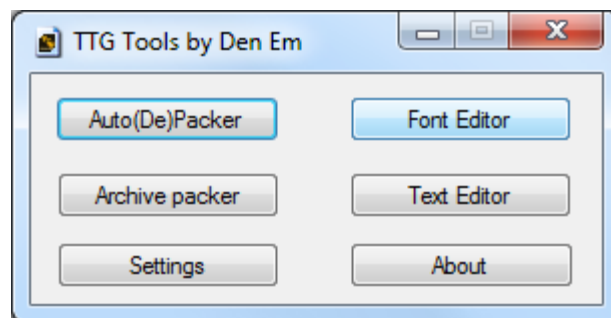
How to use

Auto(De)Packer – extract/replace *.langdb, *.landb, *.dlog (Sam and Max season 3 original only), *.d3dtx and *.font (for newest games) files.
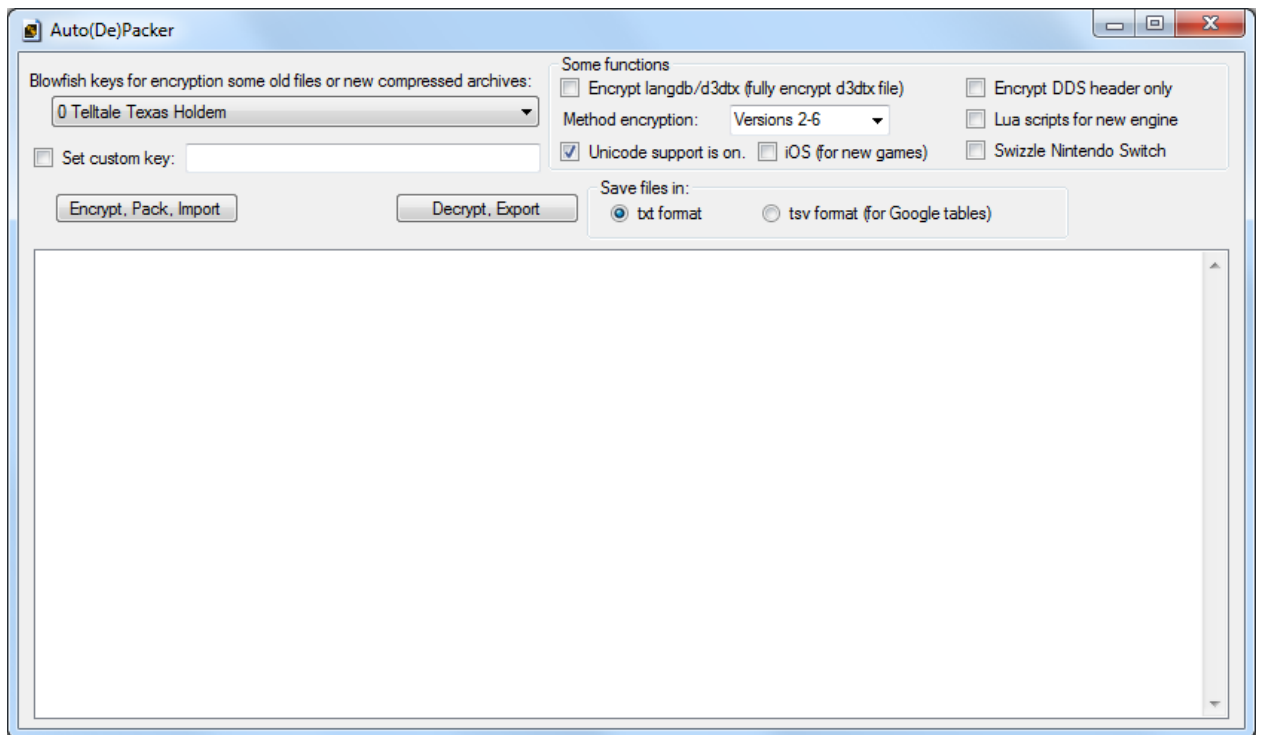
Font editor – change bitmap fonts (you can replace coordinates and textures).

Archive packer – pack files into *.ttarch or *.ttarch2 files.

Text editor – you can make text file with doubled strings (original + translated or original + original files). *.txt format supports only!

Settings – change some settings of the tool.

About – decryption of the tool and changes in versions.

In Auto(De)Packer window you can extract or replaces strings in *.landb, *.langdb and *.dlog files, extract/replace textures in *.d3dtx files and also you can decrypt/encrypt *.landb, *.langdb, *.lua and *.d3dtx files (in oldest *.d3dtx you can encrypt DDS header only (recommend if you want pack textures into archives) or full encrypt (recommend if you want just place your files nearby original resources) files). In method incryption you can set up 2 methods: "Versions 2-6" and "Versions 7-9". If you decrypt/encrypt files since "The Wolf among Us" you can set the second method. If you're encrypt lua files since game "Tales from the Borderlands" you need set up checkbox "Lua scripts for new engine". If you don't have encryption key from gamelist but you have an encryption key you can set option "Set custom key" and insert into nearby text box you custom key.

To extract/decrypt files just replace it into "Input" folder and press "Decrypt, Export" button. In output you'll get extracted/decrypted files (decrypt *.font and *.lua files only. Other files decrypt and automatically extract).

To replace files you need insert your modified files into "Input" folder. **Make sure that *.landb, *.langdb, *.d3dtx, *.dlog (Sam and Max season 3 original only) and *.font (newest games only) files into "Input" folder too!** Press "Encrypt, Pack, Import" button and you'll see the results in "Output" folder.

You can (de)swizzle textures for Nintendo Switch (supports textures DXT1 (BC1) and DXT5 (BC3) only. Supports latest versions TTG Tools only).

To encrypt modified *.lua or *.font (oldest games) insert modified files into "Input" folder. Don't need original files. Press "Encrypt, Pack, Import" button and you'll see the results in "Output" folder.

If you're encrypt files **don't forget set up encryption key and method encryption!**
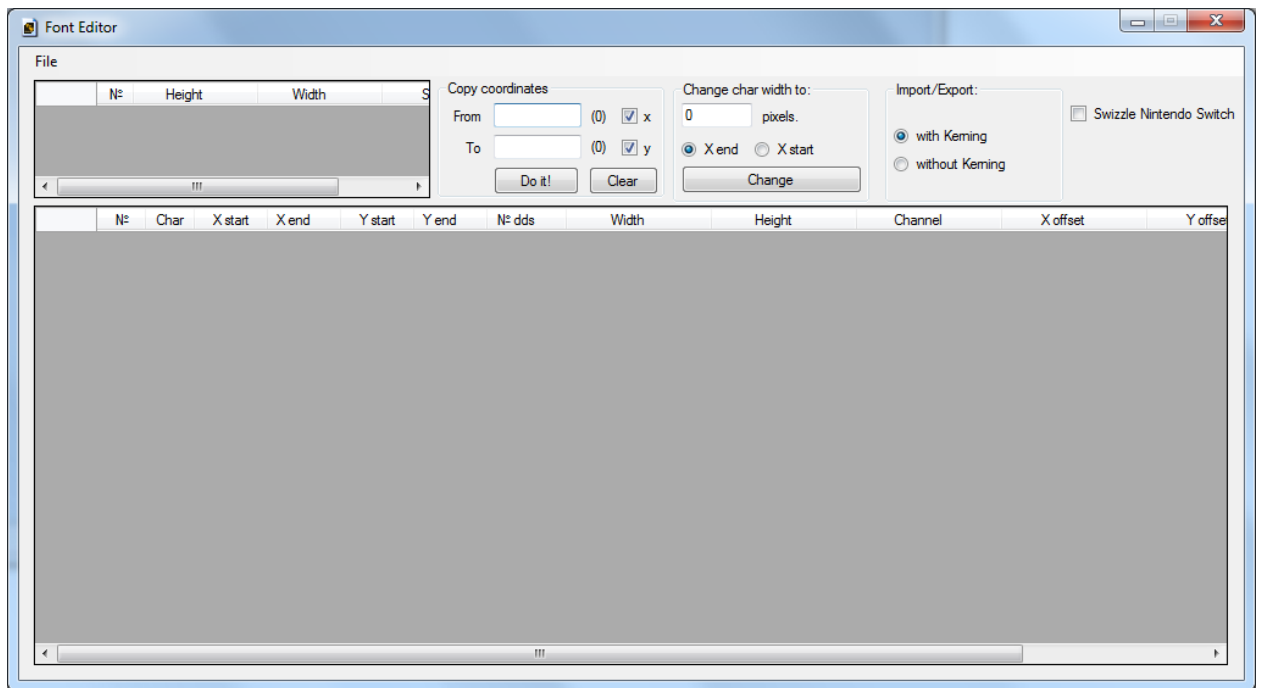
Font editor can edit bitmap fonts. When you open font file, you'll see next parameters:
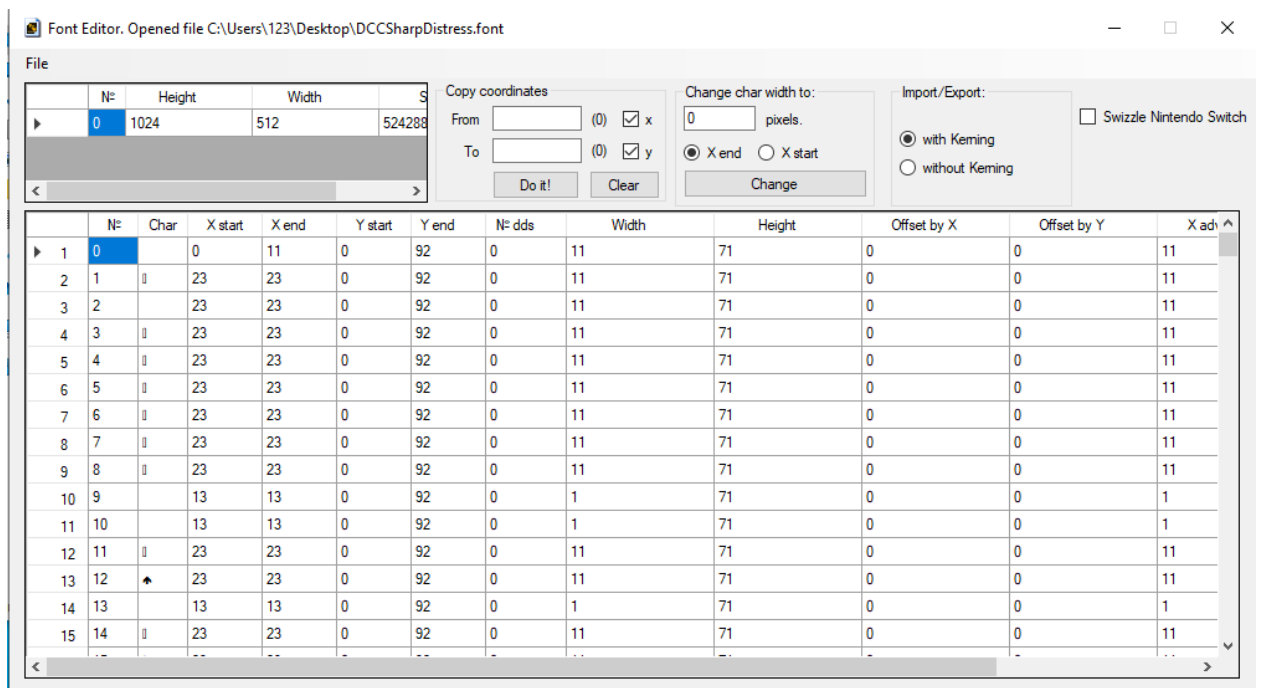
In first table you see textures and its height, width and texture size. In second table you'll see coordinates of textures. It might be different with fonts. In texture table you can left click button to select export textures, import textures and import font coordiantes. In newest versions you can import coordinates and if textures nearby *.fnt file, tool can replace automatically it. Otherwise you need replace it yourself.
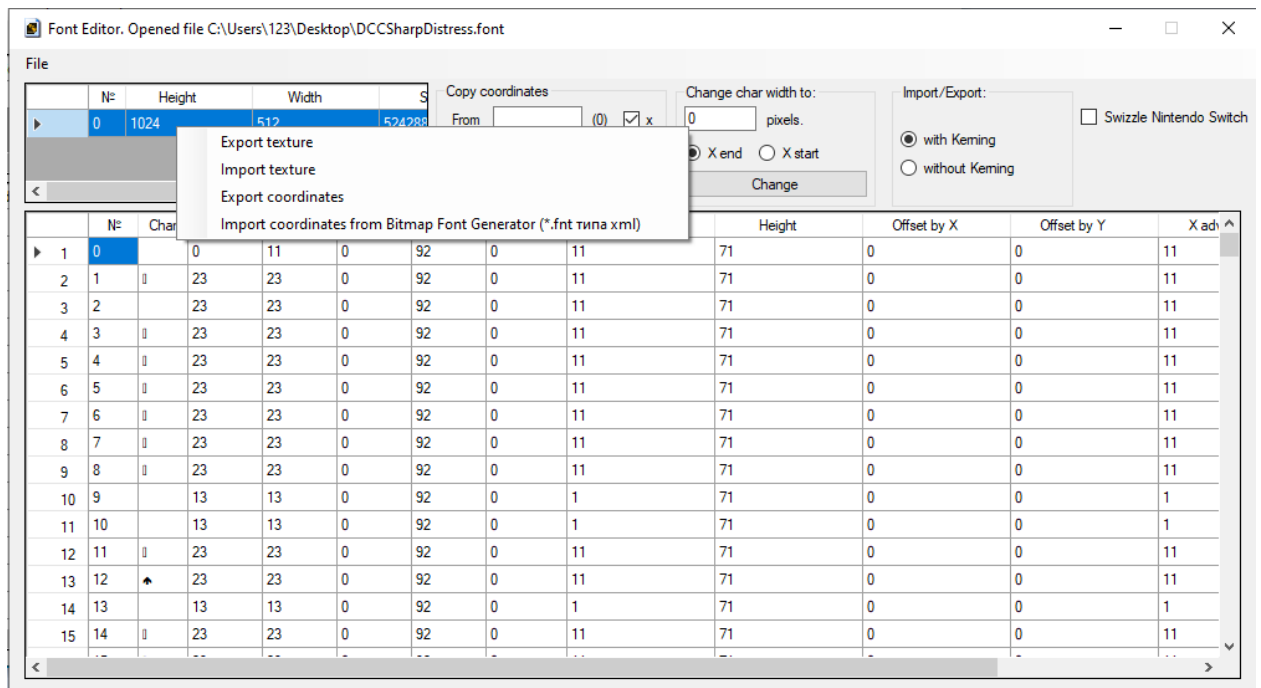
In coordinates table you can export and import coordinates of font (in newest versions you can export/import fonts in *.fnt format only and it can import automatically if will be nearby textures from *.fnt file).
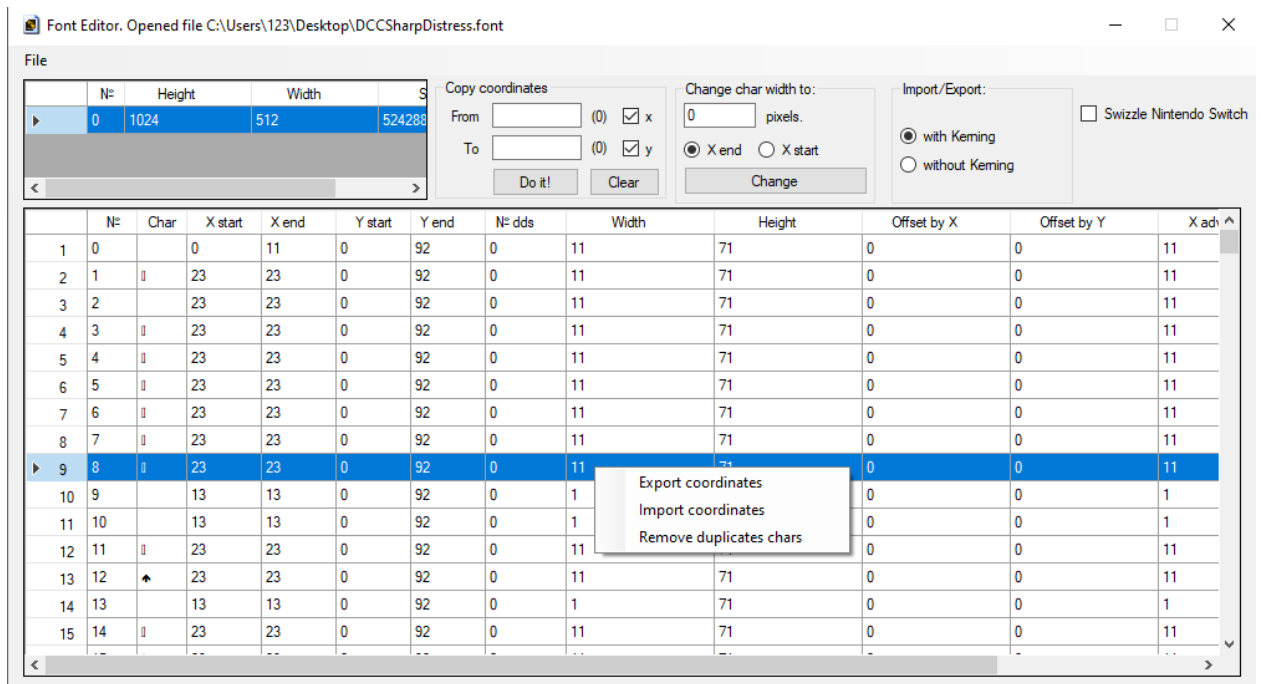

Since Poker Night 2 you can import/export fonts with Kerning or without Kerning coordinates. **In oldest fonts Kerning doesn't support**.

Font editor can export either PVR (if font from iOS, Android with PowerVR graphic chips or PS Vita) or DDS (other platforms). You can (de)swizzle textures for Nintendo Switch (supports textures DXT1 (BC1) and DXT5 (BC3) only. Supports latest versions TTG Tools only). Coordinates exports int *.fnt format in latest versions TTG Tools.
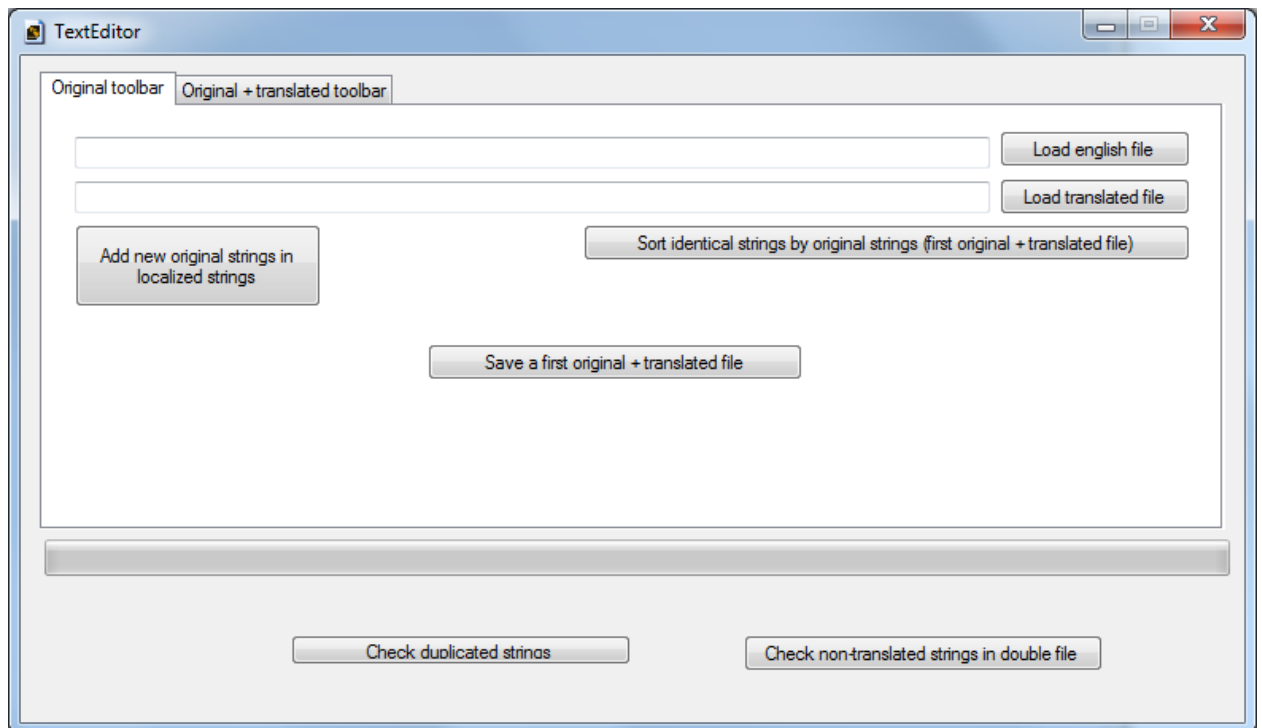
Text editor helps you make doubled strings files for a comfortable edit translation or replace strings for a comfortable translate newer strings only.

In first toolbar you can merge eighter original + translated files or original + original files. If you have translated files and original files with newer strings you can import original and translated files and then press "Add new original strings in localized strings" and then press "Save a first original + translated file" buttons. After that you can translate newer original strings and replace text in newer landb, langdb files.
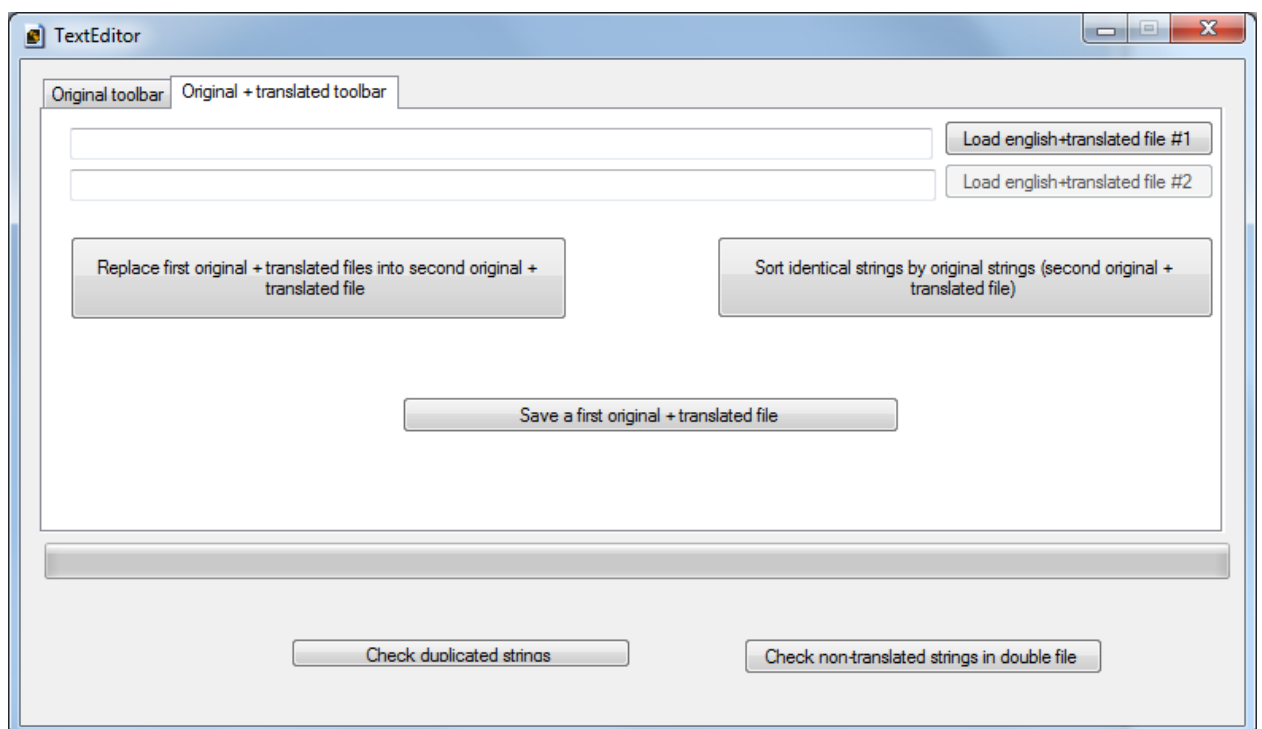
In second toolbar you can replace from first original + translated files into second original + translated files strings by importing first original + translated file and then second original + translated file, then press "Replace first original files into second original + translated file" button and then save newest file. If you imported "original + original file" into first toolbar you can import first "original + translated file" and then "original + original file", then replace strings and save newest file and translated newest strings.

If you've got non-translated strings but it were translated early you can check non-translated strings by click "Check non-translated strings in double file" or you can search duplicated strings by click "Check duplicated strings".
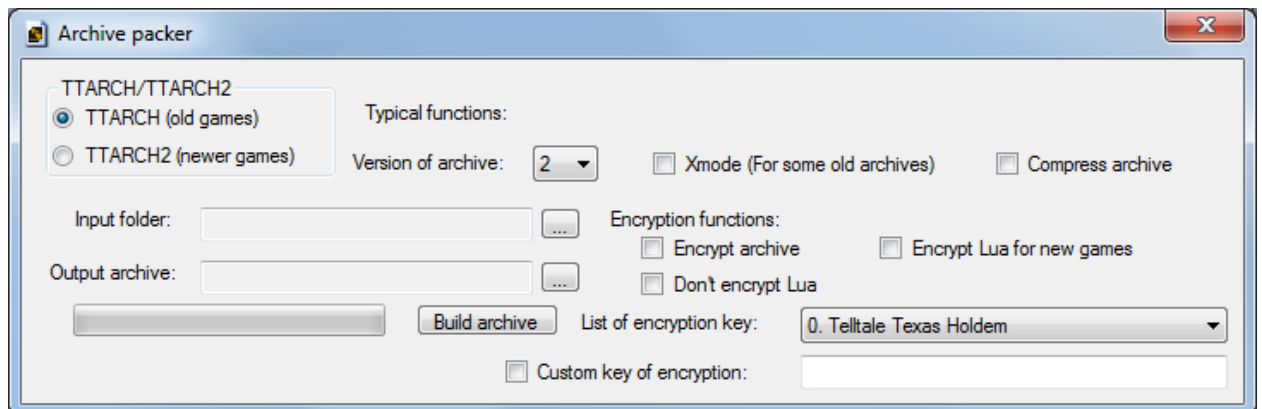

With Archive packer you can pack/repack archives *.ttarch and *.ttarch2. First you need set paths resources and output archive. Then you need know which version uses you game (for oldest ttarch files you need see in ttarchext tool. For newer games version 1 uses since The Wolf among us until Minecraft: Story mode, version 2 uses since Minecraft: Story mode). In TTARCH (old games) you can select next options:

"Compress archive" (since version 3 (versions 3, 4 uses zlib.net library)) compress archive if you need, but if files have encrypted header the tool automatically build archive **without compression.**

"Encrypt archive" encrypt headers or compressed archives.

If you're build archives for mobile platforms or a some consoles you can build archive without encryption lua files by click checkbox "Don't encrypt Lua". You can select encryption key from game list or set your custom key encryption. For games like "Tales of Monkey Island" (tested on PC) recommend check "Xmode (For some old archives)".
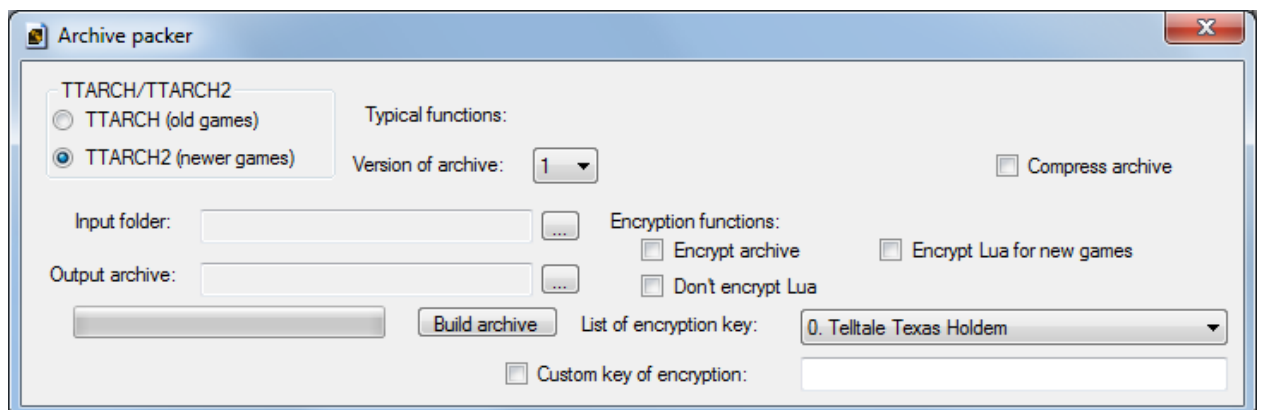
For "TTARCH2 (newer games)" you can select version archive (version 1 uses since The Wolf among us until Minecraft: Story mode, version 2 uses since Minecraft: Story mode). If you're build archive for games since "Tales from the Borderlands" you need check "Encrypt Lua for new games" if you build archives for PC/Mac versions. For other platforms you can set "Don't encrypt Lua" and **don't check "Encrypt Lua for new games"**.

After set options you can click "Build archive".

If you build ttarch files you can just replace your files into "Pack" folder.

If you build ttarch2 files you need make lua file for successfull load. Before "Minecraft: Story mode" you have to use hex editor (PC/Mac/Android versions only but for other platforms you can edit with notepad). Since "Minecraft: Story mode" you can just decrypt lua file, edit it and encrypt it back. by renaming lua file.

If you have questions, I'll try help.