

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).

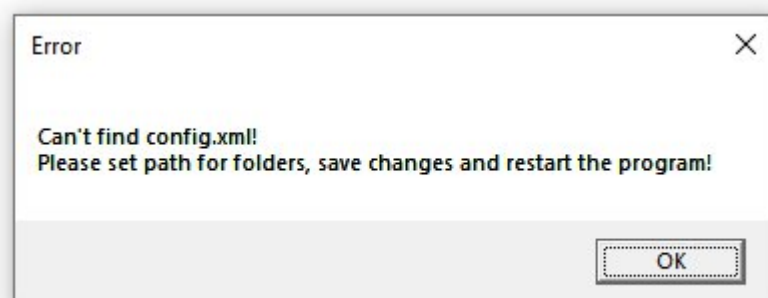
With "Text editor" you can make file with original and translated strings. Also you can replace strings in newest text files by replacing second file with doubled strings (I'll show how to make it later).

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

With "Archive unpacker" you can unpack archives (need select game from list for a correct unpack and git list files).

First run

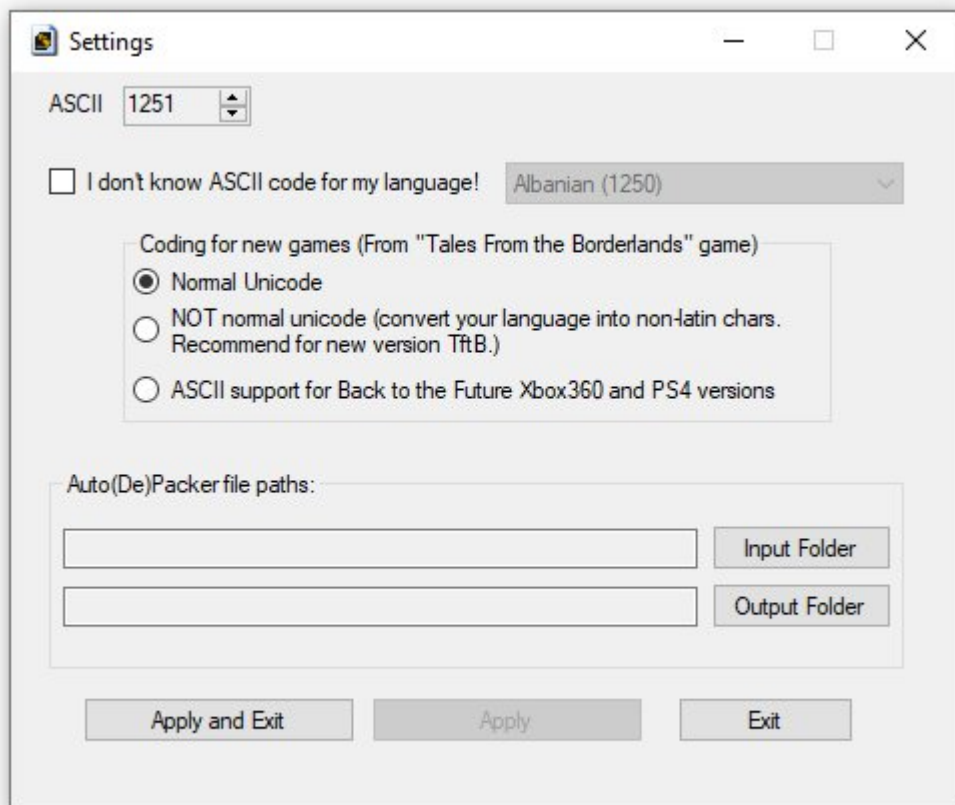
When you first run tool you'll see next message:



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 "NOT normal Unicode" if you translate Game of Thrones or Tales from the Borderlands. For later games you can use "Normal Unicode" option. If you don't know ASCII code for

your language you can check “I don’t know ASCII code for my language!” and select your language from list.



List ASCII encodings for countries:

1250: Polish, Czech, Slovak, Hungarian, Slovene, Serbo-Croatian (Latin script), Montenegrin, Romanian, Albanian, English, German, Luxembourgish.

1251: Russian, Ukranian, Belarusian, Bulgarian, Serbian Cyrillic, Macedonian, Bosnian Cyrillic, Rusyn.

1252: English, Irish, Italian, Norwegian, Portuguese, Spanish, Swedish, German, Finnish, Icelandic, French, Faroese, Luxembourgish, Albanian, Estonian, Swahili, Tswana, Catalan, Basque, Occitan, Romansh, Dutch (except the IJ/ij character, substituted by IJ/ÿ), and Slovene (except the č character, substituted by ç).

1253: Greek, English

1254: Turkish, English, Italian, French, German, Spanish, Portuguese, Danish, Swedish, Finnish, Norwegian, Luxembourgish, Tswana, Azeri (except the ə character, substituted by ä).

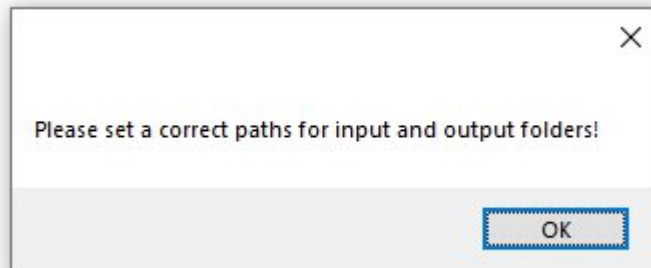
1255: Hebrew, English

1256: Arabic, Persian, Urdu, English, French (except capital letters with diacritics)

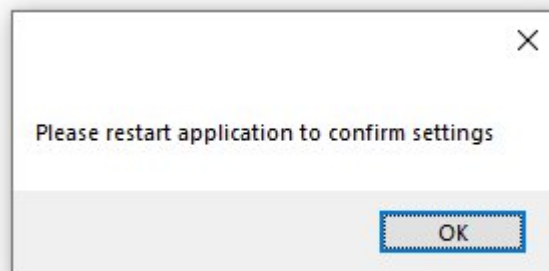
1257: Estonian, Latvian, Lithuanian, (also supports Polish, Slovene, Swedish, Finnish, Norwegian, Danish, German, English, Māori)

1258: Vietnamese, English, French, German, Spanish, Danish, Norwegian, Swedish, Finnish, Irish, Albanian, Luxembourgish, Tswana. With combining diacritics: Estonian, Italian, Portuguese, Yoruba, Guarani, Igbo, Devanagari transliteration

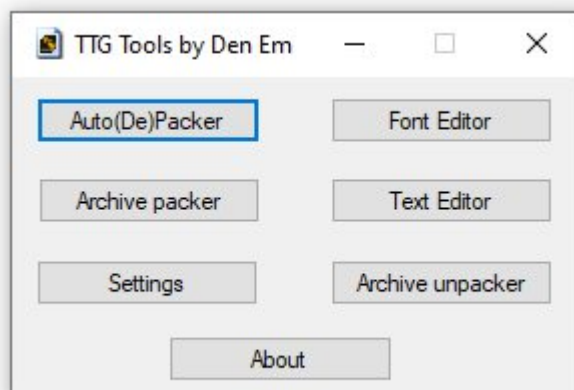
If you set up incorrect path for input/output folders you can get next message:



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

Auto(De)Packer – extract/replace *.langdb, *.landb, *.dlog (Sam and Max season 3 original only), *.d3dtx and *.font (for newest games) files.

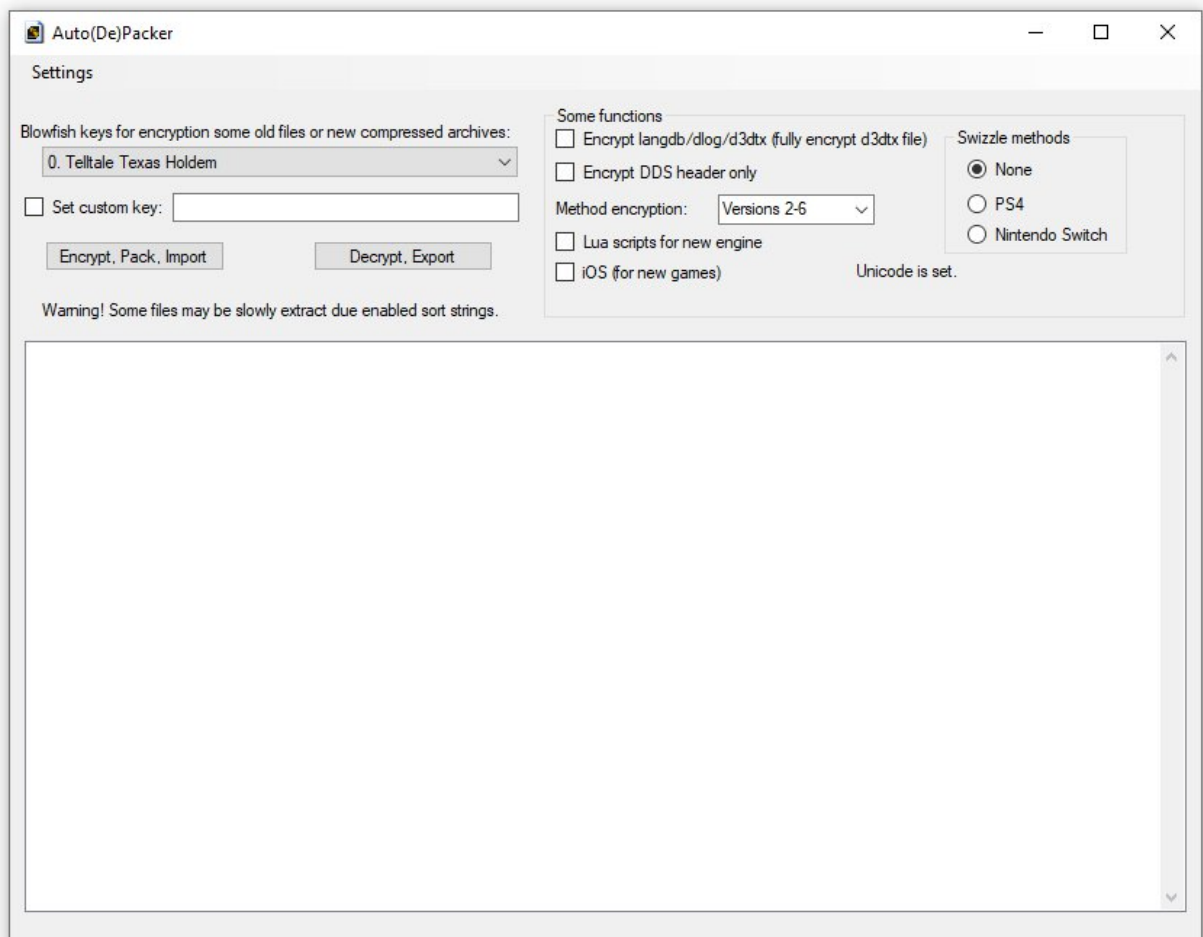
Font editor – change bitmap fonts (you can replace coordinates and textures).

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 (dlog files for original's Sam and Max: The devil's playhouse only), 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 encryption 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 game list 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. Make sure that *.d3dtx and *.dds/*.*pvr, *.langdb/*.*landb/*.*dlog and *.txt/*.*tsv, *.font and *.ttf are in "input" folder to import files.

You can (de)swizzle textures for Nintendo Switch (supports textures DXT1 (BC1) and DXT5 (BC3) only. Supports latest versions TTG Tools only) and PS4 (not completely tested, some textures may crash game. 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 encrypt files **don't forget set up encryption key and method encryption!**

In settings form Auto(De)Packer you can set next options:

Settings

Save files in:

- ☒ txt old format
- ☐ txt new format
- ☐ tsv format (for Google tables)

☐ Delete D3DXTX after import

☐ Delete DDS after import

☐ Clear messages in Auto (De)Packer

Coding for new games (From "Tales From the Borderlands" game)

- ☒ Normal Unicode
- ☐ NOT normal unicode (convert your language into non-latin chars. Recommend for new version TftB.)
- ☐ ASCII support for Back to the Future Xbox360 and PS4 versions

C:\Users\test\Desktop\in Input Folder

C:\Users\test\Desktop\out Output Folder

☐ Use a real ID of text in LANDB and LANGDB ☐ Import actor names

☒ Sort strings

☐ Ignore empty strings

OK Cancel

“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).

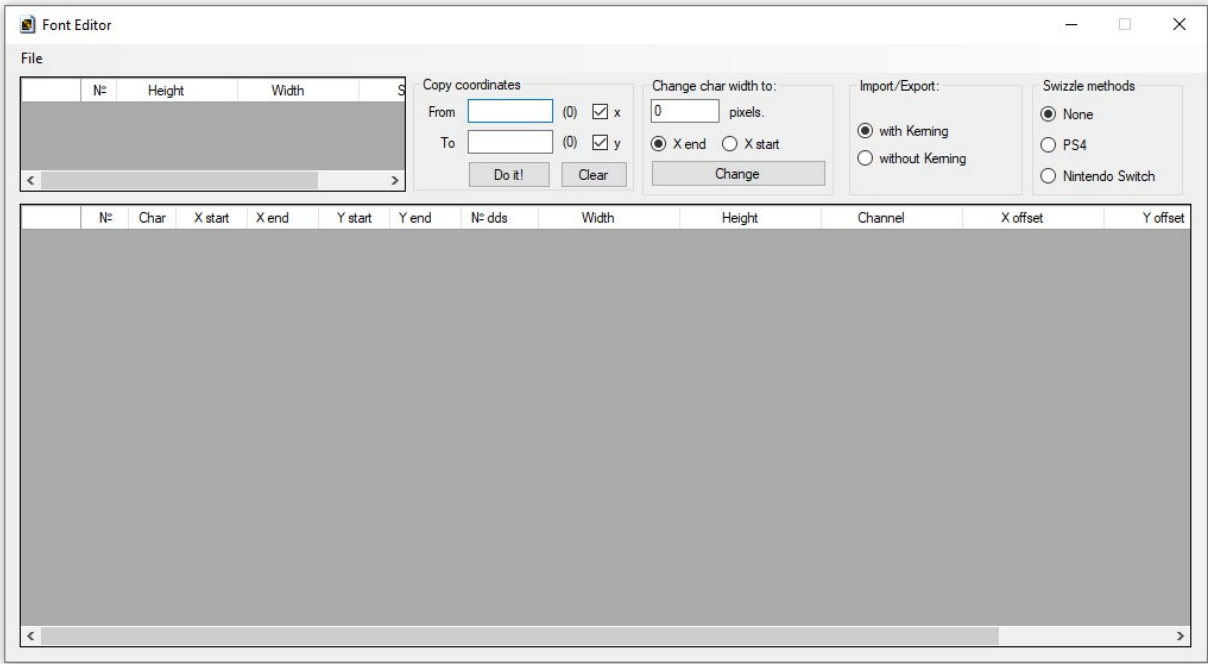
“Clear messages in Auto (De)Packer” clears messages after new actions in Auto (De)Packer (optional. Supports since v.1.0.12).

“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.

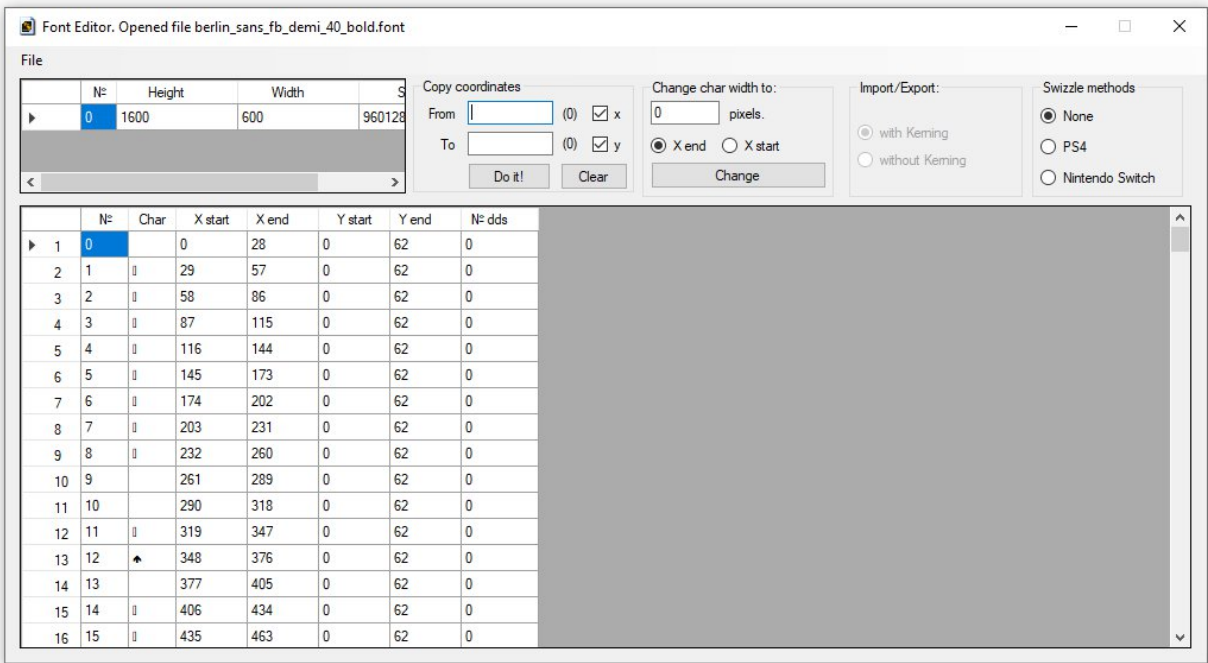
Set save text format for *.dlog/*.langdb/*.landb files (in latest versions).

“Ignore empty strings” ignores empty strings in *.langdb/*.dlog/*.landb files.

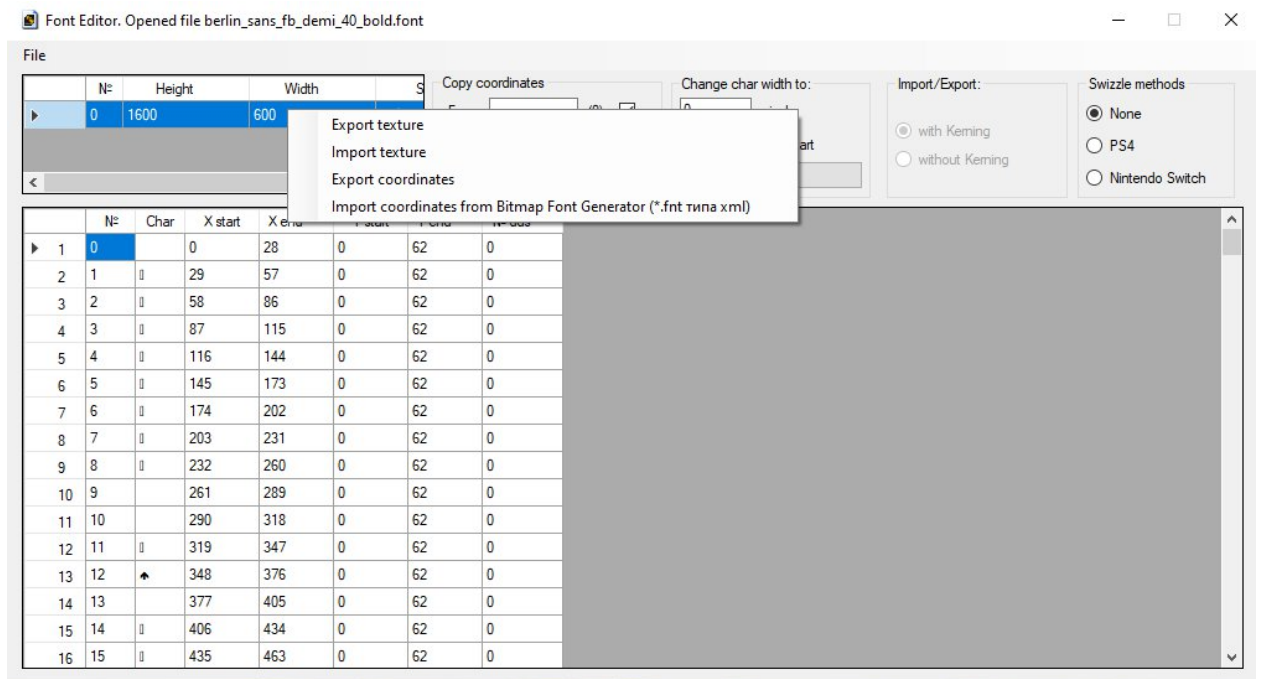
Font editor



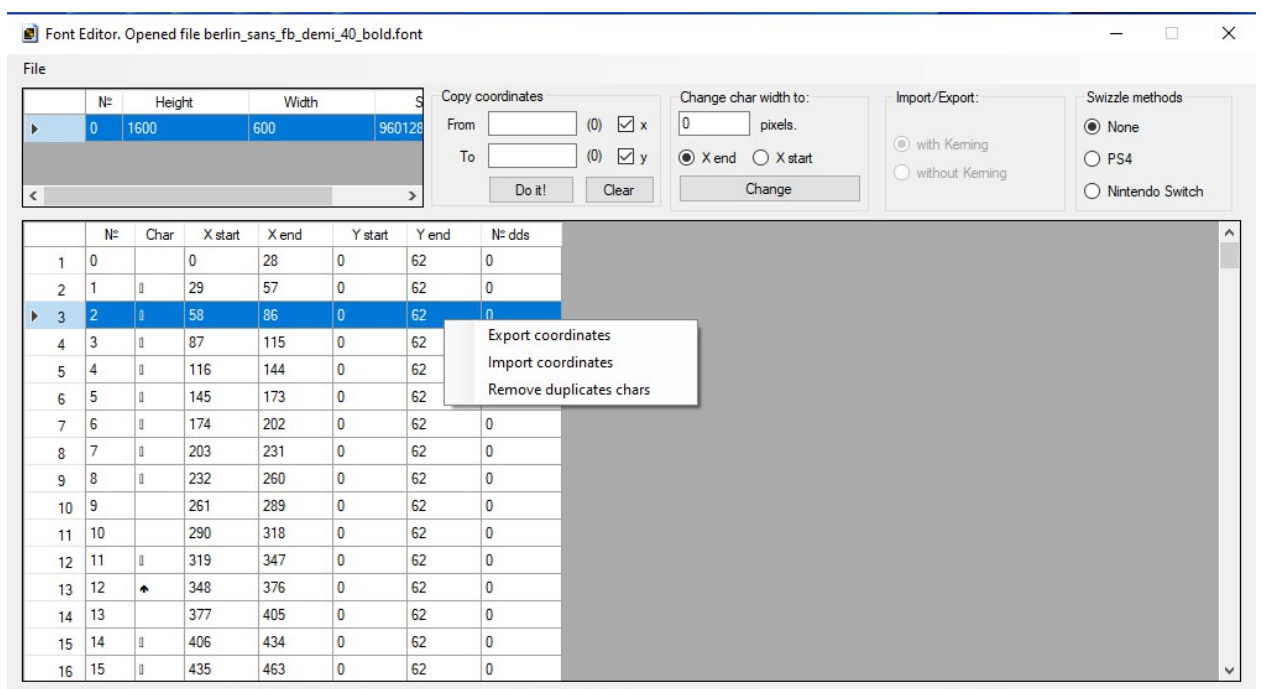
Font editor can edit bitmap fonts. When you open font file, you'll see next parameters:



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 coordinates. 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) just right click on coordinates table and select option from context menu.

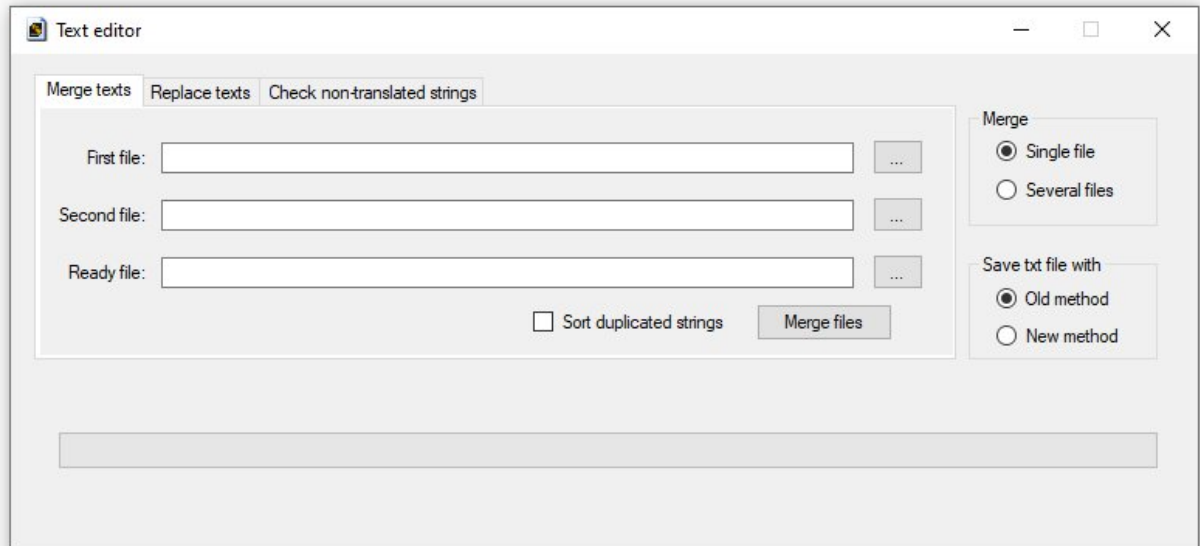


Since Poker Night 2 you can import/export fonts with Kerning or without Kerning coordinates. **In oldest fonts Kerning doesn't support.**

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) and PS4 (not completely tested, some textures may crash game. Supports latest versions TTG Tools only). Coordinates exports in *.fnt format in latest versions TTG Tools.

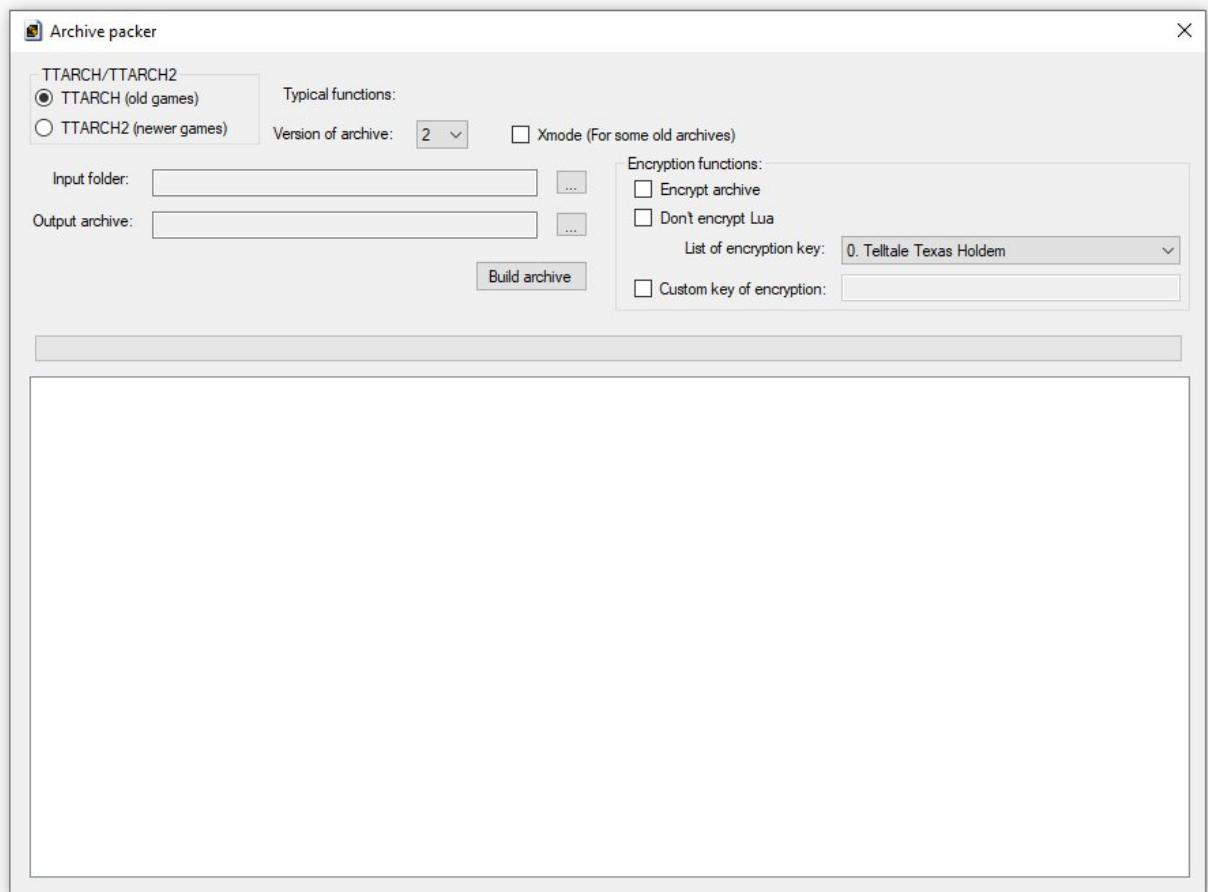
Text editor



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 either original + translated files or original + original files. In second toolbar you can replace text in new doubled original file by oldest original + translated files and then localize newer strings in text file. In third toolbar you can check for non-translated files in your doubled files and then translate in your file found non-translated strings.

Archive packer

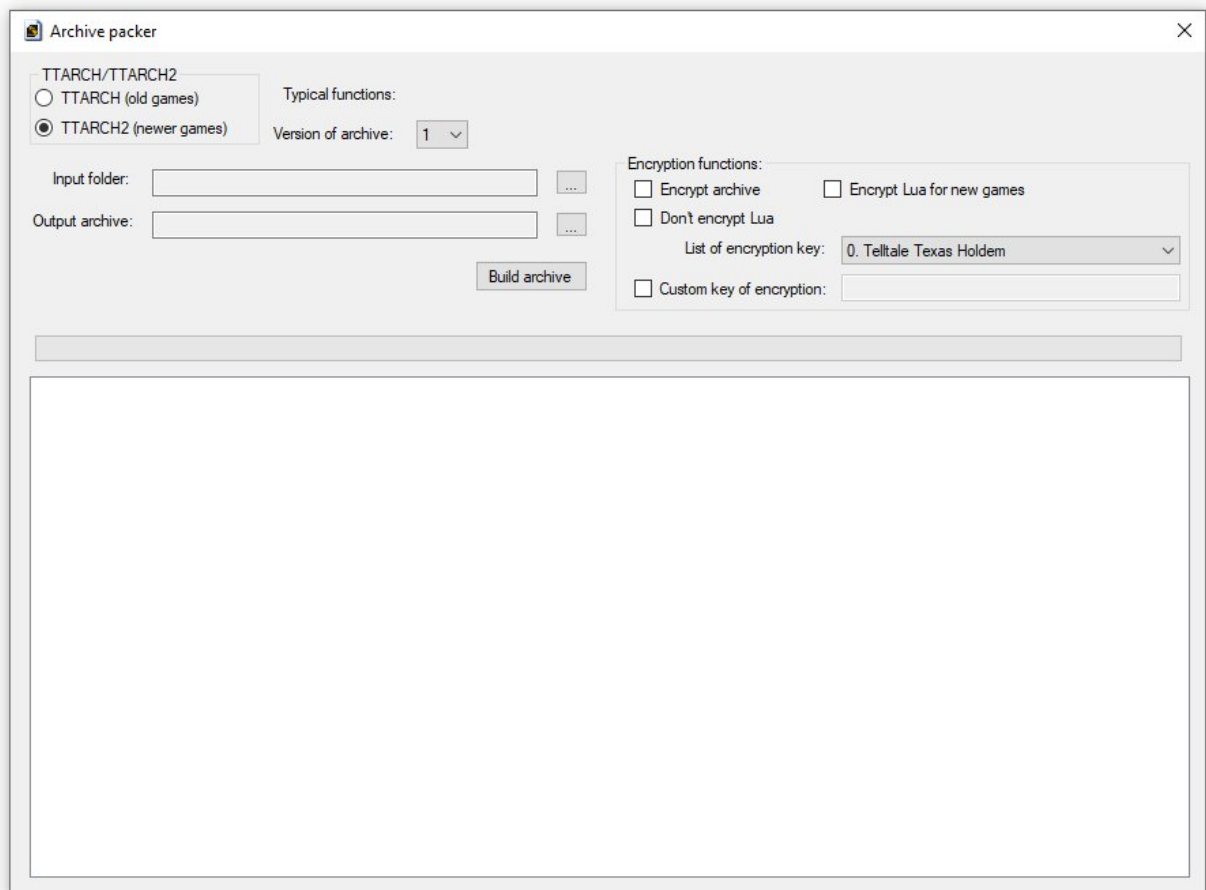


With Archive packer you can pack/repack archives *.ttarch and *.ttarch2. First you need set paths resources and output archive. Then you need know which version uses you game (for oldest ttarch files you need see in ttarchext tool. For newer games version 1 uses since The Wolf among us until Minecraft: 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**. For versions 8 you can select zlib or deflate compress algorithm (check zlib version for episode 4 Wallace and Gromit, other games use deflate version).

"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)".



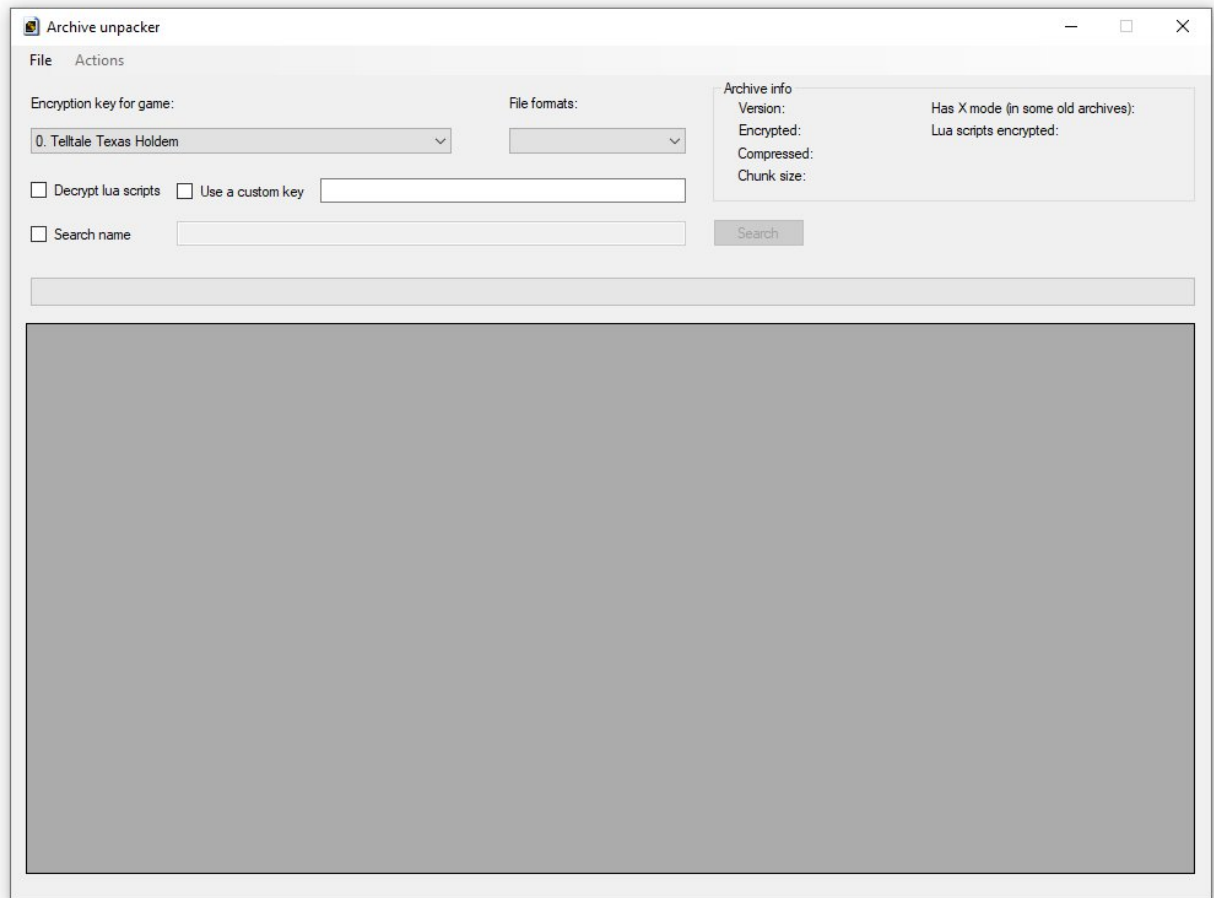
For "TTARCH2 (newer games)" you can select version archive (version 1 uses since The Wolf among us until Minecraft: Story mode, version 2 uses since Minecraft: Story mode). If you're build archive for games since "Tales from the Borderlands" you need check "Encrypt Lua for new games" if you build archives 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".

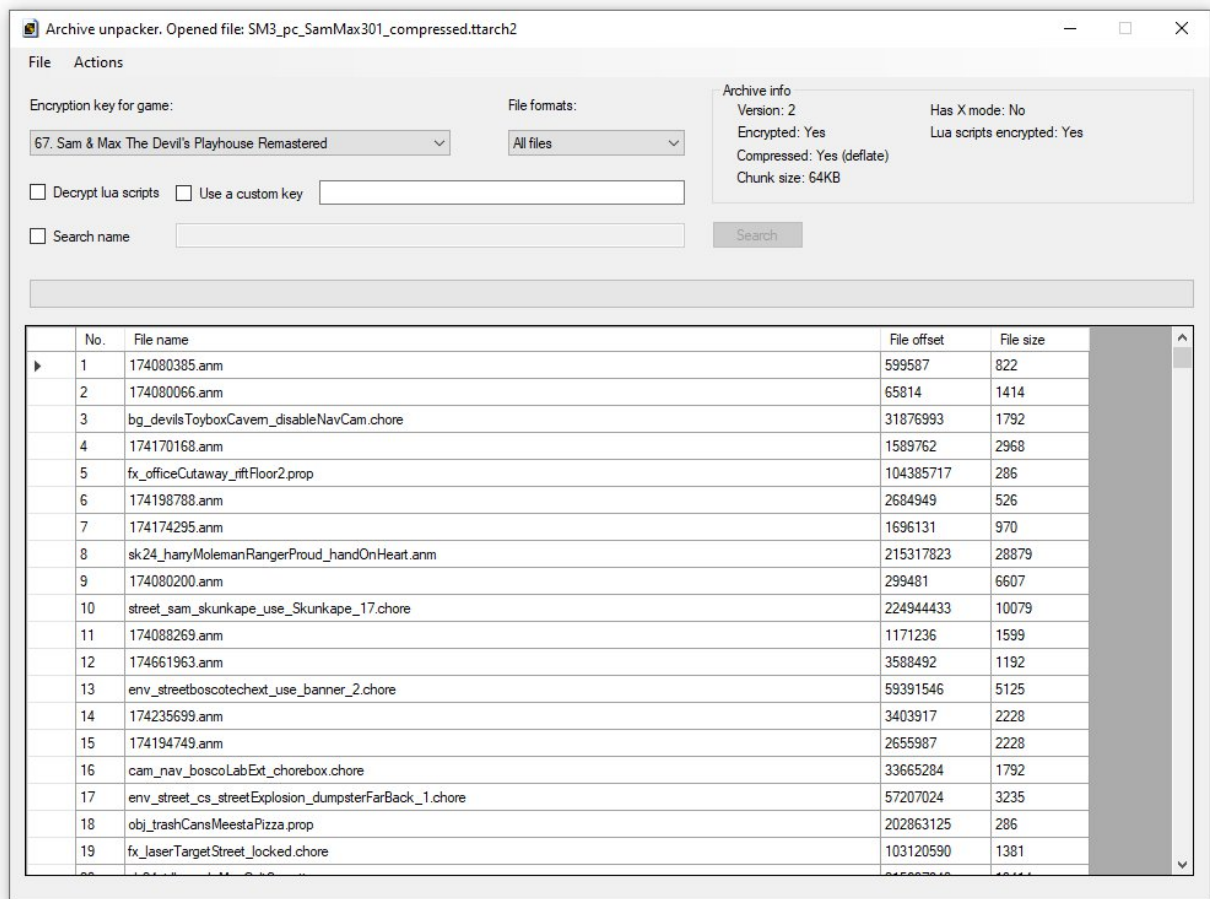
If you build ttarch files you can just replace your files into "Pack" folder.

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.

Archive unpacker

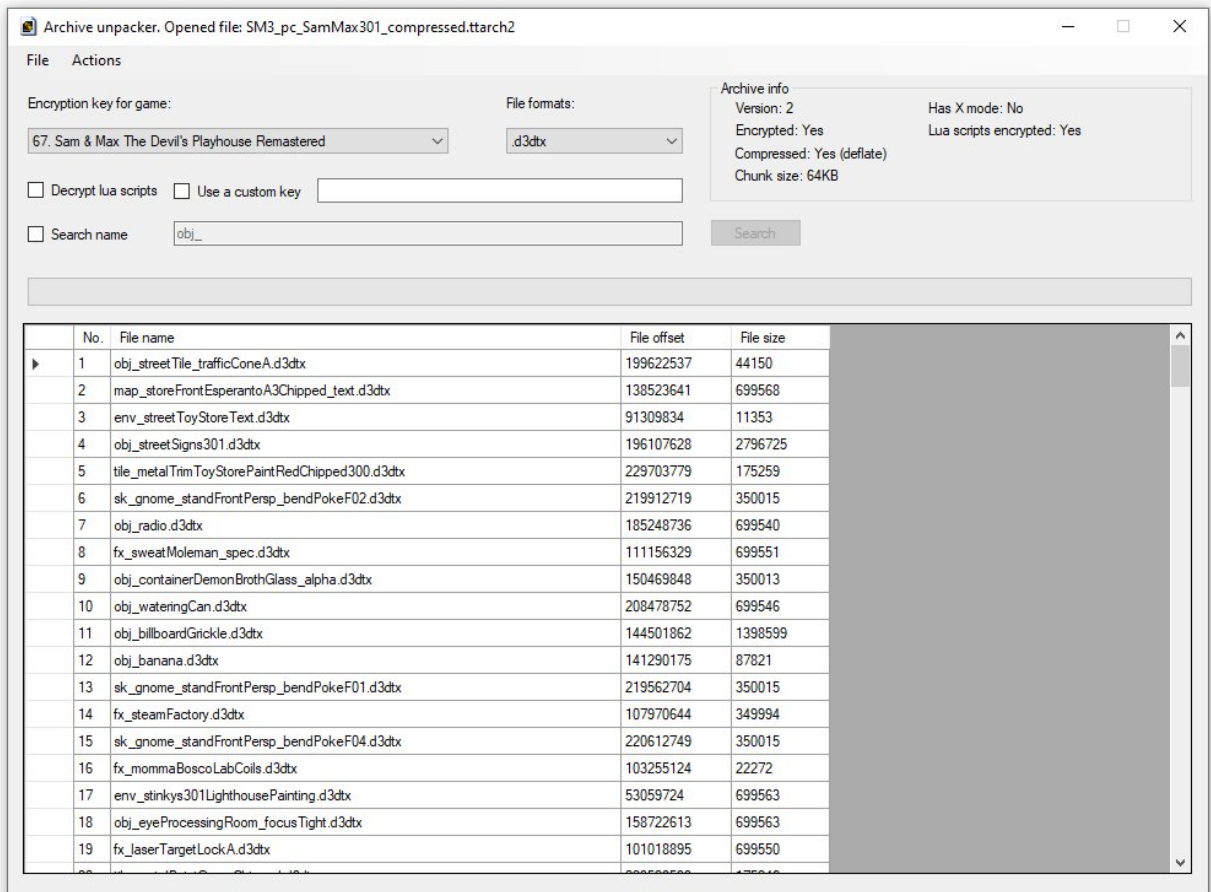
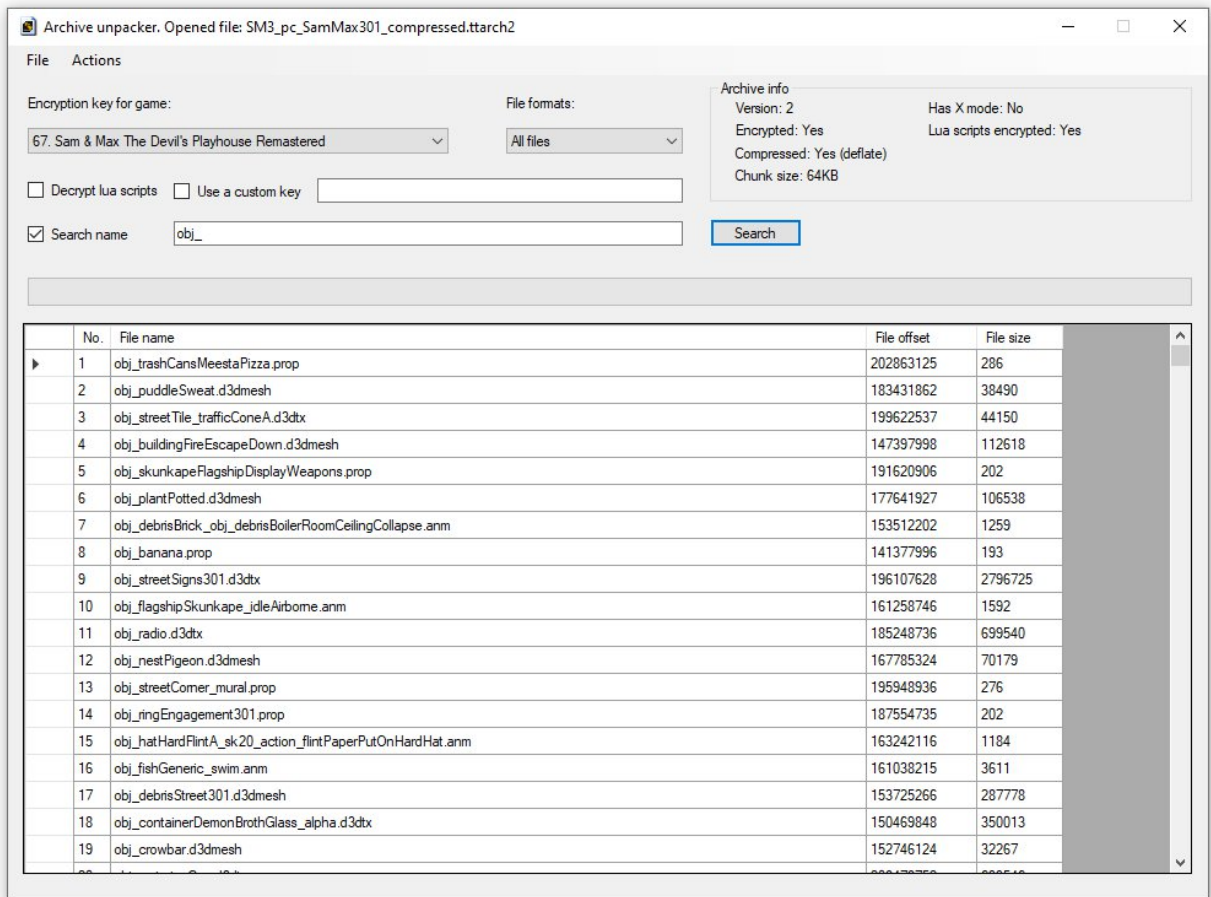


In latest version added archive packer form. In this form you can unpack see file list in archive and unpack files. You can filter file list with filter. Select from game list and then open ttarch/ttarch2 files.

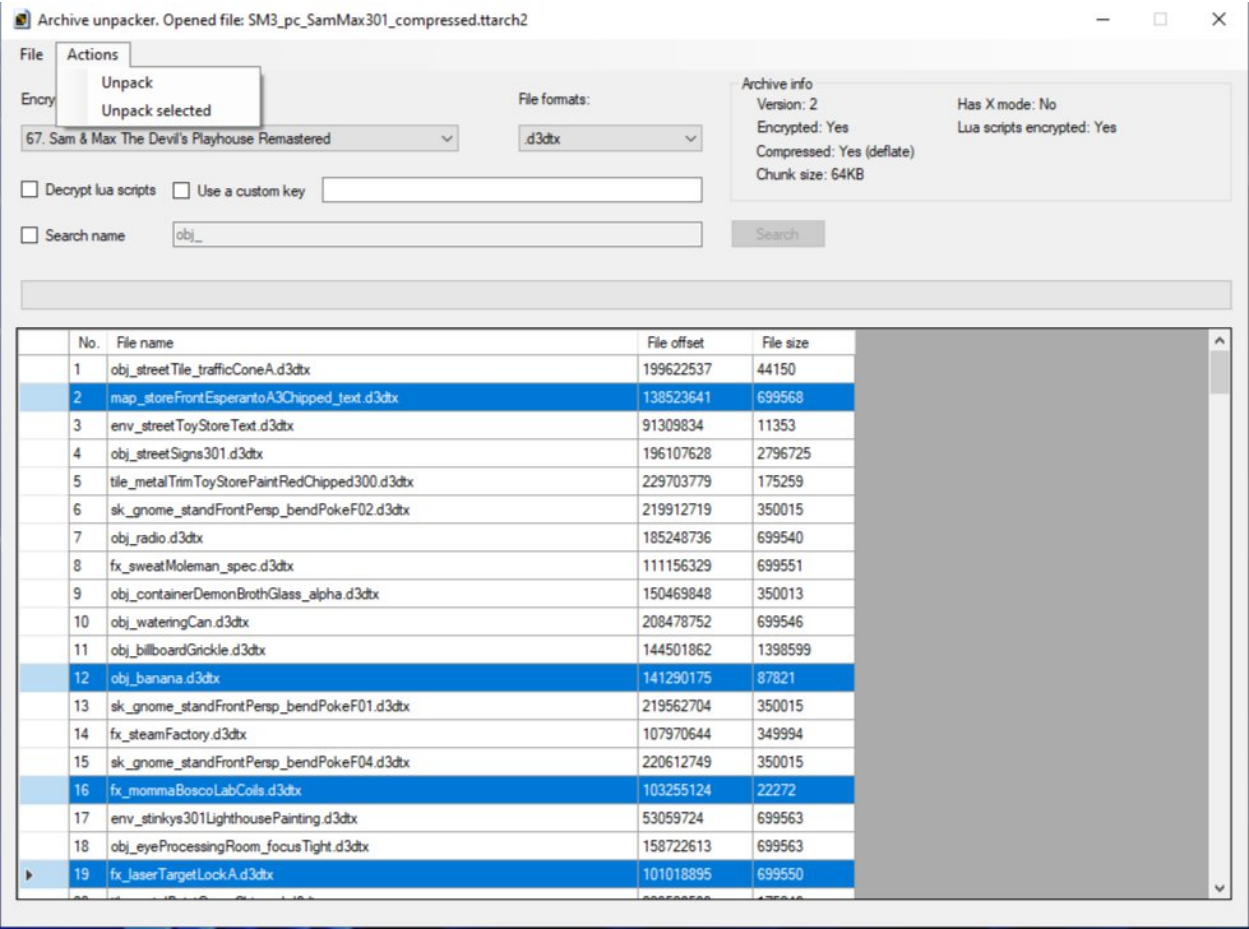


When it loaded you can set next options:

- 1) Decrypt lua scripts if you want unpack decrypted scripts (**tool doesn't decompile scripts**).
- 2) Search files by name.



You can unpack all files or selected files.



After that you can modify it with Auto(De)Packer or Font editor.