

# What you need:

BattleBit Remastered files (Game downloaded)

Asset Ripper (<https://github.com/AssetRipper/AssetRipper>)

Download Asset Ripper

<https://assetripper.github.io/AssetRipper/articles/Downloads.html>

Run Asset Ripper

Licenses	02/07/2023 23:50	File folder	
AssetRipper.exe	02/07/2023 23:49	Application	73,486 KB
AssetRipper.log	12/01/2024 15:44	Text Document	5 KB
av_libglesv2.dll	02/07/2023 23:49	Application exten...	4,267 KB
capstone.dll	02/07/2023 23:49	Application exten...	5,466 KB
compile_time.txt	02/07/2023 23:49	Text Document	1 KB
crunch.dll	02/07/2023 23:49	Application exten...	30 KB
crunchunity.dll	02/07/2023 23:49	Application exten...	31 KB
libHarfBuzzSharp.dll	02/07/2023 23:49	Application exten...	894 KB
libSkiaSharp.dll	02/07/2023 23:49	Application exten...	9,189 KB
libvlc.dylib	02/07/2023 23:50	DYLIB File	41,433 KB
Texture2DDecoderNative.dll	02/07/2023 23:50	Application exten...	123 KB

This window will pop up

FileExportLanguage

AssetRipper

Configuration Options

☐ Skip StreamingAssets Folder

☐ Ignore Engine Assets

Mesh Export Format

Yaml

A robust format for using meshes in the editor. Can be converted to other formats by a variety of unity packages.

Image Export Format

Png

Affects all exported images

Terrain Export Format

Yaml

Export in the native unity terrain format. Most useful option if you plan to re-import back into unity.

Script Export Format

Decompiled

The IL2CPP decompiler is used to generate CS scripts. This is reliable. However, it's also time-consuming and contains many compile errors.

Audio Export Format

Default

Export assets as the content type embedded inside the FSB. Most audio types are exported as WAV, some are exported as OGG.

Sprite Export Format

Yaml

Export as yaml assets which can be viewed in the editor. This is the only mode that ensures a precise recovery of all metadata of sprites.

TextAsset Export Format

Parse

Export as a plain text file, but try to guess the correct file extension (e.g. JSON files get the .json extension)

Script Content Level

Level 2

Default. This exports full methods for Mono games and dummy methods for IL2CPP games.

Shader Export Format

Dummy Shader

Export the shader as a dummy shader. Although it preserves data like the Properties and FallBack, it uses general, opaque shader code.

Bundled Assets Export Mode

Direct Export

Bundled assets are exported without grouping.

C# Language Version

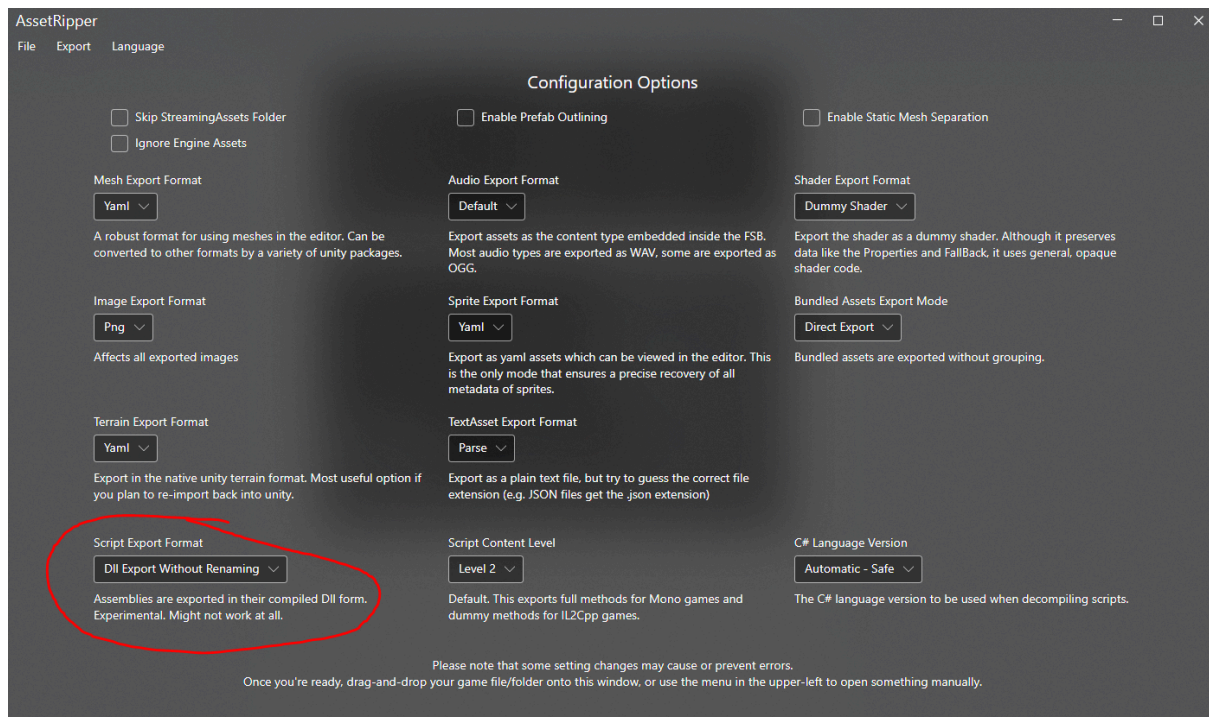
Automatic - Safe

The C# language version to be used when decompiling scripts.

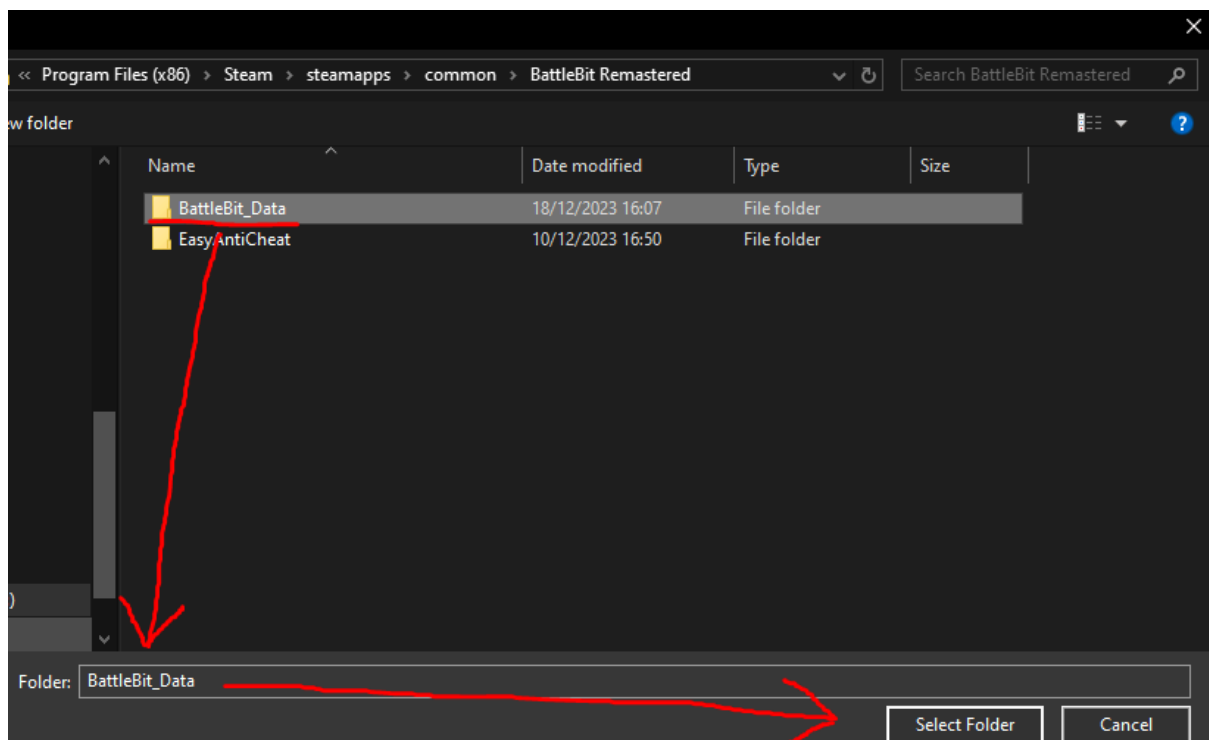
Please note that some setting changes may cause or prevent errors.

Once you're ready, drag-and-drop your game file/folder onto this window, or use the menu in the upper-left to open something manually.

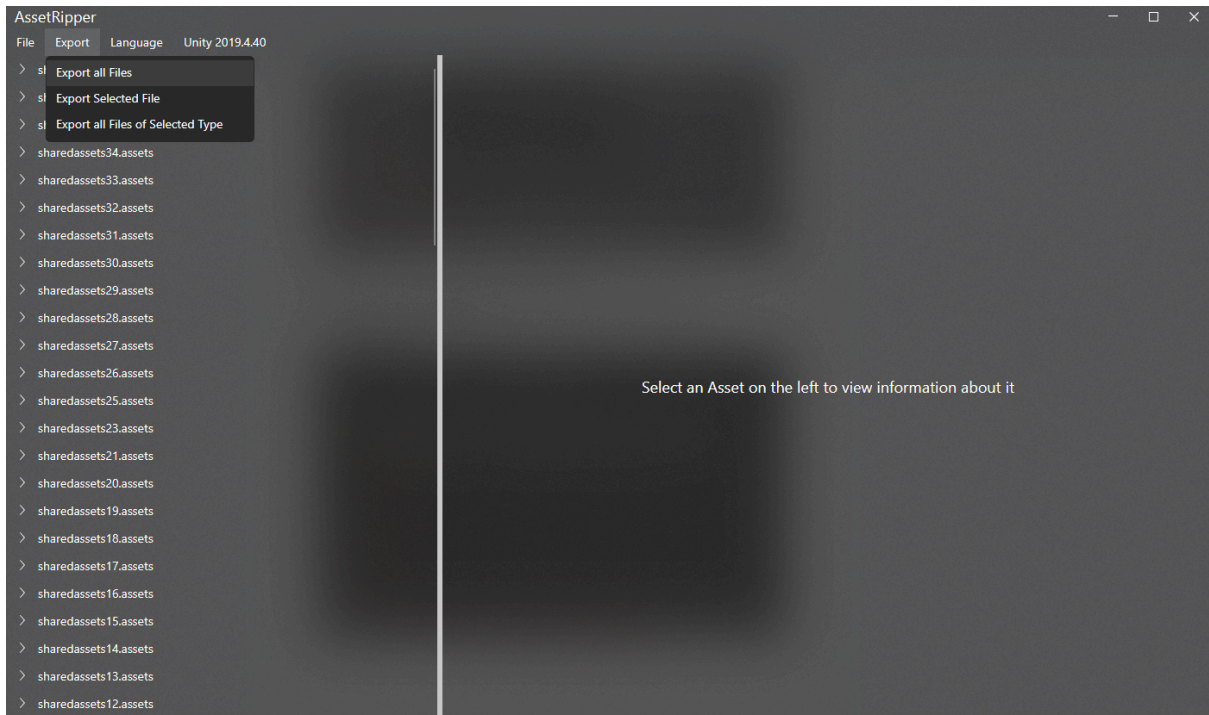
Have these settings



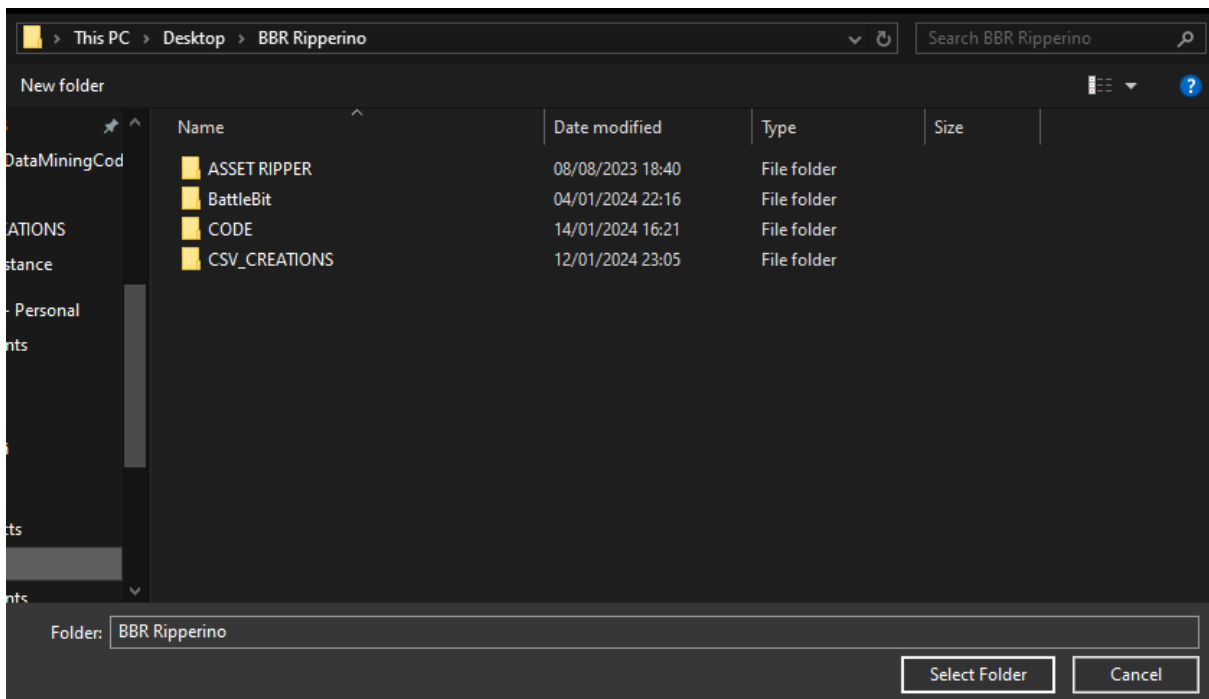
Click “File” → “Open Folder” and insert this  
C:\Program Files (x86)\Steam\steamapps\common\BattleBit  
Remastered\BattleBit\_Data  
and select file



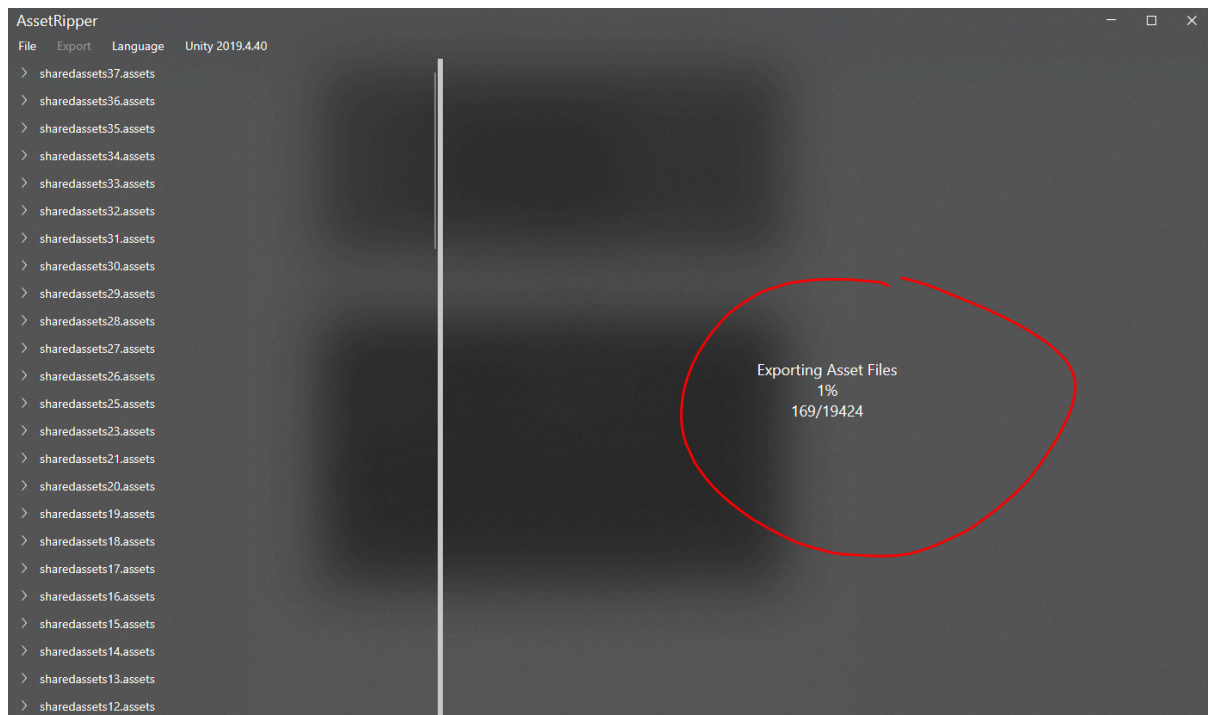
It will then load a little  
This window will then pop up



Select a file or place where you want Asset Ripper to dump all BattleBit files (Asset Ripper will then create BattleBit folder you see in the pic)



Asset Ripper will then put all the files in the file you selected



After that is done, the console will look like this

```
ExportProgress : Exporting 'button hover'
ExportProgress : Exporting 'button on hover'
ExportProgress : Exporting 'button on'
ExportProgress : Exporting 'button'
ExportProgress : Exporting 'horizontal scrollbar thumb'
ExportProgress : Exporting 'horizontal scrollbar'
ExportProgress : Exporting 'horizontal slider'
ExportProgress : Exporting 'slider thumb active'
ExportProgress : Exporting 'slider thumb'
ExportProgress : Exporting 'slider thumb hover'
ExportProgress : Exporting 'toggle active'
ExportProgress : Exporting 'toggle hover'
ExportProgress : Exporting 'toggle on hover'
ExportProgress : Exporting 'toggle on'
ExportProgress : Exporting 'toggle on active'
ExportProgress : Exporting 'toggle'
ExportProgress : Exporting 'vertical scrollbar thumb'
ExportProgress : Exporting 'vertical scrollbar'
ExportProgress : Exporting 'vertical slider'
ExportProgress : Exporting 'window on'
ExportProgress : Exporting 'window'
ExportProgress : Exporting 'textfield'
ExportProgress : Exporting 'textfield on'
ExportProgress : Exporting 'textfield hover'
ExportProgress : Exporting 'UnitySplash-HolographicTrackingLoss'
Export : Finished exporting assets
Export : Saving game assemblies...
Export : Finished post-export
General : Export Complete!
```

Congrats now you have BattleBit files in the location you chose