Instructions for use

PARKAN_IS_EXTRACTOR

Edition 2.0 om 25.06.2020

Content

Introduction

The program ParkanISExtractor aka parkan_hack.exe, was created to unpack and pack some types of game files Parkan: Iron Strategy. The archive with it includes the program itself, the native dll files necessary for work, as well as this instruction. The instruction is aimed at helping beginner modders get comfortable with use ParkanISExtractor. It provides information on the unpacked file types, as well as on the algorithm of actions during unpacking and packing.

1. Description of the types of files available for unpacking.

The program knows at least 4 basic file types: TRF, RLB, LIB, LIB0. In addition, according to the latest data, you can also unpack the MSH format if you change the extension of this type of game files to LIB.

What unites these formats is that they all have an internal type - NRES. That is what ParkanISExtractor is guided by. When you try to unzip a file of another internal type, you will get something like the following message: The file is not of an NRES type.

So, consider each of the extensions:

- LIB0 - basic archives of the first edition.
- LIB - second edition (part 1 and part 2)
- TRF are supposedly research list files. Unpacked files are encrypted.
- RLB – configuration files, for the most part, store information and spare parts for warbots, buildings, etc. Unpacked files are encrypted.
- MSH – a packing algorithm similar to the LIB type is used, so it can be unpacked as a LIB file, subject to the above.

In some cases, files can be unpacked incorrectly under the native extension, this is due to the fact that when they were packed, an algorithm was used, from the other of the three remaining extensions for work. In this case, it’s worth checking all the extensions and choosing one in which the unpacking will be more or less correct, without various kinds of errors, such as files with obscure characters in the name. Alas, the program itself does not currently know how to independently select an algorithm, so everything is done manually.

While only sounds are available for change, when unpacking we get a set of wav files of 22 KHz, for their editing you can use programs such as Audacity. When unpacking archives with various textures, an encrypted set of textures is obtained, each of which has the extension “0” or TEX. The internal type of these files is designated as TEXM. Something similar can be observed when unpacking ui.lib, font.lib. In the case of font.lib, encrypted font files of the TFT type will be added. Below is an illustration of part of the unpacked textures.lib archive for visual presentation.

Pic.1. Fragment of unpacked Textures.lib

You can see in addition to textures with the extension “0”, a certain Textures.dat. This file is a list of archive textures in encrypted form, it can be opened with notepad, and you will even see part of the text. It is created when unpacking archives, so that in the future they can also be packed, and it is also most likely read by the game.

2. List of commands available in the program

So, we examined the file extensions, now let's move on to the program itself, and more precisely to the smallest paragraph of the instruction. We list the available characters that ParkanISExtractor understands as commands.

• - unpacking

• + packing

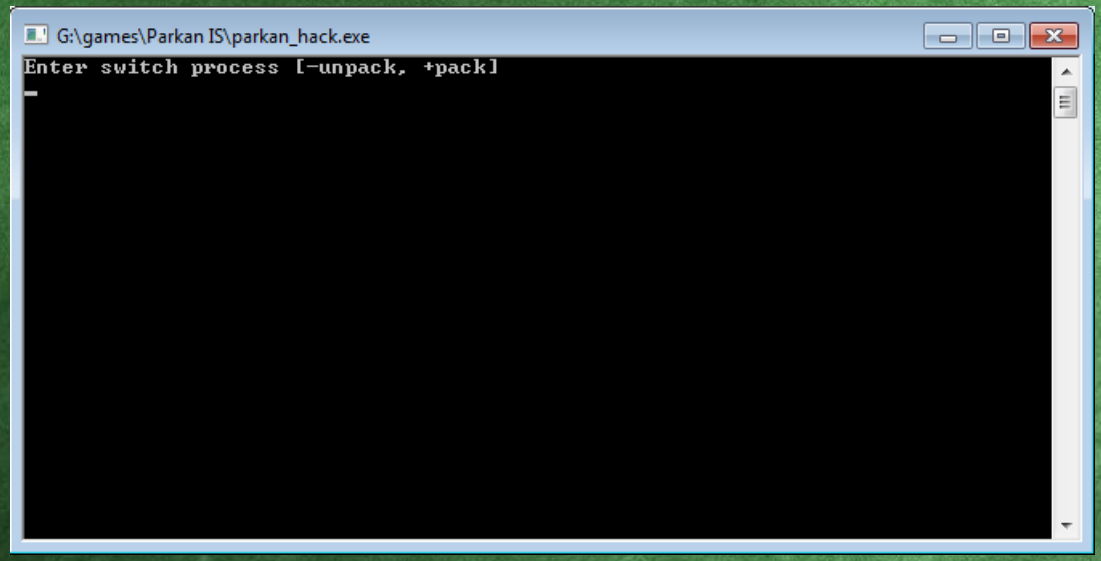
at the same time, you can write commands with the name of the archive / .dat file when packing in one line for experienced users, or after the entered character, press enter, then in the new line enter the name of the archive / dat.file and press enter again.

3. Getting started work.

We had more or less dealt with the theory, we will move on to the practical part. To begin with, the program from the archive and its dll files should be unpacked into any folder in which you will work. Next, copy the file you want to unzip to the same folder. I do not advise you to work in the game folder, for example, then there will be a lot of files with the same archives, and try to figure it out in this mess. And yes, always do the saving of files and archives that you will modify, this will save you more than once. So the program and components are in place, the file is in place, we can proceed.

3.1 Extracting

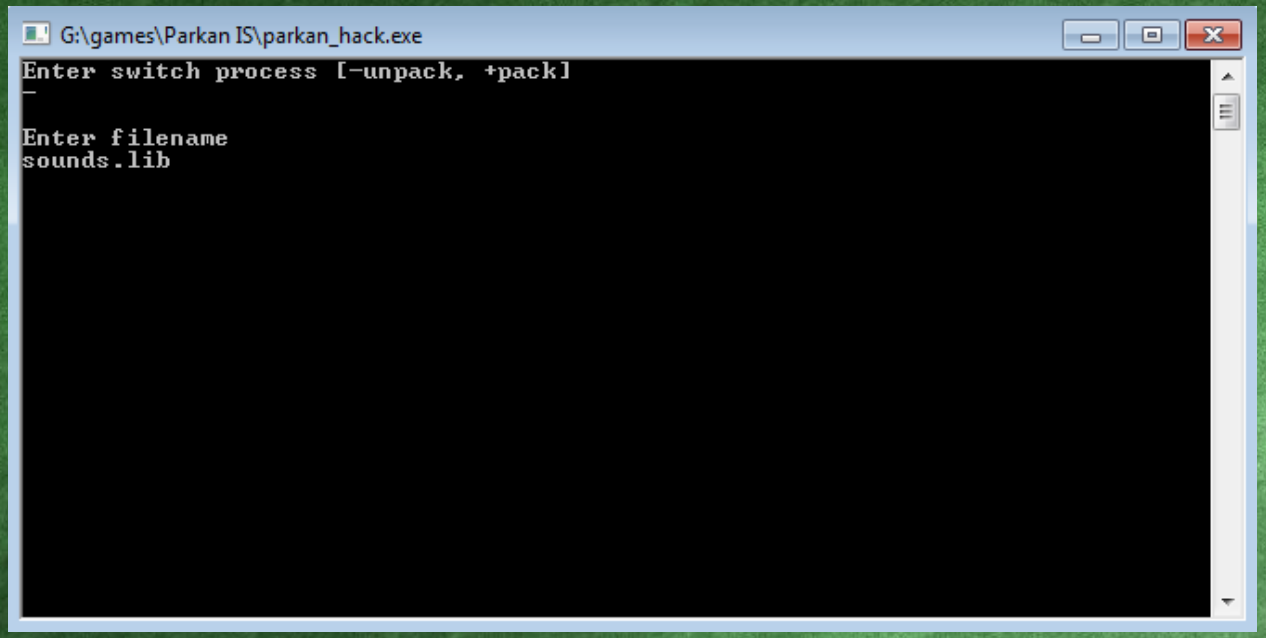
First, run ParkanISExtractor, on some systems, for this, you may need to run as administrator. After starting, the following window will appear:



Pic.2. Work Windows ParkanISExtractor

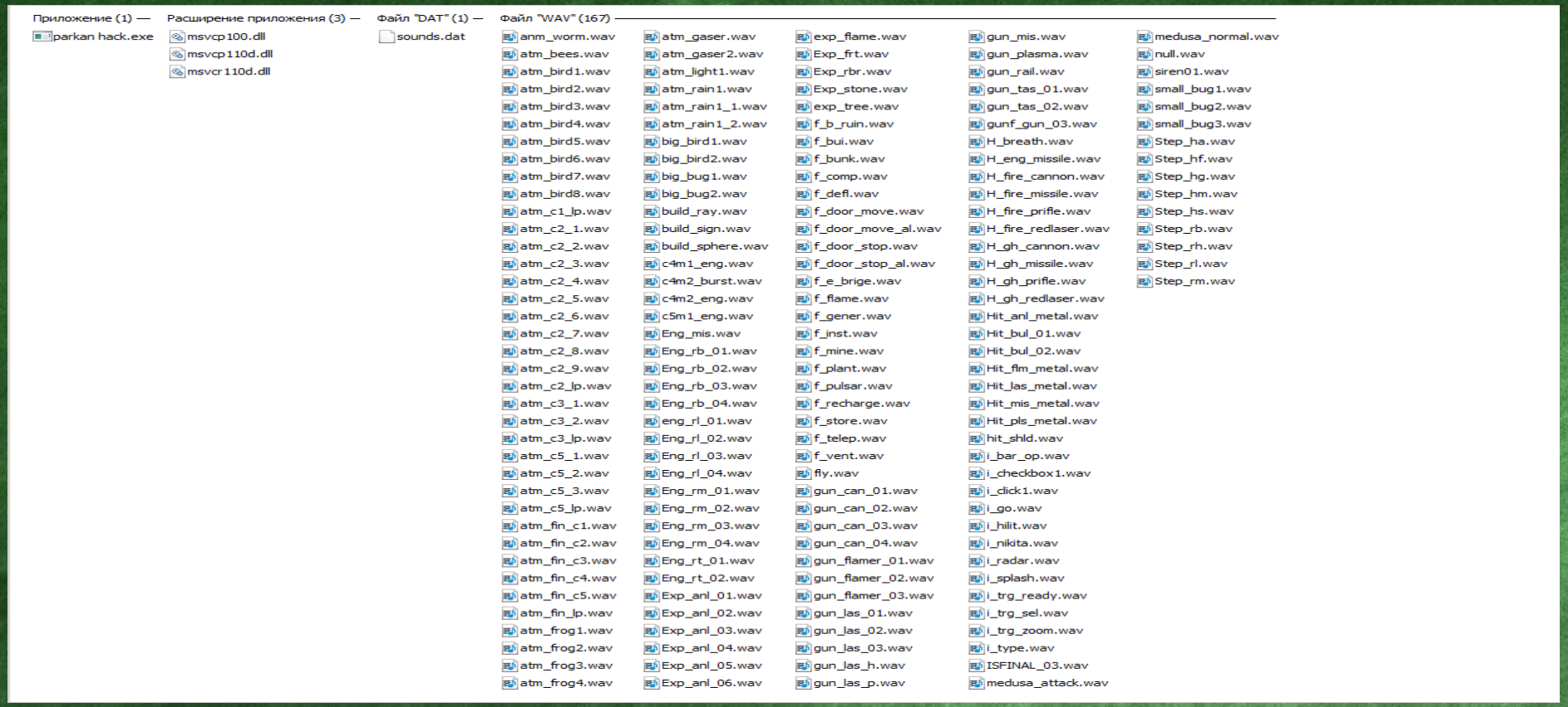
Enter the sign “-“ and prescribe the file name with the extension. In the picture below, used for the old version of the instruction, everything was done in two lines, i.e. the command was registered first, enter was pressed, then in the next line, the file name with the extension was registered and enter was pressed again. Sounds.lib was taken as an example. In single line form, it looks like this: -sounds.lib

After the entered line, press enter and the program unpacks the specified file. Provided that the file packing algorithm corresponds to the extension, as mentioned earlier.



Pic.3. Extracting ParkanISExtractor

On output, when unpacking sounds.lib, you get something like this set of files. In the LIB picture, the file was simply deleted, because during reverse packing, the program will either overwrite it if available, or create new with using dat list.



Приложение (1)
parkan hack.exe

Расширение приложения (3)
msvcp100.dll
msvcp110d.dll
msvcr110d.dll

Файл "DAT" (1)
sounds.dat

Файл "WAV" (167)

anm_worm.wav
atm_bees.wav
atm_bird1.wav
atm_bird2.wav
atm_bird3.wav
atm_bird4.wav
atm_bird5.wav
atm_bird6.wav
atm_bird7.wav
atm_bird8.wav
atm_c1_lp.wav
atm_c2_1.wav
atm_c2_2.wav
atm_c2_3.wav
atm_c2_4.wav
atm_c2_5.wav
atm_c2_6.wav
atm_c2_7.wav
atm_c2_8.wav
atm_c2_9.wav
atm_c2_lp.wav
atm_c3_1.wav
atm_c3_2.wav
atm_c3_lp.wav
atm_c5_1.wav
atm_c5_2.wav
atm_c5_3.wav
atm_c5_lp.wav
atm_fin_c1.wav
atm_fin_c2.wav
atm_fin_c3.wav
atm_fin_c4.wav
atm_fin_c5.wav
atm_fin_lp.wav
atm_frog1.wav
atm_frog2.wav
atm_frog3.wav
atm_frog4.wav
atm_gaser.wav
atm_gaser2.wav
atm_light1.wav
atm_rain1.wav
atm_rain1_1.wav
atm_rain1_2.wav
big_bird1.wav
big_bird2.wav
big_bug1.wav
big_bug2.wav
build_ray.wav
build_sign.wav
build_sphere.wav
c4m1_eng.wav
c4m2_burst.wav
c4m2_eng.wav
c5m1_eng.wav
Eng_mis.wav
Eng_rb_01.wav
Eng_rb_02.wav
Eng_rb_03.wav
Eng_rb_04.wav
eng_rl_01.wav
Eng_rl_02.wav
Eng_rl_03.wav
Eng_rl_04.wav
Eng_rm_01.wav
Eng_rm_02.wav
Eng_rm_03.wav
Eng_rm_04.wav
Eng_rt_01.wav
Eng_rt_02.wav
Exp_anl_01.wav
Exp_anl_02.wav
Exp_anl_03.wav
Exp_anl_04.wav
Exp_anl_05.wav
Exp_anl_06.wav
exp_flame.wav
Exp_frt.wav
Exp_rbr.wav
Exp_stone.wav
exp_tree.wav
f_b_ruin.wav
f_bui.wav
f_bunk.wav
f_comp.wav
f_defl.wav
f_door_move.wav
f_door_move_al.wav
f_door_stop.wav
f_door_stop_al.wav
f_e_brige.wav
f_flame.wav
f_gener.wav
f_inst.wav
f_mine.wav
f_plant.wav
f_pulsar.wav
f_recharge.wav
f_store.wav
f_telep.wav
f_vent.wav
fly.wav
gun_can_01.wav
gun_can_02.wav
gun_can_03.wav
gun_can_04.wav
gun_flamer_01.wav
gun_flamer_02.wav
gun_flamer_03.wav
gun_las_01.wav
gun_las_02.wav
gun_las_03.wav
gun_las_h.wav
gun_las_p.wav
gun_mis.wav
gun_plasma.wav
gun_rail.wav
gun_tas_01.wav
gun_tas_02.wav
gunf_gun_03.wav
H_breath.wav
H_eng_missile.wav
H_fire_cannon.wav
H_fire_missile.wav
H_fire_prifle.wav
H_fire_redlaser.wav
H_gh_cannon.wav
H_gh_missile.wav
H_gh_prifle.wav
H_gh_redlaser.wav
Hit_anl_metal.wav
Hit_bul_01.wav
Hit_bul_02.wav
Hit_flm_metal.wav
Hit_las_metal.wav
Hit_mis_metal.wav
Hit_pls_metal.wav
hit_shld.wav
i_bar_op.wav
i_checkbox1.wav
i_click1.wav
i_go.wav
i_hilit.wav
i_nikita.wav
i_radar.wav
i_splash.wav
i_trg_ready.wav
i_trg_sel.wav
i_trg_zoom.wav
i_type.wav
ISFINAL_03.wav
medusa_attack.wav
medusa_normal.wav
null.wav
siren01.wav
small_bug1.wav
small_bug2.wav
small_bug3.wav
Step_ha.wav
Step_hf.wav
Step_hg.wav
Step_hm.wav
Step_hs.wav
Step_rb.wav
Step_rh.wav
Step_rl.wav
Step_rm.wav

Pic.4. unpacked sounds.lib

When unpacking other files supported by the program, the unpacked set of files will look similar, under all conditions.

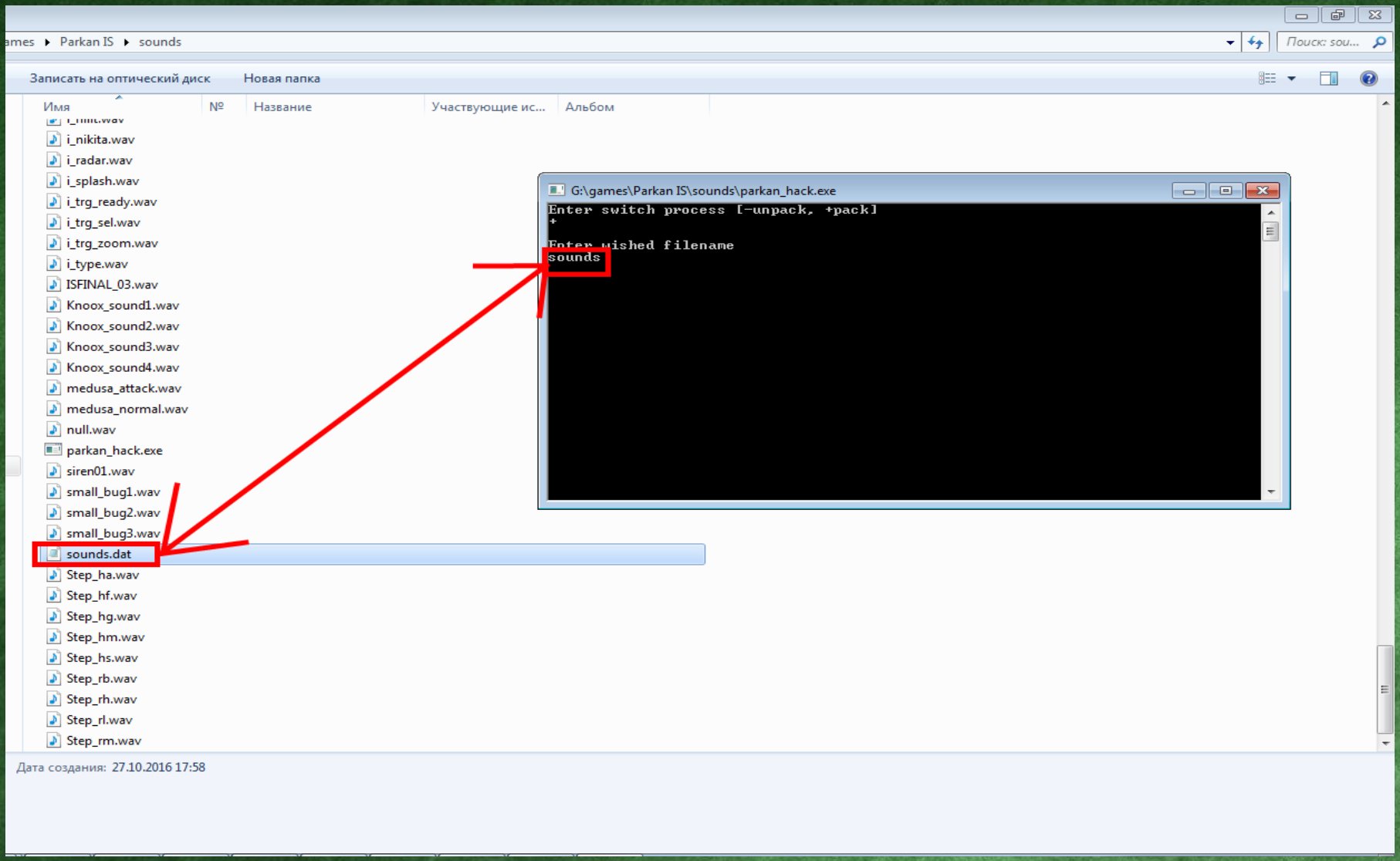
3.2 Packing

The total that we have: the sample file sounds.lib was unpacked, the sounds changed, now it needs to be packaged accordingly. We run our program again, and put the “+” sign and the name of the dat file in one line without the extension and are merged with the sign, or you can enter two lines in enter, as shown in the picture below.

In one line, it will look like this: +sounds

After that, press enter, and we get either an updated archive / file, or a newly created one if the old one was deleted.

If before unpacking the extension of the source file / archive was changed, then do not forget to return it after packing.



Pic.5. packing sounds.lib

4. Conclusion.

Well, that’s all, you have come to the end of this instruction. In this edition, I tried to clearly state all the information about ParkanISExtractor and how to use it, I hope that the information presented here fully answered all your questions. But if all the same, you have questions to which there is no answer, you can ask them in:

- https://vk.com/parkanis12
- https://www.moddb.com/members/flomasterrus
- http://discord.gg/7ePrs5y

I wish you success in your creativity!!!

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