

List of file formats

This is a **list of file formats** used by computers, organized by type. Filename extensions are usually noted in parentheses if they differ from the file format name or abbreviation. Many operating systems do not limit filenames to one extension shorter than 4 characters, as was common with some operating systems that supported the File Allocation Table (FAT) file system. Examples of operating systems that do not impose this limit include Unix-like systems, and Microsoft Windows NT, 95, 98, and ME which have no three character limit on extensions for 32-bit or 64-bit applications on file systems other than pre-Windows 95 and Windows NT 3.5 versions of the FAT file system. Some filenames are given extensions longer than three characters. While MS-DOS and NT always see the final period in a filename as an extension, in UNIX-like systems, the final period doesn't necessarily mean the text afterward is the extension.^[1]

Some file formats, such as .txt or .text, may be listed multiple times.

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- EMC VMware ESX, GSX, Workstation, Player
- VirtualBox
- Parallels Workstation
- QEMU

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Archive and compressed

- .?Q? – files compressed by the SQ program
- 7z – 7-Zip compressed file
- AAPKG – ArchestrA IDEDetails (<https://filext.com/file-extension/AAPKG>)
- AAC – Advanced Audio Coding
- ace – ACE compressed file
- ALZ – ALZip compressed file
- APK – Applications installable on Android
- APPX – Microsoft Application Package (.appx)
- AT3 – Sony's UMD data compression
- .bke – BackupEarth.com data compression
- ARC – pre-Zip data compression
- ARJ – ARJ compressed file
- ASS (also SAS) – a subtitles file created by Aegisub, a video typesetting application (also a Halo game engine file)
- B – (B file) Similar to .a, but a little less compressed...
- BA – Scifer Archive (.ba), Scifer External Archive Type
- big – Special file compression format used by Electronic Arts to compress the data for many of EA's games
- BIN – compressed archive, can be read and used by CD-ROMs and Java, extractable by 7-zip and WINRAR
- bjsn – Used to store The Escapists saves on Android.
- BKF (.bkf) – Microsoft backup created by NTBackup.c
- bzip2 (.bz2) –
- bld – Skyscraper Simulator Building
- cab – A cabinet (.cab) file is a library of compressed files stored as one file. Cabinet files are used to organize installation files that are copied to the user's system.^[2]
- c4 – JEDMICS image files, a DOD system
- cab – Microsoft Cabinet
- cals – JEDMICS image files, a DOD system
- CLIPFLAIR (.clipflair, .clipflair.zip) – ClipFlair Studio ClipFlair (<http://ClipFlair.net>) component saved state file (contains component options in XML, extra/attached files and nested components' state in child .clipflair.zip files – activities are also components and can be nested at any depth)
- CPT, SEA – Compact Pro (Macintosh)
- DAA – Closed-format, Windows-only compressed disk image
- deb – Debian install package
- DMG – an Apple compressed/encrypted format
- DDZ – a file which can only be used by the "daydreamer engine" created by "fever-dreamer", a program similar to RAGS, it's mainly used to make somewhat short games.
- DN – Adobe Dimension CC file format
- DPE – Package of AVE documents made with Aquafadas digital publishing tools.
- .egg – Alzip Egg Edition compressed file
- EGT (.egt) – EGT Universal Document also used to create compressed cabinet files replaces .ecab
- ECAB (.ECAB, .ezip) – EGT Compressed Folder used in advanced systems to compress entire system folders, replaced by EGT Universal Document
- ESD – Electronic Software Distribution, a compressed and encrypted WIM File
- ESS (.ess) – EGT SmartSense File, detects files compressed using the EGT compression system.

- Flipchart file (.flipchart) – Used in Promethean ActivInspire (<https://support.prometheanworld.com/product/activinspire/>) Flipchart Software.
- GBP – GBP File Extension – What is a .gbp file and how do I open it? (<https://fileinfo.com/extension/gbp>) 2 types of files: 1. An **archive index file** that is created by Genie Timeline [3] (https://www.genie9.com/Home/Genie_Timeline_Home/overview.aspx). It contains references to the files that the user has chosen to backup; the references can be to an archive file or a batch of files. This files can be opened using Genie-Soft Genie Timeline on Windows. 2. A **data output file** created by CAD Printed Circuit Board (PCB). This type of file can be opened on Windows using Autodesk EAGLE EAGLE | PCB Design Software | Autodesk (<https://www.autodesk.com/products/eagle/overview>), Altium Designer [4] (<http://products.live.altium.com/>), Viewplot Welcome to Viewplot.com ...For PCB Related Software;...Viewplot The Gerber Viewer & editor in one.....PCB Elegance a professional layout package for a affordable price (<http://www.viewplot.com/>), Gerbv gerbv – A Free/Open Source Gerber Viewer (<http://gerbv.geda-project.org/>) on Mac using Autodesk EAGLE, Gerbv, gEDA gplEDA Homepage (<http://www.gpleda.org/index.html>) and on Linux using Autodesk EAGLE, gEDA, Gerbv
- GHO (.gho, .ghs) – Norton Ghost
- GIF (.gif) – Graphics Interchange Format
- gzip (.gz) – Compressed file
- HTML (.html) HTML code file
- IPG (.ipg) – Format in which Apple Inc. packages their iPod games. can be extracted through Winrar
- jar – ZIP file with manifest for use with Java applications.
- LBR (.Lawrence) – Lawrence Compiler Type file
- LBR – Library file
- LQR – LBR Library file compressed by the SQ program.
- LHA (.lzh) – Lempel, Ziv, Huffman
- lzip (.lz) – Compressed file
- lzo
- lzma – Lempel–Ziv–Markov chain algorithm compressed file
- LZX
- MBW (.mbw) – MBRWizard archive
- MHTML – Mine HTML (Hyper-Text Markup Language) code file
- MPQ Archives (.mpq) – Used by Blizzard Entertainment
- BIN (.bin) – MacBinary
- NTH (.nth) – Nokia Theme Used by Nokia Series 40 Cellphones
- OAR (.oar) – OmegaARc Archive
- OSZ – osu! compressed beatmap archive
- PAK – Enhanced type of .ARC archive
- PAR (.par, .par2) – Parchive
- PAF (.paf) – Portable Application File
- PEA (.pea) – PeaZip archive file
- PHP (.php) – PHP code file
- PYK (.pyk) – Compressed file
- PK3 (.pk3) – Quake 3 archive (See note on Doom³)
- PK4 (.pk4) – Doom³ archive (Opens similarly to a zip archive.)
- py / pyw – Python code file
- RAR (.rar) – Rar Archive, for multiple file archive (rar to .r01-.r99 to s01 and so on)
- RAG, RAGS – Game file, a game playable in the RAGS game-engine, a free program which both allows people to create games, and play games, games created have the format "RAG game file"
- RaX – Archive file created by RaX
- RPM – Red Hat package/installer for Fedora, RHEL, and similar systems.
- sb – Scratch file
- sb2 – Scratch2 file
- SEN – Scifer Archive (.sen) – Scifer Internal Archive Type
- SIT (.sitx) – StuffIt (Macintosh)
- SIS/SISX – Symbian Application Package
- SKB – Google SketchUp backup File
- SQ (.sq) – Squish Compressed Archive
- SWM – Splitted WIM File, usually found on OEM Recovery Partition to store preinstalled Windows image, and to make Recovery backup (to USB Drive) easier (due to FAT32 limitations)

- SZS – Nintendo Yaz0 Compressed Archive
- TAR – group of files, packaged as one file
- TGZ (.tar.gz) – gzipped tar file
- TB (.tb) – Tabbery Virtual Desktop Tab file
- TIB (.tib) – Acronis True Image backup
- UHA – Ultra High Archive Compression
- UUE (.uue) – unified utility engine – the generic and default format for all things UUE-related.
- VIV – Archive format used to compress data for several video games, including Need For Speed: High Stakes.
- VOL – video game data package.
- VSA – Altiris Virtual Software Archive
- WAX – Wavexpress – A ZIP alternative optimized for packages containing video, allowing multiple packaged files to be all-or-none delivered with near-instantaneous unpacking via NTFS file system manipulation.
- WIM – A compressed disk image for installing Windows Vista or higher, Windows Fundamentals for Legacy PC, or restoring a system image made from Backup and Restore (Windows Vista/7)
- XAP – Windows Phone Application Package
- xz – xz compressed files, based on LZMA/LZMA2 algorithm
- Z – Unix compress file
- zoo – based on LZW
- zip – popular compression format

Physical recordable media archiving

- ISO – The generic format for most optical media, including CD-ROM, DVD-ROM, Blu-ray Disc, HD DVD and UMD.
- NRG – The proprietary optical media archive format used by Nero applications.
- IMG – For archiving DOS formatted floppy disks, larger optical media, and hard disk drives.
- ADF – *Amiga Disk Format*, for archiving Amiga floppy disks
 - ADZ – The GZip-compressed version of ADF.
 - DMS – *Disk Masher System*, a disk-archiving system native to the Amiga.
- DSK – For archiving floppy disks from a number of other platforms, including the ZX Spectrum and Amstrad CPC.
- D64 – An archive of a Commodore 64 floppy disk.
- SDI – System Deployment Image, used for archiving and providing "virtual disk" functionality.
- MDS – DAEMON tools native disc image format used for making images from optical CD-ROM, DVD-ROM, HD DVD or Blu-ray Disc. It comes together with MDF file and can be mounted with DAEMON Tools.
- MDX – New DAEMON Tools format that allows getting one MDX disc image file instead of two (MDF and MDS).
- DMG – Macintosh disk image files

(MPEG-1 is found in a .DAT file on a video CD.)

- CDI – DiscJuggler image file
- CUE – CDRWrite CUE image file
- CIF – Easy CD Creator .cif format
- C2D – Roxio-WinOnCD .c2d format
- DAA – PowerISO .daa format
- B6T – BlindWrite 5/6 image file

Ceramics glaze recipes

File formats for software, databases, and websites used by potters and ceramic artists to manage glaze recipes, glaze chemistry, etc.

- GlazeChem text format INSIGHT Live, OnLine INSIGHT (<https://insight-live.com/insight/>)
- GlazeMaster .tab xml (GlazeMaster software)GlazeMaster™ | Welcome to masteringglazes.com | John Hesselberth (<http://www.masteringglazes.com/glazemaster/>)Ceramic Recipes FAQ | Ceramic Recipes (<https://web.archive.org/web/20160507162807/https://ceramicrecipes.org/ceramic-recipes-faq/>)INSIGHT Live, OnLine INSIGHT (<https://insight-live.com/insight/>)

- HyperGlaze .hgz (HyperGlaze software) HyperGlaze – glaze software for artists (<http://www.hyperglaze.com>)[5] (<https://web.archive.org/web/20160507162807/https://ceramicrecipes.org/ceramic-recipes-faq>)INSIGHT Live, OnLine INSIGHT (<https://insight-live.com/insight/>)
- Insight .xml (DigitalFire Insight software)Wayback Machine (<https://web.archive.org/web/20180117011830/https://www.digitalfire.com/insight/index.php>)[6] (<https://web.archive.org/web/20180117011957/https://www.digitalfire.com/insightfaq.php#faqMiscellaneous>)
- Insight .rcp (deprecated, DigitalFire Insight software)Wayback Machine (<https://web.archive.org/web/20180117011957/https://www.digitalfire.com/insightfaq.php#faqMiscellaneous>)
- Insight .rcx (deprecated, DigitalFire Insight software)Wayback Machine (<https://web.archive.org/web/20180117011957/https://www.digitalfire.com/insightfaq.php#faqMiscellaneous>)
- Matrix Matrix Glaze Software (<http://www.matrix2000.co.nz>)INSIGHT Live, OnLine INSIGHT (<https://insight-live.com/insight/>)

Computer-aided design

Computer-aided is a prefix for several categories of tools (e.g., design, manufacture, engineering) which assist professionals in their respective fields (e.g., machining, architecture, schematics).

Computer-aided design (CAD)

Computer-aided design (CAD) software assists engineers, architects and other design professionals in project design.

- 3DXML – Dassault Systemes graphic representation
- 3MF – Microsoft 3D Manufacturing Format^[3]
- ACP – VA Software VA – Virtual Architecture CAD file
- AMF – Additive Manufacturing File Format
- AEC – DataCAD drawing format^[4]
- AR – Ashlar-Vellum Argon – 3D Modeling
- ART – ArtCAM model
- ASC – BRL-CAD Geometry File (old ASCII format)
- ASM – Solidedge Assembly, Pro/ENGINEER Assembly
- BIN, BIM – Data Design System DDS-CAD
- BREP – Open CASCADE 3D model (shape)
- C3D – C3D Toolkit File Format
- CCC – CopyCAD Curves
- CCM – CopyCAD Model
- CCS – CopyCAD Session
- CAD – CadStd
- CATDrawing – CATIA V5 Drawing document
- CATPart – CATIA V5 Part document
- CATProduct – CATIA V5 Assembly document
- CATProcess – CATIA V5 Manufacturing document
- cgr – CATIA V5 graphic representation file
- ckd – KeyCreator CAD Modeling
- ckt – KeyCreator CAD Modeling
- CO – Ashlar-Vellum Cobalt – parametric drafting and 3D modeling
- DRW – Caddie Early version of Caddie drawing – Prior to Caddie changing to DWG
- DFT – Solidedge Draft
- DGN – MicroStation design file
- DGK – Delcam Geometry
- DMT – Delcam Machining Triangles
- DXF – ASCII Drawing Interchange file format, AutoCAD
- DWB – VariCAD drawing file
- DWF – Autodesk's Web Design Format; AutoCAD & Revit can publish to this format; similar in concept to PDF files; Autodesk Design Review is the reader

- DWG – Popular file format for Computer Aided Drafting applications, notably AutoCAD, Open Design Alliance applications, and Autodesk Inventor Drawing files
- EASM – SolidWorks eDrawings assembly file
- EDRW – eDrawings drawing file
- EMB – Wilcom ES Designer Embroidery CAD file
- EPRT – eDrawings part file
- EscPcb – "esCAD pcb" data file by Electro-System (Japan)
- EscSch – "esCAD sch" data file by Electro-System (Japan)
- ESW – AGTEK format
- EXCELLON – Excellon file
- EXP – Drawing Express format
- F3D – Autodesk Fusion 360 archive file^[5]
- FCStd – Native file format of FreeCAD CAD/CAM package
- FM – FeatureCAM Part File
- FMZ – FormZ Project file
- G – BRL-CAD Geometry File
- GBR – Gerber file
- GLM – KernelCAD model
- GRB – T-FLEX CAD File
- GTC – GRAITEC Advance format
- IAM – Autodesk Inventor Assembly file
- ICD – IronCAD 2D CAD file
- IDW – Autodesk Inventor Drawing file
- IFC – buildingSMART for sharing AEC and FM data
- IGES – Initial Graphics Exchange Specification
- Intergraph Standard File Formats – Intergraph
- IPN – Autodesk Inventor Presentation file
- IPT – Autodesk Inventor Part file
- JT – Jupiter Tessellation
- MCD – Monu-CAD (Monument/Headstone Drawing file)
- model – CATIA V4 part document
- OCD – Orienteering Computer Aided Design (OCAD) file
- PAR – Solidedge Part
- PIPE – PIPE-FLO Professional Piping system design file
- PLN – ArchiCad project
- PRT – NX (recently known as Unigraphics), Pro/ENGINEER Part, CADKEY Part
- PSM – Solidedge Sheet
- PSMODEL – PowerSHAPE Model
- PWI – PowerINSPECT File
- PYT – Pythagoras File
- SKP – SketchUp Model
- RLF – ArtCAM Relief
- RVM – AVEVA PDMS 3D Review model
- RVT – Autodesk Revit project files
- RFA – Autodesk Revit family files
- S12 – Spirit file, by Softtech
- SCAD – OpenSCAD 3D part model
- SCDOC – SpaceClaim 3D Part/Assembly
- SLDASM – SolidWorks Assembly drawing
- SLDDRW – SolidWorks 2D drawing
- SLDPRT – SolidWorks 3D part model
- dotXSI – For Softimage
- STEP – Standard for the Exchange of Product model data
- STL – Stereo Lithographic data format used by various CAD systems and stereo lithographic printing machines.
- STD – Power Vision Plus – Electricity Meter Data (Circutor)

- TCT – TurboCAD drawing template
- TCW – TurboCAD for Windows 2D and 3D drawing
- UNV – I-DEAS I-DEAS (Integrated Design and Engineering Analysis Software)
- VC6 – Ashlar-Vellum Graphite – 2D and 3D drafting
- VLM – Ashlar-Vellum Vellum, Vellum 2D, Vellum Draft, Vellum 3D, DrawingBoard
- VS – Ashlar-Vellum Vellum Solids
- WRL – Similar to STL, but includes color. Used by various CAD systems and 3D printing rapid prototyping machines. Also used for VRML models on the web.
- X_B – Parasolids binary format
- X_T – Parasolids
- XE – Ashlar-Vellum Xenon – for associative 3D modeling
- ZOFZPROJ – ZofzPCB 3D PCB model, containing mesh, netlist and BOM

Electronic design automation (EDA)

Electronic design automation (EDA), or electronic computer-aided design (ECAD), is specific to the field of electrical engineering.

- BRD – Board file for EAGLE Layout Editor, a commercial PCB design tool
- BSDL – Description language for testing through JTAG
- CDL – Transistor-level netlist format for IC design
- CPF – Power-domain specification in system-on-a-chip (SoC) implementation (see also UPF)
- DEF – Gate-level layout
- DSPF – Detailed Standard Parasitic Format, Analog-level parasitics of interconnections in IC design
- EDIF – Vendor neutral gate-level netlist format
- FSDB – Analog waveform format (see also Waveform viewer)
- GDSII – Format for PCB and layout of integrated circuits
- HEX – ASCII-coded binary format for memory dumps
- LEF – Library Exchange Format, physical abstract of cells for IC design
- LIB – Library modeling (function, timing) format
- MS12 – NI Multisim file
- OASIS – Open Artwork System Interchange Standard
- OpenAccess – Design database format with APIs
- PSF – Cadence proprietary format to store simulation results/waveforms (2GB limit)
- PSFXL – Cadence proprietary format to store simulation results/waveforms
- SDC – Synopsys Design Constraints, format for synthesis constraints
- SDF – Standard for gate-level timings
- SPEF – Standard format for parasitics of interconnections in IC design
- SPI, CIR – SPICE Netlist, device-level netlist and commands for simulation
- SREC, S19 – S-record, ASCII-coded format for memory dumps
- SST2 – Cadence proprietary format to store mixed-signal simulation results/waveforms
- STIL – Standard Test Interface Language, IEEE1450-1999 standard for Test Patterns for IC
- SV – SystemVerilog source file
- S*P – Touchstone/EEsof Scattering parameter data file – multi-port blackbox performance, measurement or simulated
- UPF – Standard for Power-domain specification in SoC implementation
- V – Verilog source file
- VCD – Standard format for digital simulation waveform
- VHD, VHDL – VHDL source file
- WGL – Waveform Generation Language, format for Test Patterns for IC

Test technology

Files output from Automatic Test Equipment or post-processed from such.

- Standard Test Data Format

Database

- 4DB – 4D database Structure file
- 4DD – 4D database Data file
- 4DIndy – 4D database Structure Index file
- 4DIndx – 4D database Data Index file
- 4DR – 4D database Data resource file (in old 4D versions)
- ACCDB – Microsoft Database (Microsoft Office Access 2007 and later)
- ACCDE – Compiled Microsoft Database (Microsoft Office Access 2007 and later)
- ADT – Sybase Advantage Database Server (ADS)
- APR – Lotus Approach data entry & reports
- BOX – Lotus Notes Post Office mail routing database
- CHML – Krasbit Technologies Encrypted database file for 1 click integration between contact management software and the chameleon(tm) line of imaging workflow solutions
- DAF – Digital Anchor data file
- DAT – DOS Basic
- DAT – Intersystems Caché database file
- DB – Paradox
- DB – SQLite
- DBF – db/dbase II,III,IV and V, Clipper, Harbour/xHarbour, Fox/FoxPro, Oracle
- DTA – Sage Sterling database file
- EGT – EGT Universal Document, used to compress sql databases to smaller files, may contain original EGT database style.
- ESS – EGT SmartSense is a database of files and its compression style. Specific to EGT SmartSense
- EAP – Enterprise Architect Project
- FDB – Firebird Databases
- FDB – Navision database file
- FP, FP3, FP5, and FP7 – FileMaker Pro
- FRM – MySQL table definition
- GDB – Borland InterBase Databases
- GTABLE – Google Drive Fusion Table
- KEXI – Kexi database file (SQLite-based)
- KEXIC – shortcut to a database connection for a Kexi databases on a server
- KEXIS – shortcut to a Kexi database
- LDB – Temporary database file, only existing when database is open
- MDA – Add-in file for Microsoft Access
- MDB – Microsoft Access database
- ADP – Microsoft Access project (used for accessing databases on a server)
- MDE – Compiled Microsoft Database (Access)
- MDF – Microsoft SQL Server Database
- MYD – MySQL MyISAM table data
- MYI – MySQL MyISAM table index
- NCF – Lotus Notes configuration file
- NSF – Lotus Notes database
- NTF – Lotus Notes database design template
- NV2 – QW Page NewViews object oriented accounting database
- ODB – LibreOffice Base or OpenOffice Base database
- ORA – Oracle tablespace files sometimes get this extension (also used for configuration files)
- PCONTACT – WinIM Contact file
- PDB – Palm OS Database
- PDI – Portable Database Image
- PDX – Corel Paradox database management
- PRC – Palm OS resource database

- SQL – bundled SQL queries
- REC – GNU recutils database
- REL – Sage Retrieve 4GL data file
- RIN – Sage Retrieve 4GL index file
- SDB – StarOffice's StarBase
- SDF – SQL Compact Database file
- sqlite – SQLite
- UDL – Universal Data Link
- waData – Wakanda (software) database Data file
- waIndx – Wakanda (software) database Index file
- waModel – Wakanda (software) database Model file
- waJournal – Wakanda (software) database Journal file
- WDB – Microsoft Works Database
- WMDB – Windows Media Database file – The CurrentDatabase_360.wmdb file can contain file name, file properties, music, video, photo and playlist information.

Desktop publishing

- AI – Adobe Illustrator
- AVE / ZAVE – Aquafadas
- CDR – CorelDRAW
- CHP / pub / STY / CAP / CIF / VGR / FRM – Ventura Publisher – Xerox (DOS / GEM)
- CPT – Corel Photo-Paint
- DTP – Greenstreet Publisher, GST PressWorks
- FM – Adobe FrameMaker
- GDRAW – Google Drive Drawing
- ILDOC – Broadvision Quicksilver document
- INDD – Adobe InDesign
- MCF – FotoInsight Designer
- PDF – Adobe Acrobat or Adobe Reader
- PMD – Adobe PageMaker
- PPP – Serif PagePlus
- PSD – Adobe Photoshop
- PUB – Microsoft Publisher
- QXD – QuarkXPress
- SLA / SCD – Scribus
- WFP — Wondershare Filmora Project (for MacOS)
- WLMP – Windows Live Movie Maker project
- WVE — Wondershare Filmora Project (for Windows)
- XCF – File format used by the GIMP, as well as other programs

Document

These files store formatted text and plain text.

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|---|--|
| <ul style="list-style-type: none"> ▪ 0 – Plain Text Document, normally used for licensing ▪ 1ST – Plain Text Document, normally preceded by the words "README" (README.1ST) ▪ 600 – Plain Text Document, used in UNZIP history log ▪ 602 – Text602 document ▪ ABW – AbiWord document | <ul style="list-style-type: none"> ▪ OMM – OmmWriter text document ▪ PAGES – Apple Pages document ▪ PAP – Papyrus word processor document ▪ PDAX – Portable Document Archive (PDA) document index file ▪ PDF – Portable Document Format |
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- ACL – MS Word AutoCorrect List
- AFP – Advanced Function Presentation – IBc
- AMI – Lotus Ami Pro
- Amigaguide
- ANS – American National Standards Institute (ANSI) text
- ASC – ASCII text
- AWW – Ability Write
- CCF – Color Chat 1.0
- CSV – ASCII text as comma-separated values, used in spreadsheets and database management systems
- CWK – ClarisWorks-AppleWorks document
- DBK – DocBook XML sub-format
- DITA – Darwin Information Typing Architecture document
- DOC – Microsoft Word document
- DOCM – Microsoft Word macro-enabled document
- DOCX – Office Open XML document
- DOT – Microsoft Word document template
- DOTX – Office Open XML text document template
- DWD – DavkaWriter Heb/Eng word processor file
- EGT – EGT Universal Document
- EPUB – EPUB open standard for e-books
- EZW – Reagency Systems easyOFFER document^[6]
- FDX – Final Draft
- FTM – Fielded Text Meta
- FTX – Fielded Text (Declared)
- GDOC – Google Drive Document
- HTML – HyperText Markup Language (.html, .htm)
- HWP – Haansoft (Hancom) Hangul Word Processor document
- HWPML – Haansoft (Hancom) Hangul Word Processor Markup Language document
- LOG – Text log file
- LWP – Lotus Word Pro
- MBP – metadata for Mobipocket documents
- MD – Markdown text document
- ME – Plain text document normally preceded by the word "READ" (READ.ME)
- MCW – Microsoft Word for Macintosh (versions 4.0–5.1)
- Mobi – Mobipocket documents
- NB – Mathematica Notebook
- nb – Nota Bene Document (Academic Writing Software)
- NBP – Mathematica Player Notebook
- QUOX – Question Object File Format for Quobject Designer or Quobject Explorer
- Radix-64
- RTF – Rich Text document
- RPT – Crystal Reports
- SDW – StarWriter text document, used in earlier versions of StarOffice
- SE – Shuttle Document
- STW – OpenOffice.org XML (obsolete) text document template
- Sxw – OpenOffice.org XML (obsolete) text document
- TeX – TeX
- INFO – Texinfo
- Troff
- TXT – ASCII or Unicode plain text file
- UOF – Uniform Office Format
- UOML – Unique Object Markup Language
- VIA – Revoware VIA Document Project File
- WPD – WordPerfect document
- WPS – Microsoft Works document
- WPT – Microsoft Works document template
- WRD – WordIt! document
- WRF – ThinkFree Write
- WRI – Microsoft Write document
- XHTML (xhtml, xht) – eXtensible HyperText Markup Language
- XML – eXtensible Markup Language
- XPS – Open XML Paper Specification

- NEIS – 학교생활기록부 작성 프로그램 (Student Record Writing Program) Document
- ODM – OpenDocument master document
- ODOC – Synology Drive Office Document
- ODT – OpenDocument text document
- OSHEET – Synology Drive Office Spreadsheet
- OTT – OpenDocument text document template

Financial records

- MYO – MYOB Limited (Windows) File
- MYOB – MYOB Limited (Mac) File
- TAX – TurboTax File
- YNAB – You Need a Budget (YNAB) File

Financial data transfer formats

- Interactive Financial Exchange (IFX) – XML-based specification for various forms of financial transactions
- Open Financial Exchange (.ofx) – open standard supported by CheckFree and Microsoft and partly by Intuit; SGML and later XML based
- QFX – proprietary pay-only format used only by Intuit
- Quicken Interchange Format (.qif) – open standard formerly supported by Intuit

Font file

- ABF – Adobe Binary Screen Font
- AFM – Adobe Font Metrics
- BDF – Bitmap Distribution Format
- BMF – ByteMap Font Format
- FNT – Bitmapped Font – Graphics Environment Manager (GEM)
- FON – Bitmapped Font – Microsoft Windows
- MGF – MicroGrafx Font
- OTF – OpenType Font
- PCF – Portable Compiled Format
- PostScript Font – Type 1, Type 2
 - PFA – Printer Font ASCII
 - PFB – Printer Font Binary – Adobe
 - PFM – Printer Font Metrics – Adobe
 - AFM – Adobe Font Metrics
 - FOND – Font Description resource – Mac OS
- SFD – FontForge spline font database Font
- SNF – Server Normal Format
- TDF – TheDraw Font
- TFM – TeX font metric
- TTF (.ttf, .ttc) – TrueType Font
- UFO – Unified Font Object is a cross-platform, cross-application, human readable, future proof format for storing font data.
- WOFF – Web Open Font Format

Geographic information system

- ASC – ASCII point of interest (POI) text file
- APR – ESRI ArcView 3.3 and earlier project file
- DEM – USGS DEM file format
- E00 – ARC/INFO interchange file format
- GeoJSON –Geographically located data in object notation
- GeoTIFF – Geographically located raster data
- GML – Geography Markup Language file^[7]
- GPX – XML-based interchange format
- ITN – TomTom Itinerary format
- MXD – ESRI ArcGIS project file, 8.0 and higher
- NTF – National Transfer Format file
- OV2 – TomTom POI overlay file
- SHP – ESRI shapefile
- TAB – MapInfo Table file format
- World TIFF – Geographically located raster data: text file giving corner coordinate, raster cells per unit, and rotation
- DTED – Digital Terrain Elevation Data
- KML – Keyhole Markup Language, XML-based

Graphical information organizers

- 3DT – 3D Topicscape, the database in which the meta-data of a 3D Topicscape is held, it is a form of 3D concept map (like a 3D mind-map) used to organize ideas, information, and computer files
- ATY – 3D Topicscape file, produced when an association type is exported; used to permit round-trip (export Topicscape, change files and folders as desired, re-import to 3D Topicscape)
- CAG – Linear Reference System
- FES – 3D Topicscape file, produced when a fileless occurrence in 3D Topicscape is exported to Windows. Used to permit round-trip (export Topicscape, change files and folders as desired, re-import them to 3D Topicscape)
- MGMF – MindGenius Mind Mapping Software file format
- MM – FreeMind mind map file (XML)
- MMP – Mind Manager mind map file
- TPC – 3D Topicscape file, produced when an inter-Topicscape topic link file is exported to Windows; used to permit round-trip (export Topicscape, change files and folders as desired, re-import to 3D Topicscape)

Graphics

Color palettes

- ACT – Adobe Color Table. Contains a raw color palette and consists of 256 24-bit RGB colour values.
- ASE – Adobe Swatch Exchange. Used by Adobe Photoshop, Illustrator, and InDesign.^[8]
- GPL – GIMP palette file. Uses a text representation of color names and RGB values. Various open source graphical editors can read this format,^[9] including GIMP, Inkscape, Krita,^[10] KolourPaint, Scribus, CinePaint, and MyPaint.^[11]
- PAL – Microsoft RIFF palette file

Color management

- ICC/ICM – Color profile conforming the specification of the ICC.

Raster graphics

Raster or bitmap files store images as a group of pixels.

- ART – America Online proprietary format
- BLP – Blizzard Entertainment proprietary texture format
- BMP – Microsoft Windows Bitmap formatted image
- BTI – Nintendo proprietary texture format
- CD5 – Chasys Draw IES image
- CIT – Intergraph is a monochrome bitmap format
- CPT – Corel PHOTO-PAINT image
- CR2 – Canon camera raw format; photos have this on some Canon cameras if the quality *RAW* is selected in camera settings
- CLIP – CLIP STUDIO PAINT format
- CPL – Windows control panel file
- DDS – DirectX texture file
- DIB – Device-Independent Bitmap graphic
- DjVu – DjVu for scanned documents
- EGT – EGT Universal Document, used in EGT SmartSense to compress PNG files to yet a smaller file
- Exif – Exchangeable image file format (Exif) is a specification for the image format used by digital cameras
- GIF – CompuServe's Graphics Interchange Format
- GRF – Zebra Technologies proprietary format
- ICNS – format for *icons* in macOS. Contains bitmap images at multiple resolutions and bitdepths with alpha channel.
- ICO – a format used for *icons* in Microsoft Windows. Contains small bitmap images at multiple resolutions and bitdepths with 1-bit transparency or alpha channel.
- IFF (.iff, .ilbm, .lbm) – ILBM
- JNG – a single-frame MNG using JPEG compression and possibly an alpha channel
- JPEG, JFIF (.jpg or .jpeg) – Joint Photographic Experts Group; a lossy image format widely used to display photographic images
- JP2 – JPEG2000
- JPS – JPEG Stereo
- LBM – Deluxe Paint image file
- MAX – ScanSoft PaperPort document
- MIFF – ImageMagick's native file format
- MNG – Multiple-image Network Graphics, the animated version of PNG
- MSP – a format used by old versions of Microsoft Paint; replaced by BMP in Microsoft Windows 3.0
- NITF – A U.S. Government standard commonly used in Intelligence systems
- OTB – Over The Air bitmap, a specification designed by Nokia for black and white images for mobile phones
- PBM – Portable bitmap
- PC1 – Low resolution, compressed Degas picture file
- PC2 – Medium resolution, compressed Degas picture file
- PC3 – High resolution, compressed Degas picture file
- PCF – Pixel Coordination Format
- PCX – a lossless format used by ZSoft's PC Paint, popular for a time on DOS systems.
- PDN – Paint.NET image file
- PGM – Portable graymap
- PI1 – Low resolution, uncompressed Degas picture file

- PI2 – Medium resolution, uncompressed Degas picture file; also Portrait Innovations encrypted image format
- PI3 – High resolution, uncompressed Degas picture file
- PICT, PCT – Apple Macintosh PICT image
- PNG – Portable Network Graphic (lossless, recommended for display and edition of graphic images)
- PNM – Portable anymap graphic bitmap image
- PNS – PNG Stereo
- PPM – Portable Pixmap (Pixel Map) image
- PSB – Adobe Photoshop Big image file (for large files)
- PSD, PDD – Adobe Photoshop Drawing
- PSP – Paint Shop Pro image
- PX – Pixel image editor image file
- PXM – Pixelmator image file
- PXR – Pixar Image Computer image file
- QFX – QuickLink Fax image
- RAW – General term for minimally processed image data (acquired by a digital camera)
- RLE – a run-length encoding image
- SCT – Scitex Continuous Tone image file
- SGI, RGB, INT, BW – Silicon Graphics Image
- TGA (.tga, .targa, .icb, .vda, .vst, .pix) – Truevision TGA (Targa) image
- TIFF (.tif or .tiff) – Tagged Image File Format (usually lossless, but many variants exist, including lossy ones)
- TIFF/EP (.tif or .tiff) – Tag Image File Format / Electronic Photography, ISO 12234-2; tends to be used as a basis for other formats rather than in its own right.
- VTF – Valve Texture Format
- XBM – X Window System Bitmap
- XCF – GIMP image (from Gimp's origin at the eXperimental Computing Facility of the University of California)
- XPM – X Window System Pixmap
- ZIF – Zoomable/Zoomify Image Format (a web-friendly, TIFF-based, zoomable image format)

Vector graphics

Vector graphics use geometric primitives such as points, lines, curves, and polygons to represent images.

- 3DV – 3-D wireframe graphics by Oscar Garcia
- AMF – Additive Manufacturing File Format
- AWG – Ability Draw
- AI – Adobe Illustrator Document
- CGM – Computer Graphics Metafile, an ISO Standard
- CDR – CorelDRAW Document
- CMX – CorelDRAW vector image
- DP – Drawing Program file for PERQ ^[12]
- DXF – ASCII Drawing Interchange file Format, used in AutoCAD and other CAD-programs
- E2D – 2-dimensional vector graphics used by the editor which is included in JFire
- EGT – EGT Universal Document, EGT Vector Draw images are used to draw vector to a website
- EPS – Encapsulated Postscript
- FS – FlexiPro file
- GBR – Gerber file

- ODG – OpenDocument Drawing
 - MOVIE.BYU
 - RenderMan
- SVG – Scalable Vector Graphics, employs XML
- Scene description languages (3D vector image formats)
 - STL – Stereo Lithographic data format (see STL (file format)) used by various CAD systems and stereo lithographic printing machines. See above.
 - VRML Uses .wrl extension – Virtual Reality Modeling Language, for the creation of 3D viewable web images.
 - X3D
- SXD – OpenOffice.org XML (obsolete) Drawing
- V2D – voucher design used by the voucher management included in JFire
- VDOC – Vector format used in AnyCut, CutStorm, DrawCut, DragonCut, FutureDRAW, MasterCut, SignMaster, VinylMaster software by Future Corporation
- VSD – Vector format used by Microsoft Visio
- VSDX – Vector format used by MS Visio and opened by VSDX Annotator
- VND – Vision numeric Drawing file used in TypeEdit, Gravostyle.
- WMF – Windows Meta File
- EMF – Enhanced (Windows) MetaFile, an extension to WMF
- ART – Xara – Drawing (superseded by XAR)
- XAR – Xara – Drawing

3D graphics

3D graphics are 3D models that allow building models in real-time or non-real-time 3D rendering.

- 3DMF – QuickDraw 3D Metafile (.3dmf)
- 3DM – OpenNURBS Initiative 3D Model (used by Rhinoceros 3D) (.3dm)
- 3MF – Microsoft 3D Manufacturing Format (.3mf)^[3]
- 3DS – legacy 3D Studio Model (.3ds)
- ABC – Alembic (computer graphics)
- AC – AC3D Model (.ac)
- AMF – Additive Manufacturing File Format
- AN8 – Anim8or Model (.an8)
- AOI – Art of Illusion Model (.aoi)
- ASM – PTC Creo assembly (.asm)
- B3D – Blitz3D Model (.b3d)
- BLEND – Blender (.blend)
- BLOCK – Blender encrypted blend files (.block)
- BMD3 – Nintendo GameCube first-party J3D proprietary model format (.bmd)
- BDL4 – Nintendo GameCube and Wii first-party J3D proprietary model format (2002, 2006–2010) (.bdl)
- BRRES – Nintendo Wii first-party proprietary model format 2010+ (.brres)
- BFRES – Nintendo Wii U and later Switch first-party proprietary model format
- C4D – Cinema 4D (.c4d)
- Cal3D – Cal3D (.cal3d)
- CCP4 – X-ray crystallography voxels (electron density)
- CFL – Compressed File Library (.cfl)
- COB – Caligari Object (.cob)
- CORE3D – Coreona 3D Coreona 3D Virtual File(.core3d)
- CTM – OpenCTM (.ctm)
- DAE – COLLADA (.dae)
- DFF – RenderWare binary stream, commonly used by Grand Theft Auto III-era games as well as other RenderWare titles
- DPM – deepMesh (.dpm)
- DTS – Torque Game Engine (.dts)

- EGG – Panda3D Engine
- FACT – Electric Image (.fac)
- FBX – Autodesk FBX (.fbx)
- G – BRL-CAD geometry (.g)
- GLB – a binary form of glTF required to be loaded in Facebook 3D Posts. (.glb)
- GLM – Ghoul Mesh (.glm)
- glTF – the JSON standard developed by Khronos Group (.gltf)
- IOB – Imagine (3D modeling software) (.iob)
- JAS – Cheetah 3D file (.jas)
- LWO – Lightwave Object (.lwo)
- LWS – Lightwave Scene (.lws)
- LXF – LEGO Digital Designer Model file (.lxf)
- L XO – Luxology Modo (software) file (.lxo)
- MA – Autodesk Maya ASCII File (.ma)
- MAX – Autodesk 3D Studio Max file (.max)
- MB – Autodesk Maya Binary File (.mb)
- MD2 – Quake 2 model format (.md2)
- MD3 – Quake 3 model format (.md3)
- MD5 – Doom 3 model format (.md5)
- MDX – Blizzard Entertainment's own model format (.mdx)
- MESH – New York University(.m)
- MESH – Meshwork Model (.mesh)
- MM3D – Misfit Model 3d (.mm3d)
- MPO – Multi-Picture Object – This JPEG standard is used for 3d images, as with the Nintendo 3DS
- MRC – voxels in cryo-electron microscopy
- NIF – Gamebryo NetImmerse File (.nif)
- OBJ – Wavefront .obj file (.obj)
- OFF – OFF Object file format (.off)
- OGEX – Open Game Engine Exchange (OpenGEX) format (.ogex)
- PLY – Polygon File Format / Stanford Triangle Format (.ply)
- PRC – Adobe PRC (embedded in PDF files)
- PRT – PTC Creo part (.prt)
- POV – POV-Ray document (.pov)
- R3D – Realsoft 3D (Real-3D) (.r3d)
- RWX – RenderWare Object (.rwx)
- SIA – Nevercenter Silo Object (.sia)
- SIB – Nevercenter Silo Object (.sib)
- SKP – Google Sketchup file (.skp)
- SLDASM – SolidWorks Assembly Document (.sldasm)
- SLDPRT – SolidWorks Part Document (.sldprt)
- SMD – Valve Studiomdl Data format (.smd)
- U3D – Universal 3D format (.u3d)
- USD – Universal Scene Description (.usd)
- USDA – Universal Scene Description , Human-readable text format (<https://graphics.pixar.com/usd/docs/Converting-Between-Layer-Formats.html>) (.usda)
- USDC – Universal Scene Description , Binary format (<https://graphics.pixar.com/usd/docs/Converting-Between-Layer-Formats.html>) (.usdc)
- USDZ – Universal Scene Description Zip (<https://graphics.pixar.com/usd/docs/Usdz-File-Format-Specification.html>) (.usdz)
- VIM – Revizto visual information model format (.vimproj)
- VRML97 – VRML Virtual reality modeling language (.wrl)
- VUE – Vue scene file (.vue)
- VWX – Vectorworks (.vwx)
- WINGS – Wings3D (.wings)
- W3D – Westwood 3D Model (.w3d)

- X – DirectX 3D Model (.x)
- X3D – Extensible 3D (.x3d)
- Z3D – Zmodeler (.z3d)

Links and shortcuts

- Alias (Mac OS)
- JNLP – Java Network Launching Protocol, an XML file used by Java Web Start for starting Java applets over the Internet
- LNK – binary-format file shortcut in Microsoft Windows 95 and later
- APPREF-MS – File shortcut format used by ClickOnce
- URL – INI file pointing to a URL bookmarks/Internet shortcut in Microsoft Windows
- WEBLOC – Property list file pointing to a URL bookmarks/Internet shortcut in macOS
- SYM – Symbolic link
- .desktop – Desktop entry on Linux Desktop environments

Mathematical

- Harwell-Boeing file format – a format designed to store sparse matrices
- MML – MathML – Mathematical Markup Language
- ODF – OpenDocument Math Formula
- SXM – OpenOffice.org XML (obsolete) Math Formula

Object code, executable files, shared and dynamically linked libraries

- .8BF files – plugins for some photo editing programs including Adobe Photoshop, Paint Shop Pro, GIMP and Helicon Filter.
- .a – Objective C native static library
- a.out – (no suffix for executable image, .o for object files, .so for shared object files) classic UNIX object format, now often superseded by ELF
- APK – Android Application Package
- APP – A folder found on macOS systems containing program code and resources, appearing as one file.
- BAC – an executable image for the RSTS/E system, created using the BASIC-PLUS COMPILE command^[13]
- BPL – a Win32 PE file created with Borland Delphi or C++Builder containing a package.
- Bundle – a Macintosh plugin created with Xcode or make which holds executable code, data files, and folders for that code.
- .Class – used in Java
- COFF (no suffix for executable image, .o for object files) – UNIX Common Object File Format, now often superseded by ELF
- COM files – commands used in DOS
- DCU – Delphi compiled unit
- DLL – library used in Windows and OS/2 to store data, resources and code.
- DOL – the format used by the GameCube and Wii, short for Dolphin, which was the codename of the GameCube.
- .EAR – archives of Java enterprise applications
- ELF – (no suffix for executable image, .o for object files, .so for shared object files) used in many modern Unix and Unix-like systems, including Solaris, other System V Release 4 derivatives, Linux, and BSD)
- expander (see bundle)
- DOS executable (.exe – used in DOS)
- .IPA – apple IOS application executable file. Another form of zip file.
- JEFF – a file format allowing execution directly from static memory^[14]
- .JAR – archives of Java class files
- .XPI – PKZIP archive that can be run by Mozilla web browsers to install software.

- Mach-O – (no suffix for executable image, .o for object files, .dylib and .bundle for shared object files) Mach-based systems, notably native format of macOS, iOS, watchOS, and tvOS
- NetWare Loadable Module (.NLM) – the native 32-bit binaries compiled for Novell's NetWare Operating System (versions 3 and newer)
- New Executable (.EXE – used in multitasking ("European") MS-DOS 4.0, 16-bit Microsoft Windows, and OS/2)
- .o – un-linked object files directly from the compiler
- Obb – a **file** that developers create along with some APK packages to support the application.
- Portable Executable (.EXE, – used in Microsoft Windows and some other systems)
- Preferred Executable Format – (classic Mac OS for PowerPC applications; compatible with macOS via a classic (Mac OS X) emulator)
- RLL – used in Microsoft operating systems together with a DLL file to store program resources
- .s1es – Executable used for S1ES learning system.
- .so – shared library, typically ELF
- Value Added Process (.VAP) – the native 16-bit binaries compiled for Novell's NetWare Operating System (version 2, NetWare 286, Advanced NetWare, etc.)
- .WAR – archives of Java Web applications
- XBE – Xbox executable
- .XAP – Windows Phone package
- XCOFF – (no suffix for executable image, .o for object files, .a for shared object files) extended COFF, used in AIX
- XEX – Xbox 360 executable
- Object extensions
 - .VBX – Visual Basic extensions
 - .OCX – Object Control extensions
 - .TLB – Windows Type Library

Page description language

- DVI – Device independent format
- EGT – Universal Document can be used to store CSS type styles (*.egt)
- PLD
- PCL
- PDF – Portable Document Format
- PostScript (.ps, .ps.gz)
- SNP – Microsoft Access Report Snapshot
- XPS
- XSL-FO (Formatting Objects)
- Configurations, Metadata
 - CSS – Cascading Style Sheets
 - XSLT, XSL – XML Style Sheet (.xslt, .xsl)
 - TPL – Web template (.tpl)

Personal information manager

- MSG – Microsoft Outlook task manager
- ORG – Lotus Organizer PIM package
- PST, OST – Microsoft Outlook email communication
- SC2 – Microsoft Schedule+ calendar

Presentation

- GSLIDES – Google Drive Presentation
- KEY, KEYNOTE – Apple Keynote Presentation
- NB – Mathematica Slideshow

- NBP – Mathematica Player slideshow
- ODP – OpenDocument Presentation
- OTP – OpenDocument Presentation template
- PEZ – Prezi Desktop Presentation
- POT – Microsoft PowerPoint template
- PPS – Microsoft PowerPoint Show
- PPT – Microsoft PowerPoint Presentation
- PPTX – Office Open XML Presentation
- PRZ – Lotus Freelance Graphics
- SDD – StarOffice's StarImpress
- SHF – ThinkFree Show
- SHOW – Haansoft(Hancom) Presentation software document
- SHW – Corel Presentations slide show creation
- SLP – Logix-4D Manager Show Control Project
- SSPSS – SongShow Plus Slide Show
- STI – OpenOffice.org XML (obsolete) Presentation template
- SXI – OpenOffice.org XML (obsolete) Presentation
- THMX – Microsoft PowerPoint theme template
- WATCH – Dataton Watchout Presentation

Project management software

- MPP – Microsoft Project

Reference management software

Formats of files used for bibliographic information (citation) management.

- bib – BibTeX
- enl – EndNote
- ris – Research Information Systems RIS (file format)

Scientific data (data exchange)

- FITS (Flexible Image Transport System) – standard data format for astronomy (.fits)
- Silo – a storage format for visualization developed at Lawrence Livermore National Laboratory
- SPC – spectroscopic data
- EAS3 – binary format for structured data
- EOSSA – Electro-Optic Space Situational Awareness format
- OST (Open Spatio-Temporal) – extensible, mainly images with related data, or just pure data; meant as an open alternative for microscope images
- CCP4 – X-ray crystallography voxels (electron density)
- MRC – voxels in cryo-electron microscopy
- HITRAN – spectroscopic data with one optical/infrared transition per line in the ASCII file (.hit)
- .root – hierarchical platform-independent compressed binary format used by ROOT
- Simple Data Format (SDF) – a platform-independent, precision-preserving binary data I/O format capable of handling large, multi-dimensional arrays.
- MYD – Everfine LEDSpec software file for LED measurements

Multi-domain

- NetCDF – Network common data format
- HDR, [HDF], h4 or h5 – Hierarchical Data Format
- SDXF – (Structured Data Exchange Format)

- CDF – Common Data Format
- CGNS – CFD General Notation System
- FMF (<https://dx.doi.org/10.1016/j.cpc.2009.11.014>) – Full-Metadata Format

Meteorology

- GRIB – Grid in Binary, WMO format for weather model data
- BUFR – WMO format for weather observation data
- PP – UK Met Office format for weather model data
- NASA-Ames – Simple text format for observation data. First used in aircraft studies of the atmosphere.

Chemistry

- CML – Chemical Markup Language (CML) (.cml)
- Chemical table file (CTab) (.mol, .sd, .sdf)
- Joint Committee on Atomic and Molecular Physical Data (JCAMP) (.dx, .jdx)
- Simplified molecular input line entry specification (SMILES) (.smi)

Mathematics

- graph6, sparse6 – ASCII encoding of Adjacency matrices (.g6, .s6)

Biology

- Molecular biology and bioinformatics:
 - AB1 – In DNA sequencing, chromatogram files used by instruments from Applied Biosystems
 - ACE – A sequence assembly format
 - ASN.1 – Abstract Syntax Notation One, is an International Standards Organization (ISO) data representation format used to achieve interoperability between platforms. NCBI uses ASN.1 for the storage and retrieval of data such as nucleotide and protein sequences, structures, genomes, and PubMed records.
 - BAM – Binary Alignment/Map format (compressed SAM format)
 - BCF – Binary compressed VCF format
 - BED – The browser extensible display format is used for describing genes and other features of DNA sequences
 - CAF – Common Assembly Format for sequence assembly
 - CRAM – compressed file format for storing biological sequences aligned to a reference sequence
 - DDBJ – The flatfile format used by the DDBJ to represent database records for nucleotide and peptide sequences from DDBJ databases.
 - EMBL – The flatfile format used by the EMBL to represent database records for nucleotide and peptide sequences from EMBL databases.
 - FASTA – The FASTA format, for sequence data. Sometimes also given as FNA or FAA (Fasta Nucleic Acid or Fasta Amino Acid).
 - FASTQ – The FASTQ format, for sequence data with quality. Sometimes also given as QUAL.
 - GCPROJ – The Genome Compiler project. Advanced format for genetic data to be designed, shared and visualized.
 - GenBank – The flatfile format used by the NCBI to represent database records for nucleotide and peptide sequences from the GenBank and RefSeq databases
 - GFF – The General feature format is used to describe genes and other features of DNA, RNA, and protein sequences
 - GTF – The Gene transfer format is used to hold information about gene structure
 - NCBI ASN.1 – Structured ASN.1 format used at National Center for Biotechnology Information for DNA and protein data
 - NEXUS – The Nexus file encodes mixed information about genetic sequence data in a block structured format
 - NeXML–XML format for phylogenetic trees

- NWK – The Newick tree format is a way of representing graph-theoretical trees with edge lengths using parentheses and commas and useful to hold phylogenetic trees.
- PDB – structures of biomolecules deposited in Protein Data Bank, also used to exchange protein and nucleic acid structures
- PHD – Phred output, from the basecalling software Phred
- PLN – Protein Line Notation used in proteax software (<http://www.biochemfusion.com/products/>) specification (http://www.biochemfusion.com/doc/Biochemfusion_PLN_1.4_spec.pdf)
- SAM – Sequence Alignment/Map format, in which the results of the 1000 Genomes Project will be released
- SBML – The Systems Biology Markup Language is used to store biochemical network computational models
- SCF – Staden chromatogram files used to store data from DNA sequencing
- SFF – Standard Flowgram Format
- SRA – format used by the National Center for Biotechnology Information Short Read Archive to store high-throughput DNA sequence data
- Stockholm – The Stockholm format for representing multiple sequence alignments
- Swiss-Prot – The flatfile format used to represent database records for protein sequences from the Swiss-Prot database
- VCF – Variant Call Format, a standard created by the 1000 Genomes Project that lists and annotates the entire collection of human variants (with the exception of approximately 1.6 million variants).

Biomedical imaging

- Digital Imaging and Communications in Medicine (DICOM) (.dcm)
- Neuroimaging Informatics Technology Initiative (NIFTI)
 - .nii – single-file (combined data and meta-data) style
 - .nii.gz – gzip-compressed, used transparently by some software, notably the FMRIB Software Library (FSL)
 - .gii – single-file (combined data and meta-data) style; NIFTI offspring for brain surface data
 - .img,.hdr – dual-file (separate data and meta-data, respectively) style
- AFNI data, meta-data (.BRIK,.HEAD)
- Massachusetts General Hospital imaging format, used by the FreeSurfer brain analysis package
 - .MGH – uncompressed
 - .MGZ – zip-compressed
- Analyze data, meta-data (.img,.hdr)
- Medical Imaging NetCDF (MINC) format, previously based on NetCDF; since version 2.0, based on HDF5 (.mnc)

Biomedical signals (time series)

- ACQ – AcqKnowledge format for Windows/PC from Biopac Systems Inc., Goleta, CA, USA
- ADICHT – LabChart format from ADInstruments Pty Ltd, Bella Vista NSW, Australia
- BCI2000 – The BCI2000 project, Albany, NY, USA
- BDF – BioSemi data format from BioSemi B.V. Amsterdam, Netherlands
- BKR – The EEG data format developed at the University of Technology Graz, Austria
- CFWB – Chart Data Format from ADInstruments Pty Ltd, Bella Vista NSW, Australia
- DICOM – Waveform An extension of Dicom for storing waveform data
- ecgML – A markup language for electrocardiogram data acquisition and analysis
- EDF/EDF+ – European Data Format
- FEF – File Exchange Format for Vital signs, CEN TS 14271
- GDF v1.x – The General Data Format for biomedical signals, version 1.x
- GDF (<https://arxiv.org/pdf/cs/0608052>) v2.x – The General Data Format for biomedical signals, version 2.x
- HL7aECG – Health Level 7 v3 annotated ECG
- MFER – Medical waveform Format Encoding Rules
- OpenXDF – Open Exchange Data Format from Neurotronics, Inc., Gainesville, FL, USA
- SCP-ECG – Standard Communication Protocol for Computer assisted electrocardiography EN1064:2007
- SIGIF – A digital SIGnal Interchange Format with application in neurophysiology

- WFDB – Format of Physiobank
- XDF (<https://code.google.com/p/xdmf/>) – eXtensible Data Format

Other biomedical formats

- Health Level 7 (HL7) – a framework for exchange, integration, sharing, and retrieval of health information electronically
- xDT – a family of data exchange formats for medical records

Biometric formats

- CBF – Common Biometric Format, based on CBEFF 2.0 (Common Biometric ExFramework).
- EBF – Extended Biometric Format, based on CBF but with S/MIME encryption support and semantic extensions
- CBFX – XML Common Biometric Format, based upon XCBF 1.1 (OASIS XML Common Biometric Format)
- EBFX – XML Extended Biometric Format, based on CBFX but with W3C XML Encryption support and semantic extensions

Programming languages and scripts

- ADB – Ada body
- ADS – Ada specification
- AHK – AutoHotkey script file
- APPLESCRIPT- applescript – see SCPT
- AS – Adobe Flash ActionScript File
- AU3 – AutoIt version 3
- BAT – Batch file
- BAS – QBasic & QuickBASIC
- CLJS – ClojureScript
- CMD – Batch file
- Coffee – CoffeeScript
- C – C
- CPP – C++
- INO – Arduino sketch (program)
- EGG – Chicken
- EGT – EGT Asterisk Application Source File, EGT Universal Document
- ERB – Embedded Ruby, Ruby on Rails Script File
- HTA – HTML Application
- IBI – Icarus script
- ICI – ICI
- IJS – J script
- .ipynb – IPython Notebook
- ITCL – Itcl
- JS – JavaScript and JScript
- JSFL – Adobe JavaScript language
- LUA – Lua
- M – Mathematica package file
- MRC – mIRC Script
- NCF – NetWare Command File (scripting for Novell's NetWare OS)
- NUC – compiled script
- NUD – C++ External module written in C++
- NUT – Squirrel
- pde – Processing (programming language), Processing script
- PHP – PHP
- PHP? – PHP (? = version number)

- PL – Perl
- PM – Perl module
- PS1 – Windows PowerShell shell script
- PS1XML – Windows PowerShell format and type definitions
- PSC1 – Windows PowerShell console file
- PSD1 – Windows PowerShell data file
- PSM1 – Windows PowerShell module file
- PY – Python
- PYC – Python byte code files
- PYO – Python
- R – R scripts
- r – REBOL scripts
- RB – Ruby
- RDP – RDP connection
- red – Red scripts
- RS – Rust (programming language)
- SB2 – Scratch
- SCPT – Applescript
- SCPTD – See SCPT.
- SDL – State Description Language
- SH – Shell script
- SYJS – SyMAT (<https://symatapp.com>) JavaScript
- SYPY – SyMAT Python
- TCL – Tcl
- TNS – Ti-Nspire Code/File (<https://fileinfo.com/extension/tns>)
- VBS – Visual Basic Script
- XPL – XProc script/pipeline
- ebuild – Gentoo linux's portage package.

Security

Authentication and general encryption formats are listed here.

- OpenPGP Message Format – used by Pretty Good Privacy, GNU Privacy Guard, and other OpenPGP software; can contain keys, signed data, or encrypted data; can be binary or text ("ASCII armored")

Certificates and keys

- GXK – Galaxkey, an encryption platform for authorized, private and confidential email communication
- OpenSSH private key (.ssh) – Secure Shell private key; format generated by ssh-keygen or converted from PPK with PuTTYgen^{[15][16][17]}
- OpenSSH public key (.pub) – Secure Shell public key; format generated by ssh-keygen or PuTTYgen^{[15][16][17]}
- PuTTY private key (.ppk) – Secure Shell private key, in the format generated by PuTTYgen instead of the format used by OpenSSH^{[15][16][17]}

X.509

- Distinguished Encoding Rules (.cer, .crt, .der) – stores certificates
- PKCS#7 SignedData (.p7b, .p7c) – commonly appears without main data, just certificates or certificate revocation lists (CRLs)
- PKCS#12 (.p12, .pfx) – can store public certificates and private keys
- PEM – Privacy-enhanced Electronic Mail: full format not widely used, but often used to store Distinguished Encoding Rules in Base64 format
- PFX – Microsoft predecessor of PKCS#12

Encrypted files

This section shows file formats for encrypted general data, rather than a specific program's data.

- AXX – Encrypted file, created with AxCrypt
- EEA – An encrypted CAB, ostensibly for protecting email attachments
- TC – Virtual encrypted disk container, created by TrueCrypt
- KODE – Encrypted file, created with KodeFile

Password files

Password files (sometimes called keychain files) contain lists of other passwords, usually encrypted.

- BPW – Encrypted password file created by Bitser password manager
- KDB – KeePass 1 database
- KDBX – KeePass 2 database

Signal data (non-audio)

- ACQ – AcqKnowledge format for Windows/PC from Biopac
- ADICHT – LabChart format from ADInstruments
- BKR – The EEG data format developed at the University of Technology Graz
- BDF, CFG – Configuration file for Comtrade data
- CFWB – Chart Data format from ADInstruments
- DAT – Raw data file for Comtrade data
- EDF – European data format
- FEF – File Exchange Format for Vital signs
- GDF – General data formats for biomedical signals
- GMS – Gesture And Motion Signal format
- IROCK – intelliRock Sensor Data File Format
- MFER – Medical waveform Format Encoding Rules
- SAC – Seismic Analysis Code, earthquake seismology data format^[18]
- SCP-ECG – Standard Communication Protocol for Computer assisted electrocardiography
- SEED, MSEED – Standard for the Exchange of Earthquake Data, seismological data and sensor metadata^[19]
- SEG Y – Reflection seismology data format
- SIGIF – SIGnal Interchange Format
- WIN, WIN32 – NIED/ERI seismic data format (.cnt)^[20]

Sound and music

Lossless audio

Uncompressed

- 8SVX – Commodore-Amiga 8-bit sound (usually in an IFF container)
- 16SVX – Commodore-Amiga 16-bit sound (usually in an IFF container)
- AIFF, AIF, AIFC – Audio Interchange File Format
- AU – Simple audio file format introduced by Sun Microsystems
- BWF – Broadcast Wave Format, an extension of WAVE
- CDDA – Compact Disc Digital Audio
- RAW – Raw samples without any header or sync
- WAV – Microsoft Wave

Compressed

- RA, RM – RealAudio format
- FLAC – Free lossless codec of the Ogg project
- LA – Lossless Audio
- PAC – LPAC
- APE – Monkey's Audio
- OFR, OFS, OFF – OptimFROG
- RKA – RKAU
- SHN – Shorten
- TAK – Tom's Lossless Audio Kompressor^[21]
- THD – Dolby TrueHD
- TTA – Free lossless audio codec (True Audio)
- WV – WavPack
- WMA – Windows Media Audio 9 Lossless
- BRSTM – Binary Revolution Stream^[22]
- DTS, DTSHD, DTSMA – DTS (sound system)
- AST – Nintendo Audio Stream^[23]
- AW – Nintendo Audio Sample used in first-party games
- PSF – Portable Sound Format, PlayStation variant (originally PlayStation Sound Format)

Lossy audio

- AC3 – Usually used for Dolby Digital tracks
- AMR – For GSM and UMTS based mobile phones
- MP1 – MPEG Layer 1 (<http://mpeg.chiariglione.org/standards/mpeg-1/audio>)
- MP2 – MPEG Layer 2 (<http://mpeg.chiariglione.org/standards/mpeg-1/audio>)
- MP3
- MPEG Layer 3 (<http://mpeg.chiariglione.org/standards/mpeg-1/audio>)
- SPX – Speex (Ogg project, specialized for voice, low bitrates)
- GSM – GSM Full Rate, originally developed for use in mobile phones
- WMA – Windows Media Audio
- AAC – Advanced Audio Coding (usually in an MPEG-4 container)
- MPC – Musepack
- VQF – Yamaha TwinVQ
- OTS – Audio File (similar to MP3, with more data stored in the file and slightly better compression; designed for use with OtsLabs' OtsAV)
- SWA – Macromedia Shockwave Audio (Same compression as MP3 with additional header information specific to Macromedia Director)
- VOX – Dialogic ADPCM Low Sample Rate Digitized Voice
- VOC – Creative Labs Soundblaster Creative Voice 8-bit & 16-bit Also output format of RCA Audio Recorders
- DWD – DiamondWare Digitized
- SMP – Turtlebeach SampleVision
- OGG – Ogg Vorbis

Tracker modules and related

- MOD – Soundtracker and Protracker sample and melody modules
- MT2 – MadTracker (<http://www.madtracker.org/about.php>) 2 module
- S3M – Scream Tracker 3 module
- XM – Fast Tracker module
- IT – Impulse Tracker module
- NSF – NES Sound Format
- MID, MIDI – Standard MIDI file; most often just notes and controls but occasionally also sample dumps

- FTM – FamiTracker (http://www.famitracker.com/wiki/index.php?title=Main_Page) Project file

Sheet music files

- LY – LilyPond sheet music file
- MUS, MUSX – Finale sheet music file
- MXL, XML – MusicXML standard sheet music exchange format
- MSCX, MSCZ – MuseScore sheet music file
- SIB – Sibelius sheet music file

Other file formats pertaining to audio

- NIFF – Notation Interchange File Format
- PTB – Power Tab Editor tab
- ASF – Advanced Systems Format
- CUST – DeliPlayer custom sound format
- GYM – Genesis YM2612 log
- JAM – Jam music format
- MNG – Background music for the Creatures game series, starting from Creatures 2
- RMJ – RealJukebox Media used for RealPlayer
- SID – Sound Interface Device – Commodore 64 instructions to play SID music and sound effects
- SPC – Super NES sound format
- TXM – Track ax media
- VGM – Stands for "Video Game Music", log for several different chips
- YM – Atari ST/Amstrad CPC YM2149 sound chip format
- PVD – Portable Voice Document used for Oaisys & Mitel call recordings

Playlist formats

- AIMPPL – AIMP Playlist format
- ASX – Advanced Stream Redirector
- RAM – Real Audio Metafile For RealAudio files only.
- XPL – HDi playlist
- XSPF – XML Shareable Playlist Format
- ZPL – Xbox Music (Formerly Zune) Playlist format from Microsoft
- M3U – Multimedia playlist file
- PLS – Multimedia playlist, originally developed for use with the museArc

Audio editing and music production

- ALS – Ableton Live set
- ALC – Ableton Live clip
- ALP – Ableton Live pack
- AUP – Audacity project file
- BAND – GarageBand project file
- CEL – Adobe Audition loop file (*Cool Edit Loop*)
- CPR – Steinberg Cubase project file
- CWP – Cakewalk Sonar project file
- DRM – Steinberg Cubase drum file
- DMKIT – Image-Line's Drumaxx drum kit file
- ENS – Native Instruments Reaktor Ensemble
- FLP – Image Line FL Studio project file
- GRIR – Native Instruments Komplete Guitar Rig Impulse Response

- LOGIC – Logic Pro X project file
- MMR – MAGIX Music Maker project file
- MX6HS – Mixcraft 6 Home Studio project file
- NPR – Steinberg Nuendo project file
- OMF, OMFI – Open Media Framework Interchange OMFI succeeds OMF (Open Media Framework)
- RIN – Soundways RIN-M file containing sound recording participant credits and song information
- SES – Adobe Audition multitrack session file
- SFL – Sound Forge sound file
- SNG – MIDI sequence file (MidiSoft, Korg, etc.) or n-Track Studio project file
- STF – StudioFactory project file. It contains all necessary patches, samples, tracks and settings to play the file
- SND – Akai MPC sound file
- SYN – SynFactory project file. It contains all necessary patches, samples, tracks and settings to play the file
- VCLS – VocaListener project file
- VSQ – Vocaloid 2 Editor sequence excluding wave-file
- VSQX – Vocaloid 3 Editor sequence excluding wave-file

Recorded television formats

- DVR-MS – Windows XP Media Center Edition's Windows Media Center recorded television format
- WTV – Windows Vista's and up Windows Media Center recorded television format

Source code for computer programs

- ADA, ADB, 2.ADA – Ada (body) source
- ADS, 1.ADA – Ada (specification) source
- ASM, S – Assembly language source
- BAS – BASIC, FreeBASIC, Visual Basic, BASIC-PLUS source,^[13] PICAXE basic
- BB – Blitz Basic Blitz3D
- BMX – Blitz Basic BlitzMax
- C – C source
- CLJ – Clojure source code
- CLS – Visual Basic class
- COB, CBL – COBOL source
- CPP, CC, CXX, C, CBP – C++ source
- CS – C# source
- CSPROJ – C# project (Visual Studio .NET)
- D – D source
- DBA – DarkBASIC source
- DBPro123 – DarkBASIC Professional project
- E – Eiffel source
- EFS – EGT Forever Source File
- EGT – EGT Asterisk Source File, could be J, C#, VB.net, EF 2.0 (EGT Forever)
- EL – Emacs Lisp source
- FOR, FTN, F, F77, F90 – Fortran source
- FRM – Visual Basic form
- FRX – Visual Basic form stash file (binary form file)
- FTH – Forth source
- GED – Game Maker Extension Editable file as of version 7.0
- GM6 – Game Maker Editable file as of version 6.x
- GMD – Game Maker Editable file up to version 5.x
- GMK – Game Maker Editable file as of version 7.0
- GML – Game Maker Language script file
- GO – Go source
- H – C/C++ header file

- HPP, HXX – C++ header file
- HS – Haskell source
- I – SWIG interface file
- INC – Turbo Pascal included source
- JAVA – Java source
- L – lex source
- LGT – Logtalk source
- LISP – Common Lisp source
- M – Objective-C source
- M – MATLAB
- M – Mathematica
- M4 – m4 source
- ML – Standard ML and OCaml source
- MSQR – M² source file, created by Mattia Marziali
- N – Nemerle source
- NB – Nuclear Basic source
- P – Parser source
- PAS, PP, P – Pascal source (DPR for projects)
- PHP, PHP3, PHP4, PHP5, PHPS, Phtml – PHP source
- pisrc (<https://notezen.miraheze.org/m/HU>) – PiNET source code mains. Used with Python 3.0, Snap!, and UnrealEngine 4 files source- used by PiIT, Dangerous_Pi, and Silicon Alchemy
- PIV – Pivot stickfigure animator
- PL, PM – Perl
- PLI, PL1 – PL/I
- PRG – Ashton-Tate; dbII, dbIII and dbIV, db, db7, clipper, Microsoft Fox and FoxPro, harbour, xharbour, and Xbase
- PRO – IDL
- POL – Apcera Policy Language doclet
- PY – Python source
- R – R source
- RED – Red source
- REDS – Red/System source
- RB – Ruby source
- RESX – Resource file for .NET applications
- RC, RC2 – Resource script files to generate resources for .NET applications
- RKT, RCTL – Racket source
- SCALA – Scala source
- SCI, SCE – Scilab
- SCM – Scheme source
- SD7 – Seed7 source
- SKB, SKC – Sage Retrieve 4GL Common Area (Main and Amended backup)
- SKD – Sage Retrieve 4GL Database
- SKF, SKG – Sage Retrieve 4GL File Layouts (Main and Amended backup)
- SKI – Sage Retrieve 4GL Instructions
- SKK – Sage Retrieve 4GL Report Generator
- SKM – Sage Retrieve 4GL Menu
- SKO – Sage Retrieve 4GL Program
- SKP, SKQ – Sage Retrieve 4GL Print Layouts (Main and Amended backup)
- SKS, SKT – Sage Retrieve 4GL Screen Layouts (Main and Amended backup)
- SKZ – Sage Retrieve 4GL Security File
- SLN – Visual Studio solution
- SPIN – Spin source (for Parallax Propeller microcontrollers)
- STK – Stickfigure file for Pivot stickfigure animator
- SWG – SWIG source code
- TCL – TCL source code

- VAP – Visual Studio Analyzer project
- VB – Visual Basic.NET source
- VBG – Visual Studio compatible project group
- VBP, VIP – Visual Basic project
- VBPROJ – Visual Basic .NET project
- VCPROJ – Visual C++ project
- VDPROJ – Visual Studio deployment project
- XPL – XProc script/pipeline
- XQ – XQuery file
- XSL – XSLT stylesheet
- Y – yacc source

Spreadsheet

- 123 – Lotus 1-2-3
- AB2 – Abykus worksheet
- AB3 – Abykus workbook
- AWS – Ability Spreadsheet
- BCSV – Nintendo proprietary table format
- CLF – ThinkFree Calc
- CELL – Haansoft(Hancom) SpreadSheet software document
- CSV – Comma-Separated Values
- GSHEET – Google Drive Spreadsheet
- numbers – An Apple Numbers Spreadsheet file
- gnumeric – Gnumeric spreadsheet, a gzipped XML file
- LCW – Lucid 3-D
- ODS – OpenDocument spreadsheet
- OTS – OpenDocument spreadsheet template
- QPW – Quattro Pro spreadsheet
- SDC – StarOffice StarCalc Spreadsheet
- SLK – SYLK (SYmbolic LinK)
- STC – OpenOffice.org XML (obsolete) Spreadsheet template
- SXC – OpenOffice.org XML (obsolete) Spreadsheet
- TAB – tab delimited columns; also TSV (Tab-Separated Values)
- TXT – text file
- VC – Visicalc
- WK1 – Lotus 1-2-3 up to version 2.01
- WK3 – Lotus 1-2-3 version 3.0
- WK4 – Lotus 1-2-3 version 4.0
- WKS – Lotus 1-2-3
- WKS – Microsoft Works
- WQ1 – Quattro Pro DOS version
- XLK – Microsoft Excel worksheet backup
- XLS – Microsoft Excel worksheet sheet (97–2003)
- XLSB – Microsoft Excel binary workbook
- XLSM – Microsoft Excel Macro-enabled workbook
- XLSX – Office Open XML worksheet sheet
- XLR – Microsoft Works version 6.0
- XLT – Microsoft Excel worksheet template
- XLTM – Microsoft Excel Macro-enabled worksheet template
- XLW – Microsoft Excel worksheet workspace (version 4.0)

Tabulated data

- TSV – Tab-separated values
- CSV – Comma-separated values
- db – databank format; accessible by many econometric applications
- dif – accessible by many spreadsheet applications

Video

- AAF – mostly intended to hold edit decisions and rendering information, but can also contain compressed media essence
- 3GP – the most common video format for cell phones
- GIF – Animated GIF (simple animation; until recently often avoided because of patent problems)
- ASF – container (enables any form of compression to be used; MPEG-4 is common; video in ASF-containers is also called Windows Media Video (WMV))
- AVCHD – Advanced Video Codec High Definition
- AVI – container (a shell, which enables any form of compression to be used)
- BIK (.bik) – Bink Video file. A video compression system developed by RAD Game Tools
- CAM – aMSN webcam log file
- COLLAB – Blackboard Collaborate session recording
- DAT – video standard data file (automatically created when we attempted to burn as video file on the CD)
- DSH
- DVR-MS – Windows XP Media Center Edition's Windows Media Center recorded television format
- FLV – Flash video (encoded to run in a flash animation)
- M1V MPEG-1 – Video
- M2V MPEG-2 – Video
- FLA – Macromedia Flash (for producing)
- FLR – (text file which contains scripts extracted from SWF by a free ActionScript decompiler named FLARE)
- SOL – Adobe Flash shared object ("Flash cookie")
- M4V – video container file format developed by Apple
- Matroska (*.mkv) – Matroska is a container format, which enables any video format such as MPEG-4 ASP or AVC to be used along with other content such as subtitles and detailed meta information
- WRAP – MediaForge (*.wrap)
- MNG – mainly simple animation containing PNG and JPEG objects, often somewhat more complex than animated GIF
- QuickTime (.mov) – container which enables any form of compression to be used; Sorenson codec is the most common; QTCH is the filetype for cached video and audio streams
- MPEG (.mpeg, .mpg, .mpe)
- THP – Nintendo proprietary movie/video format
 - MPEG-4 Part 14, shortened "MP4" – multimedia container (most often used for Sony's PlayStation Portable and Apple's iPod)
- MXF – Material Exchange Format (standardized wrapper format for audio/visual material developed by SMPTE)
- ROQ – used by Quake 3
- NSV – Nullsoft Streaming Video (media container designed for streaming video content over the Internet)
- Ogg – container, multimedia
- RM – RealMedia
- SVI – Samsung video format for portable players
- SMI – SAMI Caption file (HTML like subtitle for movie files)
- SMK (.smk) – Smacker video file. A video compression system developed by RAD Game Tools
- SWF – Macromedia Flash (for viewing)
- WMV – Windows Media Video (See ASF)
- WTV – Windows Vista's and up Windows Media Center recorded television format
- YUV – raw video format; resolution (horizontal x vertical) and sample structure 4:2:2 or 4:2:0 must be known explicitly
- WebM – video file format for web video using HTML5

Video editing, production

- BRAW – Blackmagic Design RAW video file name
- FCP – Final Cut Pro project file
- MSWMM – Windows Movie Maker project file
- PPJ & PRPROJ– Adobe Premiere Pro video editing file
- IMoviePROJ – iMovie project file
- VEG & VEG-BAK – Sony Vegas project file
- SUF – Sony camera configuration file (setup.suf) produced by XDCAM-EX camcorders
- WLMP – Windows Live Movie Maker project file
- KDENLIVE – Kdenlive project file
- VPJ – VideoPad project file
- MOTN – Apple Motion (<https://www.apple.com/final-cut-pro/motion/>) project file
- IMOVIEMOBILE – iMovie project file for iOS users

Video game data

List of common file formats of data for video games on systems that support filesystems, most commonly PC games.

- **TrackMania United/Nations Forever Engine** – Formats used by games based on the TrackMania engine.
 - XeX
 - CHALLENGE.GBX – (Edited) Challenge files.
 - CONSTRUCTIONCAMPAIGN.GBX – Construction campaigns files.
 - CONTROLEFFECTMASTER.GBX/CONTROLSTYLE.GBX – Menu parts.
 - FIDCACHE.GBX – Saved game.
 - GBX – Other TrackMania items.
 - REPLAY.GBX – Replays of races.
- **Doom engine** – Formats used by games based on the Doom engine.
 - DEH – DeHackEd files to mutate the game executable (not officially part of the DOOM engine)
 - DSG – Saved game
 - LMP – A lump is an entry in a DOOM wad.
 - LMP – Saved demo recording
 - MUS – Music file (usually contained within a WAD file)
 - WAD – Data storage (contains music, maps, and textures)
- **Quake engine** – Formats used by games based on the Quake engine.
 - BSP – (For Binary space partitioning) compiled map format
 - MAP – Raw map format used by editors like GtkRadiant or QuArK
 - MDL/MD2/MD3/MD5 – Model for an item used in the game
 - PAK/PK2 – Data storage
 - PK3/PK4 – used by the Quake II, Quake III Arena and Quake 4 game engines, respectively, to store game data, textures etc. They are actually .zip files.
 - .dat – not specific file type, often generic extension for "data" files for a variety of applications
 - sometimes used for general data contained within the .PK3/PK4 files
 - .fontdat – a .dat file used for formatting game fonts
 - .roq – Video format
 - .sav – Savegame format
- **Unreal Engine** – Formats used by games based on the Unreal engine.
 - U – Unreal script format
 - UAX – Animations format for Unreal Engine 2
 - UMX – Map format for Unreal Tournament
 - UMX – Music format for Unreal Engine 1
 - UNR – Map format for Unreal

- UPK – Package format for cooked content in Unreal Engine 3
- USX – Sound format for Unreal Engine 1 and Unreal Engine 2
- UT2 – Map format for Unreal Tournament 2003 and Unreal Tournament 2004
- UT3 – Map format for Unreal Tournament 3
- UTX – Texture format for Unreal Engine 1 and Unreal Engine 2
- UXX – Cache format; these are files a client downloaded from server (which can be converted to regular formats)
- **Duke Nukem 3D Engine** – Formats used by games based on this engine
 - DMO – Save game
 - GRP – Data storage
 - MAP – Map (usually constructed with BUILD.EXE)
- **Diablo Engine** – Formats used by Diablo by Blizzard Entertainment.
 - SV – Save Game
 - ITM – Item File
- **Real Virtuality Engine** – Formats used by Bohemia Interactive. Operation:Flashpoint, ARMA 2, VBS2
 - SQF – Format used for general editing
 - SQM – Format used for mission files
 - PBO – Binarized file used for compiled models
 - LIP – Format that is created from WAV files to create in-game accurate lip-synch for character animations.
- **Source Engine** – Formats used by Valve Software. Half-Life 2, Counter-Strike: Source, Day of Defeat: Source, Half-Life 2: Episode One, Team Fortress 2, Half-Life 2: Episode Two, Portal, Left 4 Dead, Left 4 Dead 2, Alien Swarm, Portal 2, Counter-Strike: Global Offensive, Titanfall, Insurgency, Titanfall 2, Day of Infamy
 - VMF – Valve Hammer Map editor raw map file
 - BSP – Source Engine compiled map file
 - MDL – Source Engine model format
 - SMD – Source Engine uncompiled model format
 - PCF – Source Engine particle effect file
 - HL2 – Half-Life 2 save format
 - DEM – Source Engine demo format
 - VPK – Source Engine pack format
 - VTF – Source Engine texture format
 - VMT – Source Engine material format.
- **Other Formats**
 - B – used for Grand Theft Auto saved game files
 - BOL – used for levels on Poing!PC
 - DBPF – The Sims 2, DBPF, Package
 - DIVA – Project DIVA timings, element coördinates, MP3 references, notes, animation poses and scores.
 - ESM, ESP – Master and Plugin data archives for the Creation Engine
 - HE0, HE2, HE4 HE games File
 - GCF – format used by the Steam content management system for file archives
 - IMG – format used by Renderware-based *Grand Theft Auto* games for data storage
 - LOVE – format used by the LOVE2D Engine^[24]
 - MAP – format used by Halo: Combat Evolved for archive compression, Doom³, and various other games
 - MCA – format used by Minecraft for storing data for in-game worlds^[25]
 - MCADDON – format used by the Windows 10 Edition of Minecraft for add-ons
 - MCFUNCTION – format used by Minecraft for storing functions
 - MCMETA – format used by Minecraft for storing data for customizable texture packs for the game
 - MCPACK – format used by the Windows 10 Edition of Minecraft for in-game texture packs
 - MCR – format used by Minecraft for storing data for in-game worlds before version 1.2
 - MCTEMPLATE – format used by the Windows 10 Edition of Minecraft for world templates
 - MCWORLD – format used by the Windows 10 Edition of Minecraft for in-game worlds
 - NBT – format used by Minecraft for storing program variables along with their (Java) type identifiers

- OEC – format used by OE-Cake for scene data storage
- OSK – osu! compressed skin data
- OSR – osu! replay data
- OSU – osu! beatmap data
- P3D – format for panda3d by Disney
- POD – format used by Terminal Reality
- RCT – Used for templates and save files in RollerCoaster Tycoon games
- REP – used by Blizzard Entertainment for scenario replays in StarCraft.
- Simcity 4, DBPF (.dat, .SC4Lot, .SC4Model) – All game plugins use this format, commonly with different file extensions
- SMZIP – ZIP-based package for Stepmania songs, themes and announcer packs.
- USLD – format used by Unison Shift to store level layouts.
- VVVVVV – format used by VVVVVV^[26]
- CPS – format used by The Powder Toy, Powder Toy save
- STM – format used by The Powder Toy, Powder Toy stamp
- PKG – format used by Bungie for the PC Beta of Destiny 2, for nearly all the game's assets.
- CHR – format used by Team Salvato, for the character files of Doki Doki Literature Club!
- Z5 – format used by Z-machine for story files in interactive fiction.

Video game storage media

List of the most common filename extensions used when a game's ROM image or storage medium is copied from an original read-only memory (ROM) device to an external memory such as hard disk for back up purposes or for making the game playable with an emulator. In the case of cartridge-based software, if the platform specific extension is not used then filename extensions ".rom" or ".bin" are usually used to clarify that the file contains a copy of a content of a ROM. ROM, disk or tape images usually do not consist of one file or ROM, rather an entire file or ROM structure contained within one file on the backup medium.^[27]

- A26 – Atari 2600 (.a26)
- A52 – Atari 5200 (.a52)
- A78 – Atari 7800 (.a78)
- LNX – Atari Lynx (.lnx)
- JAG,J64 – Atari Jaguar (.jag, .j64)
- ISO, WBFS, WAD, WDF – Wii (.iso, .wbfs, .wad, .wdf)
- GCM, ISO – GameCube (.gcm, .iso)
- NDS – Nintendo DS (.nds)
- 3DS – Nintendo 3DS (.3ds)
 - CIA – Installation File (.cia)
- GB – Game Boy (.gb) (this applies to the original Game Boy and the Game Boy Color)
 - GBC – Game Boy Color (.gbc)
 - GBA – Game Boy Advance (.gba)
- GBA – Game Boy Advance (.gba)
 - SAV – Game Boy Advance Saved Data Files (.sav)
 - SGM – Visual Boy Advance Save States (.sgm)
- N64, V64, Z64, U64, USA, JAP, PAL, EUR, BIN – Nintendo 64 (.n64, .v64, .z64, .u64, .usa, .jap, .pal, .eur, .bin)
 - PJ – Project 64 Save States (.pj)
- NES – Nintendo Entertainment System (.nes)

- FDS – Famicom Disk System (.fds)
- JST – Jnes Save States (.jst)
- FC? – FCEUX Save States (.fc#, where # is any character, usually a number)

- GG – Game Gear (.gg)
- SMS – Master System (.sms)
- SG – SG-1000 (.sg)
- SMD,BIN – Mega Drive/Genesis (.smd or .bin)
 - 32X – Sega 32X (.32x)

- SMC,078,SFC – Super NES (.smc, .078, or .sfc) (.078 is for split ROMs, which are rare)
 - FIG – Super Famicom (Japanese releases are rarely .fig, above extensions are more common)
 - SRM – Super NES Saved Data Files (.srm)
 - ZST – ZSNES Save States (.zst, .zs1-.zs9, .z10-.z99)
 - FRZ – Snes9X Save States (.frz, .000-.008)

- PCE – TurboGrafx-16/PC Engine (.pce)
- NPC, NGP – Neo Geo Pocket (.npc, .ngp)
 - NGC – Neo Geo Pocket Color (.ngc)

- VB – Virtual Boy (.vb)
- INT – Intellivision (.int)
- MIN – Pokémon Mini (.min)
- VEC – Vectrex (.vec)
- BIN – Odyssey² (.bin)
- WS – WonderSwan (.ws)
 - WSC – WonderSwan Color (.wsc)

- TZX – ZX Spectrum (.tzx) (for exact copies of ZX Spectrum games)
 - TAP – for tape images without copy protection
 - Z80,SNA – (for snapshots of the emulator RAM)
 - DSK – (for disk images)

- TAP – Commodore 64 (.tap) (for tape images including copy protection)
 - T64 – (for tape images without copy protection, considerably smaller than .tap files)
 - D64 – (for disk images)
 - CRT – (for cartridge images)

- ADF – Amiga (.adf) (for 880K diskette images)
 - ADZ – GZip-compressed version of the above.
 - DMS – *Disk Masher System*, previously used as a disk-archiving system native to the Amiga, also supported by emulators.

Virtual machines

Microsoft Virtual PC, Virtual Server

- VFD – Virtual Floppy Disk (.vfd)
- VHD – Virtual Hard Disk (.vhd)

- VUD – Virtual Undo Disk (.vud)
- VMC – Virtual Machine Configuration (.vmc)
- VSV – Virtual Machine Saved State (.vsv)

EMC VMware ESX, GSX, Workstation, Player

- LOG – Virtual Machine Logfile (.log)
- VMDK, DSK – Virtual Machine Disk (.vmdk, .dsk)
- NVRAM – Virtual Machine BIOS (.nvram)
- VMEM – Virtual Machine paging file (.vmem)
- VMSD – Virtual Machine snapshot metadata (.vmsd)
- VMSN – Virtual Machine snapshot (.vmsn)
- VMSS,STD – Virtual Machine suspended state (.vmss, .std)
- VMTM – Virtual Machine team data (.vmtm)
- VMX,CFG – Virtual Machine configuration (.vmx, .cfg)
- VMXF – Virtual Machine team configuration (.vmxf)

VirtualBox

- VDI – VirtualBox Virtual Disk Image (.vdi)
- Vbox-extpack – VirtualBox extension pack. (.vbox-extpack)

Parallels Workstation

- HDD – Virtual Machine hard disk (.hdd)
- PVS – Virtual Machine preferences/configuration (.pvs)
- SAV – Virtual Machine saved state (.sav)

QEMU

- COW – Copy-on-write
- QCOW – QEMU copy-on-write Qcow
- QCOW2 – QEMU copy-on-write – version 2 Qcow
- QED – QEMU enhanced disk format

Web page

- Static
 - DTD – Document Type Definition (standard), MUST be public and free
 - HTML (.html, .htm) – HyperText Markup Language
 - XHTML (.xhtml, .xht) – eXtensible HyperText Markup Language
 - MHTML (.mht, .mhtml) – Archived HTML, store all data on one web page (text, images, etc.) in one big file
 - MAF (.maff) – web archive based on ZIP
- Dynamically generated
 - ASP (.asp) – Microsoft Active Server Page
 - ASPX – (.aspx) – Microsoft Active Server Page. NET
 - ADP – AOLserver Dynamic Page
 - BML – (.bml) – Better Markup Language (templating)
 - CFM – (.cfm) – ColdFusion
 - CGI – (.cgi)
 - iHTML – (.ihtml) – Inline HTML

- JSP – (.jsp) JavaServer Pages
- Lasso – (.las, .lasso, .lassoapp) – A file created or served with the Lasso Programming Language
- PL – Perl (.pl)
- PHP – (.php, .php?, .phtml) – ? is version number (previously abbreviated *Personal Home Page*, later changed to *PHP: Hypertext Preprocessor*)
- RNA (<http://www.socialgeek.eu/help/rnaformat?>) – (.rna) – Real Native Application File
- R (<http://www.socialgeek.eu/help/rnaformat?>) – (.r) – Real Native Application File (short alternative)
- RNX (<http://www.socialgeek.eu/help/rnaformat?>) – (.rnx) – Real Native Application File (using experimental version 6 of RNA/Karbon Language)
- SSI – (.shtml) – HTML with Server Side Includes (Apache)
- SSI – (.stm) – HTML with Server Side Includes (Apache)

Markup languages and other web standards-based formats

- Atom – (.atom, .xml) – Another syndication format
- EML – (.eml) – Format used by several desktop email clients
- JSON-LD – (.jsonld) – A JSON-based Serialization for Linked Data
- Metalink – (.metalink, .met) – A format to list metadata about downloads, such as mirrors, checksums, and other information.
- RSS – (.rss, .xml) – Syndication format
- Markdown – (.markdown, .md) – A light-weight, plain-text, easy to read and write markup language.
- Shuttle – (.se) – lightweight markup language

Other

- AXD – cookie extensions found in temporary internet folder
- BDF – Binary Data Format – raw data from recovered blocks of unallocated space on a hard drive
- CBP – CD Box Labeler Pro, CentraBuilder, Code::Blocks Project File, Conlab Project^[28]
- CEX – SolidWorks Enterprise PDM Vault File
- COL – Nintendo GameCube proprietary collision file (.col)
- CREDX – CredX Dat File
- DDB – Generating code for Vocaloid singers voice (see .DDI)
- DDI – Vocaloid phoneme library (Japanese, English, Korean, Spanish, Chinese, Catalan)
- DUPX – DuupeCheck database management tool project file
- FTM – Family Tree Maker data file
- FTMB – Family Tree Maker backup file
- GA3 – Graphical Analysis 3
- GEDCOM (.ged) – (GEnealogical Data COMmunication) format to exchange genealogy data between different genealogy software
- HLP – Windows help file
- IGC – flight tracks downloaded from GPS devices in the FAI's prescribed format
- INF – similar format to INI file; used to install device drivers under Windows, inter alia.
- JAM – JAM Message Base Format for BBSes
- KMC – tests made with KatzReview's MegaCrammer
- KCL – Nintendo GameCube/Wii proprietary collision file (.kcl)
- LNK – Microsoft Windows format for Hyperlinks to Executables
- LSM – LSMaker script file (program using layered .jpg to create special effects; specifically designed to render lightsabers from the *Star Wars* universe) (.lsm)
- NARC – Archive format used in Nintendo DS games.
- OER – AU OER Tool, Open Educational Resource editor
- PA – Used to assign sound effects to materials in KCL files (.pa)
- PIF – Used to run MS-DOS programs under Windows
- POR – So called "portable" SPSS files, readable by PSPP

- PXZ – Compressed file to exchange media elements with PSALMO
- RISE – File containing RISE generated information model evolution
- TOPC – TopicCrunch SEO Project file holding keywords, domain and search engine settings (ASCII);
- TOS – Character file from The Only Sheet
- XLF – Utah State University Extensible LADAR Format
- XMC – Assisted contact lists format, based on XML and used in kindergartens and schools
- ZED – My Heritage Family Tree
- Zone file – a text file containing a DNS zone

Cursors

- ANI – Animated cursor
- CUR – Cursor file
- Smes – Hawk's Dock configuration file

Generalized files

General data formats

These file formats are fairly well defined by long-term use or a general standard, but the content of each file is often highly specific to particular software or has been extended by further standards for specific uses.

Text-based

- CSV – comma-separated values
- HTML – hyper text markup language
- CSS – cascading style sheets
- INI – a configuration text file whose format is substantially similar between applications
- JSON – JavaScript Object Notation is an openly used data format now used by many languages, not just JavaScript
- TSV – tab-separated values
- XML – an open data format
- YAML – an open data format
- ReStructuredText – an open text format for technical documents used mainly in the Python programming language
- Markdown (.md) – an open lightweight markup language to create simple but rich text, often used to format README files
- AsciiDoc – an open human-readable markup document format semantically equivalent to DocBook

Generic file extensions

These are filename extensions and broad types reused frequently with differing formats or no specific format by different programs.

Binary files

- Bak file (.bak, .bk) – various backup formats: some just copies of data files, some in application-specific data backup formats, some formats for general file backup programs
- BIN – binary data, often memory dumps of executable code or data to be re-used by the same software that originated it
- DAT – data file, usually binary data proprietary to the program that created it
- DSK – file representations of various disk storage images
- RAW – raw (unprocessed) data

Text files

- configuration file (.cnf, .conf, .cfg) – substantially software-specific
- logfiles (.log) – usually text, but sometimes binary
- plain text (.asc or .txt) – human-readable plain text, usually no more specific

Partial files

Differences and patches

- diff – text file differences created by the program diff and applied as updates by patch

Incomplete transfers

- !UT (!ut) – partly complete uTorrent download
- CRDOWNLOAD (.crdownload) – partly complete Google Chrome download
- OPDOWNLOAD (.opdownload) – partly complete Opera download
- PART (.part) – partly complete Mozilla Firefox or Transmission download
- PARTIAL (.partial) – partly complete Internet Explorer or Microsoft Edge download

Temporary files

- Temporary file (.temp, .tmp, various others) – sometimes in a specific format, but often just raw data in the middle of processing
 - Pseudo-pipeline file – used to simulate a software pipe

See also

- List of filename extensions
- MIME#Content-Type, a standard for referring to file formats
- List of motion and gesture file formats
- List of file signatures, or "magic numbers"

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External links

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