PopPak Password Edition (PopPakPWE)

The new PopPak now allows for PAK files to be encrypted using a string instead of '0x7F'. The encryption is still XOR based (fastest decryption), but instead of using the same HEX value of '0x7F', the PAK Interface will now cycle through the password string using each character as the XOR key.

The header on a PAK Lib is standard, with the first 8 bytes being 0xBAC04AC000000000 where 0xBAC04AC0 is the 4 byte 'magic word' and 0x00000000 is the file version. Because these values are known, the first 8 characters of the password can be broken quite easily. This means that passwords for PAK files have to be longer than 8 characters to be secure and that they shouldn't be easily guessable from the first 8 letters.

The new PAK utility also supports unpaking (including the ability to unpak standard PAK files).

Usage: PopPak [/U] [/P] [/K "The Password in Quotes"] <FileName> <DirPath>
 /U   Unpacks pak file to DirPath
 /P   Creates pak file from files in DirPath
 /K   Changes the Default Encryption Password

The '/K' Key can also be a single hexadecimal byte (for instance 0x7F). This is very useful for unpaking PopCap games:

```
PopPakPWE /U /K 0x7F main.pak _unpakdir
```


PakInterface

To use the new Password feature, you need to change the default password in the PakInterface and create a batch file with the new password on the command line.

In your GameApp Ctor:

```
GetPakPtr()->mDecryptPassword = "MyNewPassword";
```

In the batch file:

```
PopPakPWE /P /K "MyNewPassword" main.pak "contentdir"
```