TR1 FILE FORMAT ARE	AS			
Description		Bytes	Multiplier	Loops & Offsets
version	u	4]]
num Texture Pages	u	4		1
8bit Texture Pages	u	65536	num Texture Pages	1
unused	u	4	riaini i oxtano i algoo	1
num Rooms	u	2		1
Position	S	16		∢ -
Geometry size	u		2	 _ ;]
num Vertices	u	2		· !
Vertices	S		num Vertices	i
num Quads	u	2		
Quads	u	10	num Quads	1 ! !
num Tris	u	2		
Tris	u	8	num Tris	
num Sprites	u	2		
Sprites	S		num Sprites	!
num Portals	u	2	•	
Portals	s	32	num Portals	!
num Z sectors	u	2		
num X sectors	u	2		
Sector Data	s	8	num Z * num X	
Intensity 1	s	2		i
num Lights	u	2		1 :1
Lights	S	18	num Lights]
num Static Meshes	u	2		!
Static Meshes	u	18	num Static Meshes]
alternate Room	s	2		!
flags	u	2		num Rooms
num Floor Data	u	4		
Floor Data	u	2	num Floor Data]
Mesh Data size	u	4	2	
Mesh Center	S	6		∢
unknown	u	4		<u> </u>
num Vertices	u	2		
Vertices	s	6	num Vertices	<u> </u>
num Normals	S	2		
Normals	S		num Normals	<u> </u>
num txtured Quads	S	2		
textured Quads	u	10	num txtured Quads	<u> </u>
num txtured Tris	S	2		
textured Tris	u		num txtured Tris	
num coloured Quads	S	2		
coloured Quads	u	10	num coloured Quads	
num coloured Tris	S	2		num Mesh
coloured Tris	u	8	num coloured Tris	Data Pointers
num Mesh Data Pointers	u	4		_
Mesh Data Pointers	u	4	num Mesh Data Pointers	j

num Animations	u	4	
Animations	u	32	num Animations
num State Changes	u	4	
State Changes	u	6	num State Changes
num Anim Dispatches	u	4	
Anim Dispatches	s	8	num Anim Dispatches
num Anim Commands	u	4	·
Anim Commands	s	2	num Anim Commands
num Mesh Trees	u	4	
Mesh Trees	s	4	num Mesh Trees
num Frames	u	4	
Frames	u	2	num Frames
num Moveables	u	4	
Moveables	u	18	num Moveables
num Static Meshes	u	4	
Static Meshes	s	32	num Static Meshes
num Object Textures	u	4	
Object Textures	s	20	num Object Textures
num Sprite Textures	u	4	•
Sprite Textures	s	16	num Sprite Textures
num Sprite Sequences	u	4	•
Sprite Sequences	s	8	num Sprite Sequences
num Cameras	u	4	·
Cameras	s	16	num Cameras
num Sound Sources	u	4	
Sound Sources	s	16	num Sound Sources
num Boxes	u	4	
Boxes	s	20	num Boxes
num Overlaps	u	4	
Overlaps	s	2	num Overlaps
Zones	s		num Boxes
numAnimTxtrsDataWords	u	4	
Animated Textures	s	2	numAnimTxtrsDataWords
num Items	u	4	
Items	S		num Items
Light Map	u	8192	
8bit Palette	u	768	
num Cinematic Frames	u	2	
Cinematic Frames	s	16	num Cinematic Frames
Demo Data Size	u	2	
Demo Data	u	1	Demo Data Size
Sound Map	S	512	
num Sound Details	u	4	
Sound Details	s	8	num Sound Details
num Samples	u	4	
Samples (WAVE format)	s	1	num Samples
num Sample Indices	u	4	
Sample Indices	u	4	num Sample Indices

TR2 FILE FORMAT AREA	1S			
Description Description		Bytes	Multiplier	Loops & Offsets
		T.	Manaphor	Loope & Onocio
version	u	4		
8bit Palette	u	768		
16bit Palette	u	1024		
num Texture Tiles	u	4		
8bit Texture Tiles	u		num Texture Tiles	
16bit Texture Tiles	u		num Texture Tiles	
unused	u	4		
num Rooms	u	2		4
Position	S 	16		
Geometry size	u	4		
num Vertices	u	2		
Vertices	S		num Vertices	1 1
num Quads	u	2		
Quads	u		num Quads	
num Tris	u	2	T 2.	
Tris	u		num Tris	
num Sprites	u	2		
Sprites	S		num Sprites	
num Portals	u	2		
Portals	s		num Portals	
num Z sectors	u	2		
num X sectors	u	2		
Sector Data	S		num Z * num X	i I
Intensity 1	s	2		
Intensity 2	s	2		
light Mode	s	2		
num Lights	u	2		
Lights	s		num Lights	i I
num Static Meshes	u	2		
Static Meshes	u		num Static Meshes	
alternate Room	s	2		
flags	u	2		num Rooms
num Floor Data	u	4		
Floor Data	u		num Floor Data	
Mesh Data size	u		2	
Mesh Center	s	6		4
unknown	u	4		
num Vertices	u	2		
Vertices	s		num Vertices	
num Normals	s	2		
Normals	s		num Normals	
num txtured Quads	s	2		
textured Quads	u		num txtured Quads	
num txtured Tris	s	2		
textured Tris	u		num txtured Tris	
num coloured Quads	s	2		
coloured Quads	u		num coloured Quads	
num coloured Tris	s	2		num Mesh
coloured Tris	u	8	num coloured Tris	Data Pointers
num Mesh Data Pointers	u	4		_
Mesh Data Pointers	u	4	num Mesh Data Pointers	j

num Animations	u	4	
Animations	u	32	num Animations
num State Changes	u	4	
State Changes	u	6	num State Changes
num Anim Dispatches	u	4	
Anim Dispatches	s	8	num Anim Dispatches
num Anim Commands	u	4	
Anim Commands	S	2	num Anim Commands
num Mesh Trees	u	4	
Mesh Trees	S	4	num Mesh Trees
num Frames	u	4	
Frames	u	2	num Frames
num Moveables	u	4	
Moveables	u	18	num Moveables
num Static Meshes	u	4	
Static Meshes	S	32	num Static Meshes
num Object Textures	u	4	
Object Textures	S	20	num Object Textures
num Sprite Textures	u	4	
Sprite Textures	S	16	num Sprite Textures
num Sprite Sequences	u	4	·
Sprite Sequences	S	8	num Sprite Sequences
num Cameras	u	4	
Cameras	s	16	num Cameras
num Sound Sources	u	4	
Sound Sources	S	16	num Sound Sources
num Boxes	u	4	
Boxes	S	8	num Boxes
num Overlaps	u	4	
Overlaps	S	2	num Overlaps
Zones	S	20	num Boxes
numAnimTxtrsDataWords	u	4	
Animated Textures	S	2	numAnimTxtrsDataWords
num Items	u	4	
Items	S	24	num Items
Light Map	u	8192	
num Cinematic Frames	u	2	
Cinematic Frames	S	16	num Cinematic Frames
Demo Data Size	u	2	
Demo Data	u	1	Demo Data Size
Sound Map	S	740	
num Sound Details	u	4	
Sound Details	S	8	num Sound Details
num Sample Indices	u	4	
Sample Indices	u	4	num Sample Indices

Sound Samples (WAVE format) are located in another file: MAIN.SFX

TR3 FILE FORMAT AREA	AS			
Description	Ť	Bytes	Multiplier	Loops & Offsets
				1
version 8bit Palette	u	768		4
	u 	1024		-
16bit Palette num Texture Tiles	u 			ł
	u	65500		
8bit Texture Tiles 16bit Texture Tiles	u 		num Texture Tiles num Texture Tiles	
	u			
unused	u	4		
num Rooms	u	2		4
Position	S	16		
Geometry size	u		2	
num Vertices	u	2		
Vertices	S		num Vertices	. !
num Quads	u	2		
Quads	u		num Quads	i
num Tris	u	2		
Tris	u		num Tris	
num Sprites	u	2		
Sprites	S		num Sprites	1
num Portals	u	2		—
Portals	s	32	num Portals	i I
num Z sectors	u	2		
num X sectors	u	2]
Sector Data	S	8	num Z * num X	1
Intensity 1	S	2		1
Intensity 2	s	2		i
num Lights	u	2		
Lights	s	24	num Lights	1
num Static Meshes	u	2		į
Static Meshes	u	20	num Static Meshes	!
alternate Room	s	2		1 :1
flags	u	2		1
Room Light Colour	u	3		num Rooms
num Floor Data	u	4		
Floor Data	u		num Floor Data	
Mesh Data size	u		2	
Mesh Center	s	6		4
unknown	u	4		-
num Vertices	u	2		
Vertices	s		num Vertices	i i
num Normals	s	2		
Normals	s	_	num Normals	
num txtured Quads	s	2		;
textured Quads	u		num txtured Quads	
num txtured Tris	s	2	Uttaroa Quado	i i
textured Tris	u		num txtured Tris	
num coloured Quads	s	2		
coloured Quads	u u		num coloured Quads	i
num coloured Tris	u S	2	nam oolourou guaus	num Mesh
coloured Tris	s u		num coloured Tris	Data Pointers
num Mesh Data Pointers		4		Data Fullters
Mesh Data Pointers	u	-	num Mesh Data Pointers	
INICOLI DALA FULLILEIS	u	4	num wesh Data Pomiers	j

num Animations	u	4	
Animations	u	32	num Animations
num State Changes	u	4	
State Changes	u	6	num State Changes
num Anim Dispatches	u	4	
Anim Dispatches	s	8	num Anim Dispatches
num Anim Commands	u	4	
Anim Commands	S	2	num Anim Commands
num Mesh Trees	u	4	
Mesh Trees	s	4	num Mesh Trees
num Frames	u	4	
Frames	u	2	num Frames
num Moveables	u	4	
Moveables	u	18	num Moveables
num Static Meshes	u	4	
Static Meshes	S	32	num Static Meshes
num Sprite Textures	u	4	
Sprite Textures	S	16	num Sprite Textures
num Sprite Sequences	u	4	
Sprite Sequences	S	8	num Sprite Sequences
num Cameras	u	4	
Cameras	S	16	num Cameras
num Sound Sources	u	4	
Sound Sources	s	16	num Sound Sources
num Boxes	u	4	
Boxes	S	8	num Boxes
num Overlaps	u	4	
Overlaps	s	2	num Overlaps
Zones	S	20	num Boxes
numAnimTxtrsDataWords	u	4	
Animated Textures	S	2	numAnimTxtrsDataWords
num Object Textures	u	4	
Object Textures	S	20	num Object Textures
num Items	u	4	
Items	S	24	num Items
Light Map	u	8192	
num Cinematic Frames	u	2	
Cinematic Frames	S	16	num Cinematic Frames
Demo Data Size	u	2	
Demo Data	u	1	Demo Data Size
Sound Map	S	740	
num Sound Details	u	4	
Sound Details	S	8	num Sound Details
num Sample Indices	u	4	
Sample Indices	u	4	num Sample Indices

Sound Samples (WAVE format) are located in another file: MAIN.SFX

TR4 FILE FORMAT AREAS							
Description		Bytes	Multiplier	Loops & Offsets			
version	u	4					
num Room Txtr Tiles	u	2					
num Object Txtr Tiles	u	2					
num Bump Txtr Tiles	u	2					
Texture 1 uncomp size	u	4					
Texture 1 comp size	u	4					
Texture 1	u	1	comp size (ZLIB)				
Texture 2 uncomp size	u	4					
Texture 2 comp size	u	4					
Texture 2	u	1	comp size (ZLIB)				
Texture 3 uncomp size	u	4					
Texture 3 comp size	u	4					
Texture 3	u	1	comp size (ZLIB)				
Geometry uncomp size	u	4					
Geometry comp size	u	4					
Geometry	u	1	comp size (ZLIB)	」 」			
num Sounds	u	4		—			
Sound uncomp size	u	4		∢ ,			
Sound comp size	u	4					
Sound (WAVE)	s	1	comp size (ADPCM)	num Sounds			

GEOMETRY BLOCK - EXPANDED							
Description		Bytes	Multiplier	Loops & Pointers			
unused	u	4		\neg			
num Rooms	u	2					
Position	S	16		∢ i			
Geometry size	u	4 2	2				
num Vertices	u						
Vertices	s	12	num Vertices				
num Quads	u	2					
Quads	u	10	num Quads				
num Tris	u	2		į			
Tris	u		num Tris				
num Sprites	u	2					
Sprites	s		num Sprites				
num Portals	u	2		←			
Portals	s	32	num Portals				
num Z sectors	u	2					
num X sectors	u	2		i			
Sector Data	s	8	num Z * num X				
Ambient Intensity 1	s	2					
Ambient Intensity 2	s	2		-			
num Lights	u	2					
Lights	s	46	num Lights				
num Static Meshes	u	2					
Static Meshes	u	20	num Static Meshes				
alternate Room	s	2					
flags	u	2					
Room Light Colour	u	3		num Rooms			

In Flace Data	I	I 4		—	
num Floor Data	<u>u</u>	4	num Floor Doto		
Floor Data	u		num Floor Data	-	
Mesh Data size	u		2		
Mesh Center	S	6			
unknown	u	4		-	
num Vertices	u	2	A A A A A A A A A A A A A A A A A A A	-	į
Vertices	S		num Vertices	-	-
num Normals	S	2	Nieronale	-	
Normals	S		num Normals	_	İ
num txtured Quads	S	2		_	!
textured Quads	u		num txtured Quads	_	
num txtured Tris	S	2			Mesh
textured Tris	u		num txtured Tris	Data	Pointers
num Mesh Data Pointers	u	4		_	J
Mesh Data Pointers	u		num Mesh Data Pointers	-	
num Animations	u	4			
Animations	u		num Animations	-	
num State Changes	u	4	0	-	
State Changes	u		num State Changes		
num Anim Dispatches	u	4			
Anim Dispatches	S		num Anim Dispatches		
num Anim Commands	u	4		_	
Anim Commands	S		num Anim Commands		
num Mesh Trees	u	4		_	
Mesh Trees	S		num Mesh Trees		
num Frames	u	4			
Frames	u		num Frames		
num Moveables	u	4			
Moveables	u		num Moveables		
num Static Meshes	u	4			
Static Meshes	S		num Static Meshes		
"SPR" landmark	u	3			
num Sprite Textures	u	4			
Sprite Textures	S		num Sprite Textures		
num Sprite Sequences	u	4			
Sprite Sequences	S		num Sprite Sequences		
num Cameras	u	4	_		
Cameras	S	16	num Cameras		
num FlyBy Cameras	u	4			
FlyBy Cameras	S		num FlyBy Cameras		
num Sound Sources	u	4		1	
Sound Sources	S		num Sound Sources	1	
num Boxes	u	4		1	
Boxes	S		num Boxes	1	
num Overlaps	u	4		1	
Overlaps	S		num Overlaps	1	
Zones	s		num Boxes	1	
numAnimTxtrsDataWords	u	4		1	
Animated Textures	S		numAnimTxtrsDataWords		
num UVRanges	s	1		1	
"TEX" landmark	u	3		1	
num Object Textures	u	4			
Object Textures	s		num Object Textures		
num Items	u	4]	

Items	s	24	num Items	
num Al Data	u	4		
Al Data	s	24	num Al Data	
Demo Data Size	u	2		
Demo Data	u	1	Demo Data Size	
Sound Map	S	740		
num Sound Details	u	4		
Sound Details	s	8	num Sound Details	
num Sample Indices	u	4		
Sample Indices	u	4	num Sample Indices	

TR5 FILE FORMAT ARE	AS			
Description		Bytes	Multiplier	Loops & Offsets
ersion	u	4		ī
um Room Txtr Tiles	u U	2		1
um Object Txtr Tiles	u	2		1
um Bump Txtr Tiles	u U	2		1
exture 1 uncomp size		4		1
exture 1 comp size	u 	4		1
exture 1 comp size	u u	1	comp size (ZLIB)	
exture 2 uncomp size	<u> </u>		Comp size (ZEIB)	-
exture 2 comp size	u u	4		1
exture 2 comp size	u u	1	comp size (ZLIB)	
exture 3 uncomp size	_	4	Comp size (ZEIB)	
•	u	4		1
exture 3 comp size exture 3	u u	4	comp size (7LIB)	
	_	20	comp size (ZLIB)	
Separator	u	32 4		1
Geometry uncomp size	u	4	for about the control of the control	1
Seometry uncomp size nused	u u	4	{actually not compressed }	-
	_			-
um Rooms XELA" landmark	u	4		4
	u 	4		
coom Data Size	u	4		
	u	4		1 : :
ffset to num Portals	u	4		1 1
ffset to Sector Data	u	4		
DCDCDCD / 00000000	u	4		1 :
ffset to Room Layer	u	4	r	1 1
Position	S	4		1 : :
eparator	u	4		1 1
position	S	4		1
' Bottom	S	4		1 : 1
⁷ Top	S 	4		
um Z Sectors	u 	2	111	
um X Sectors	u	4		
Room Light Colour	u	2		1
um Room Lights um Room Static Mesh	u	2		
um Room Static Wesh	u	2		
nknownR2	u u	2	+ + +	
F7F0000	u u	4	111	1
F7F0000	u u	4		
DCD	u u	8	111	1 : :
FFF	u u	6		1 : :
lag (water,wind)	1	2	1 1	1
nknownR5	u	2	111	1
eparator	u u	10		
CDCDCDCD	1	4		1 : :
nknownR6	u	4		1 : 1
(Position	u f	4		
	H			1
Separator	u f	4	111	
CDCD	ı —	4 16	111	1
DCD	u	10		

-	_	•	111	
Separator	u	4		
CDCDCDCD	u	4		
num Tris	u	4		
num Quads	u	4		
Separator	u	4	1 1	
size of Light Data	u	4		num Lights * 88
num Room Lights	u	4		
unknownR7	u	4		
unknownR8	u	4		
unknown (lyBottom?)	s	4		
num Layers	u	4		
Layer offset	u	4		
Vertices offset	u	4	<u> </u>	
Polygon offset	u	4	P	
Polygon offset2	u	4	ķ <u> </u>	
size of Vertices Data	u	4		num Vertices * 28
CDCD	u	16	{ S = 216 } offsets start here	
Room Lights Data	u		size of Light Data	
Room Sector Data	S	8	num Z * num X	
num Portals	u	2		
Portal Data	s	32	num Portals	
CDCD	u	2		
Static Meshes	u	20	num Static Meshes	
Room Layer Data	s	56	num Layers	
Room Polygons (Q+T)	s		num Quads + num Tris	
Room Vertices Data	s		size of Vertices Data	4
CDCD	u	8		num Rooms ◀
num Floor Data	u	4		
Floor Data	u	2	num Floor Data	
Mesh Data size	u		2	<u> </u>
Mesh Center	s	6		4
unknown	u	4		
num Vertices	u	2		
Vertices	s	6	num Vertices	
num Normals	s	2		
Normals	s	6	num Normals	
num txtured Quads	s	2		
textured Quads	u	12	num txtured Quads	
num txtured Tris	s	2		num Mesh
textured Tris	u	10	num txtured Tris	Data Pointers
num Mesh Data Pointers	u	4		
Mesh Data Pointers	u	4	num Mesh Data Pointers	
num Animations	u	4		
Animations	u	40	num Animations	
num State Changes	u	4		
State Changes	u	6	num State Changes	
num Anim Dispatches	u	4	The state sharings	
Anim Dispatches	s S		num Anim Dispatches	
num Anim Commands	u u	4		
Anim Commands	u S		num Anim Commands	
num Mesh Trees	u u	4		
Mesh Trees	u S		num Mesh Trees	
num Frames	ง น	4		
Frames	u U	-	num Frames	
i idilios	u		nam i rames	ı

				-
num Moveables	u	4		
Moveables	u	20	num Moveables	
num Static Meshes	u	4		
Static Meshes	S	32	num Static Meshes	
"SPR_" landmark	u	4		
num Sprite Textures	u	4		
Sprite Textures	s	16	num Sprite Textures	
num Sprite Sequences	u	4		
Sprite Sequences	s	8	num Sprite Sequences	
num Cameras	u	4		
Cameras	s	16	num Cameras	
num FlyBy Cameras	u	4		
FlyBy Cameras	S	40	num FlyBy Cameras	
num Sound Sources	u	4		
Sound Sources	S	16	num Sound Sources	
num Boxes	u	4		
Boxes	s	8	num Boxes	
num Overlaps	u	4		
Overlaps	s	2	num Overlaps	
Zones	S	20	num Boxes	
numAnimTxtrsDataWords	u	4		
Animated Textures	S	2	numAnimTxtrsDataWords	
numUVRanges	S	1		
"TEX_" landmark	u	4		
num Object Textures	u	4		
Object Textures	S	40	num Object Textures	
num Items	u	4	-	
Items	S	24	num Items	
num Cinematic Frames	u	4		
Cinematic Frames	s	24	num Cinematic Frames	
Demo Data Size	u	2		
Demo Data	u	1	Demo Data Size	
Sound Map	s	900		
num Sound Details	u	4		
Sound Details	s	8	num Sound Details	
num Sample Indices	u	4		
Sample Indices	u		num Sample Indices	
num Sounds	u	4	,	←
Sound uncomp size	u	4		 ,
Sound comp size	u	4		
		1	comp size (ADPCM)	num Sounds
Sound (WAVE)	s	1	comp size (ADPCM)	num Sounds