GAME EXTRACTOR

Extensible Archive Editor

https://www.watto.org/extract

Overview:

This tutorial will guide you through a basic "Edit a File" scenario, which involves the following general process:

1. Open a game archive
2. Extract a text-based file to your PC
3. Edit the text-based file
4. Import the changes into the game archive
5. Save the edited game archive

The ability to replace files and save archives is only available in Game Extractor (Full Version). For more information on the Full Version, or to make a purchase, visit https://www.watto.org/extract

This tutorial focuses on the editing of a text-based file, however the same process can be applied for other types of files (such as editing images or audio files).

Guided Steps:

1. Open Game Extractor.

2. Click the **Open Archive** button, or choose menu → File → Read Archive → **Open Archive**.

3. The Open Archive SidePanel will be displayed on the right. Double-click on the game archive that you want to open. (In this tutorial, *Scripts.pak* is the archive we're opening)

4. The archive will be opened, and the FileList will be populated in the main Game Extractor window. The FileList shows all the files that are in the game archive.
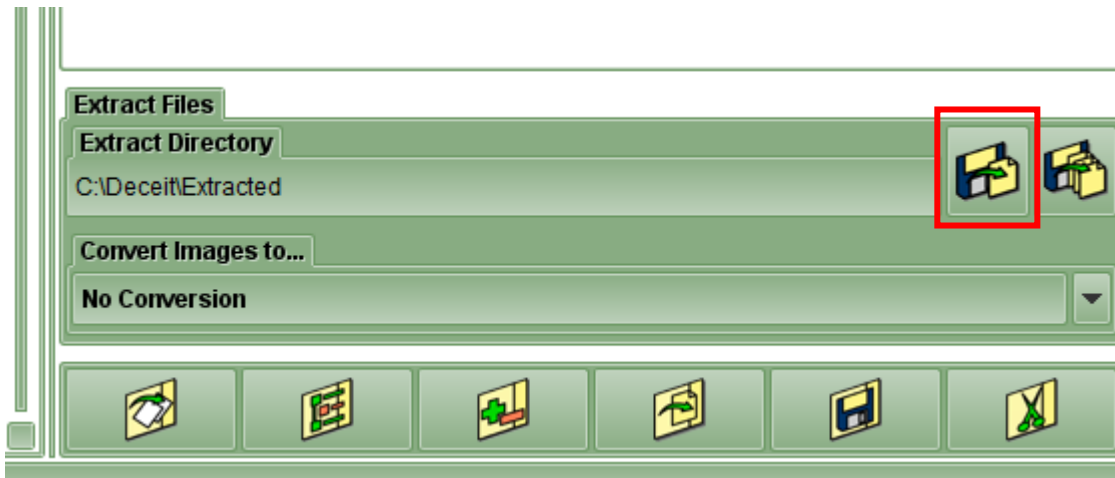
5. Click to select the file that you want to edit. In this tutorial, we are editing a text-based file called *Scripts\entities\Items\XML\Weapons\DeceitKnife.xml*

File Path	Compressed Size	
Scripts/entities/Items/XML/Ammo/ShotgunShellSolid.xml	712	246
Scripts/entities/Items/XML/Ammo/TrackerAmmo.xml	116	182
Scripts/entities/Items/XML/Ammo/TrapAmmo.xml	113	179
Scripts/entities/Items/XML/Weapons/DeceitAntidote.xml	557	1628
Scripts/entities/Items/XML/Weapons/DeceitCamera.xml	781	2437
Scripts/entities/Items/XML/Weapons/DeceitInspectionKit.xml	575	1715
Scripts/entities/Items/XML/Weapons/DeceitKnife.xml	461	1288
Scripts/entities/Items/XML/Weapons/DeceitLethal.xml	557	1616
Scripts/entities/Items/XML/Weapons/DeceitPistol.xml	3091	1646

6. Click the **Extract Files** button, or choose menu → File → Extract → **Extract Selected**

7. The Extract Files SidePanel will be displayed on the right. Choose where you want the files to be extracted, and click the **Extract Selected** button.
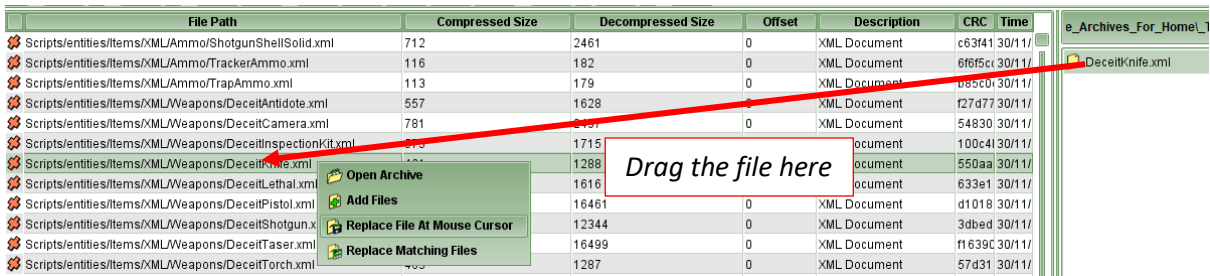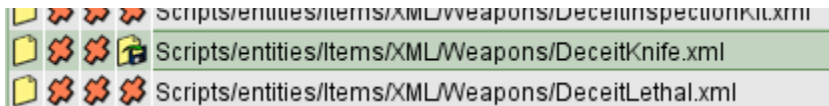
8. The file will be extracted to your PC

Name	Date modified	Type	Size
DeceitKnife.xml	31/12/2020 10:38 AM	XML File	2 KB

9. Using a text editing program on your PC (such as Notepad), open the file and make your changes. Save the file when all the changes have been made.

10. In Game Extractor, find the file in the SidePanel on the right. Click and drag the file from the SidePanel into the FileList, and release the mouse button *over the top of the file you want to replace*.

A menu will appear – choose **Replace File at Mouse Cursor**. In this tutorial, we're just wanting to replace the same file that we originally extracted, so we drag the file over the top of *Scripts\entities\Items\XML\Weapons\DeceitKnife.xml* and then release the mouse button.
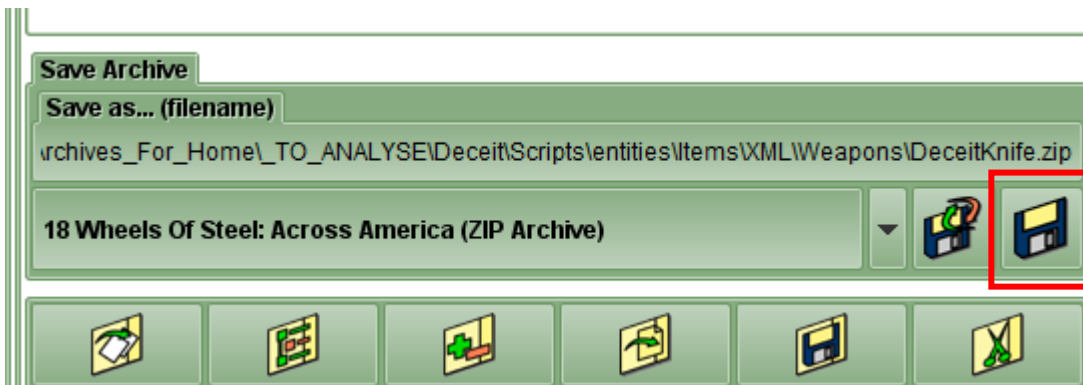

11. The icon in the file list will change to show that the file has been edited. You might also note that some of the other fields have changed, such as the Size or Offset fields.

12. Click the **Save Archive** button, or go to menu → File → Save Archive → **Save Archive**

13. The Save Archive SidePanel will be displayed on the right. Enter the name for the new archive (*DeceitKnife.zip* in this tutorial), and click the **Save** button.

14. The new archive will be saved to your PC, and will contain your edited file in it.

Further Information:

There are many other ways to perform the tasks in this tutorial, such as…

- Extract files by right-clicking them in the FileList and choosing Extract Selected

- Double-clicking a file in the FileList will open a preview of the file in the Preview SidePanel on the right. If it's a text-based file, you can edit the file in the Preview SidePanel, and then save the changes without leaving Game Extractor.

Refer to the **Help** within Game Extractor, or open the *help/index.html* file in your web browser, for further information.