

## GAME EXTRACTOR

Extensible Archive Editor

<https://www.watto.org/extract>

### Overview:

This tutorial will guide you through 2 ways that you can easily edit many files in an archive, without extracting and changing them one-at-a-time. The general process is:

1. Open a game archive
2. Extract all (or many) of the files to your PC
3. Change the files (either by editing them or replacing them with other files)
4. Import the changes back into Game Extractor
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>

### 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, *Soundx.pod* is the archive we're opening)



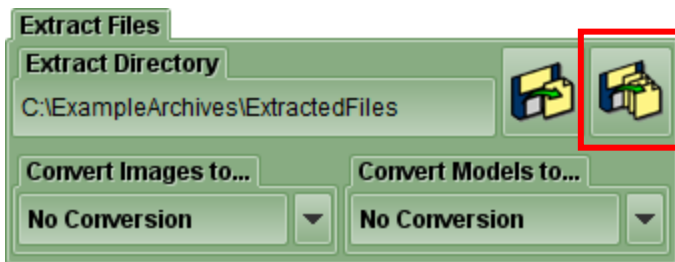
4. The archive will be opened, and the FileList will be populated in the main Game Extractor window. The FileList shows all the files that are in the game archive.

File Path	Compressed Size	Decompressed	Offset	Description
DATA\SOUND003.TXT	1756	1756	6204	Text Document
SOUND\2NDGEAR.WAV	10510	10510	7960	Wave Audio
SOUND\3RDGEAR.WAV	11112	11112	18470	Wave Audio
SOUND\ACCEL3B.KLP	55	55	29582	KLP File
SOUND\ACCEL3B.WAV	18730	18730	29637	Wave Audio
SOUND\AIRHORN.WAV	37372	37372	48367	Wave Audio
SOUND\BALL.WAV	5150	5150	85739	Wave Audio
SOUND\BARN1.WAV	49703	49703	90889	Wave Audio
SOUND\BARRICAD.WAV	8852	8852	140592	Wave Audio

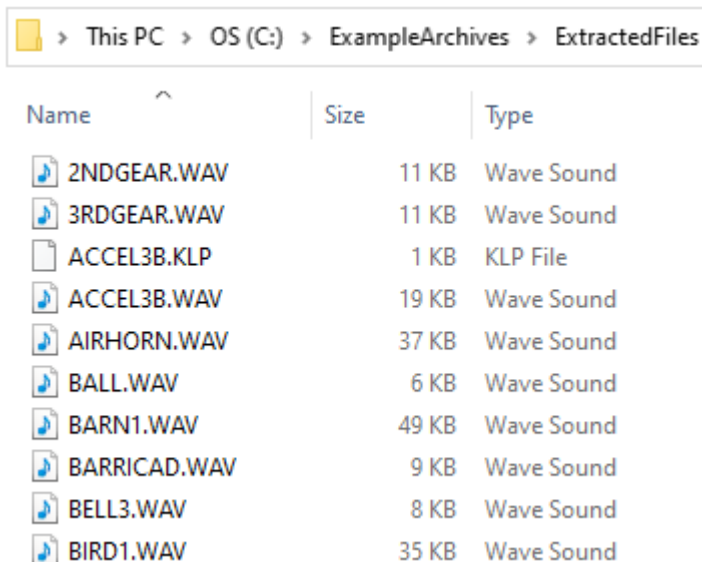
- Click the **Extract Files** button, or choose menu → File → Extract → **Extract All**



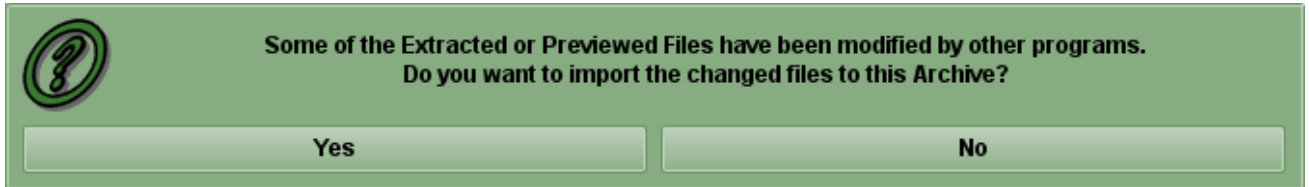
- The Extract Files SidePanel will be displayed on the right. Choose where you want the files to be extracted, and click the **Extract All Files** button. In this tutorial, we're extracting the files to `C:\ExampleArchives\ExtractedFiles`



- All the files will be extracted from the archive into this directory.



8. Change as many of these files as you want. You can edit them using an external program, or replace them with other files – it doesn't really matter, as long as the filenames stay the same. In this tutorial, we're going to replace some of these WAV audio files with other WAV files from our PC.
9. When you've finished making all the changes you want, return to the Game Extractor window. You should get a popup like this...



10. This means that Game Extractor has detected that some of these extracted files have been changed. Click the **Yes** button, because we want to import those changes into the archive. Note that some of the icons have now changed, to show the files that have been edited. (In this tutorial, we edited the files *SOUND\ACCEL3B.WAV*, *SOUND\BARN1.WAV*, and *SOUND\BIRD2.WAV*)

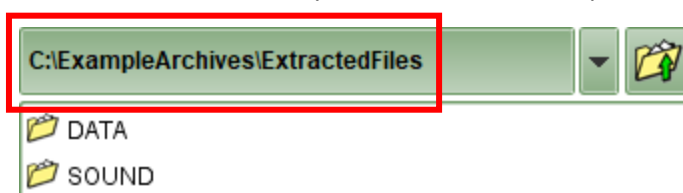
	File Path	Compressed Size	Decompressed	Offset	Description
	DATA\SOUND003.TXT	1756	1756	6204	Text Document
	SOUND\2NDGEAR.WAV	10510	10510	7960	Wave Audio
	SOUND\3RDGEAR.WAV	11112	11112	18470	Wave Audio
	SOUND\ACCEL3B.KLP	55	55	29582	KLP File
	SOUND\ACCEL3B.WAV	38654	38654	0	Wave Audio
	SOUND\AIRHORN.WAV	37372	37372	48367	Wave Audio
	SOUND\BALL.WAV	5150	5150	85739	Wave Audio
	SOUND\BARN1.WAV	65390	65390	0	Wave Audio
	SOUND\BARRICAD.WAV	8852	8852	140592	Wave Audio
	SOUND\BELL3.WAV	8106	8106	149444	Wave Audio
	SOUND\BIRD1.WAV	35288	35288	157550	Wave Audio
	SOUND\BIRD2.WAV	18730	18730	0	Wave Audio
	SOUND\BIRD3.WAV	17282	17282	231492	Wave Audio

11. This will only work if you have kept Game Extractor open while working on the archive. If you haven't, the popup won't appear, but you can still import all the edited files like this...

- a. Click the **Replace Files** button, or choose menu → Manipulate → **Replace Files**



- b. The Replace Files SidePanel will be displayed on the right. Navigate into the directory where you extracted the files in Step 6, so that the directory at the top of the SidePanel shows the directory name. In this tutorial, we extracted the files to *C:\ExampleArchives\ExtractedFiles*, so we want that directory to be shown at the top.



- c. Click the **Replace Matching Files** button at the bottom of the SidePanel



- d. Game Extractor will import all the files in that directory that have the *same filenames* as the files in the archive. Notice that all the files have the icon that indicated that they've been replaced – this is because Game Extractor has imported *all the matching files* from the directory, regardless of whether they were actually edited.

	File Path	Compressed Size	Decompressed	Offset	Description
	DATA\SOUND003.TXT	1756	1756	0	Text Document
	SOUND\2NDGEAR.WAV	10510	10510	0	Wave Audio
	SOUND\3RDGEAR.WAV	11112	11112	0	Wave Audio
	SOUND\ACCEL3B.KLP	55	55	0	KLP File
	SOUND\ACCEL3B.WAV	38654	38654	0	Wave Audio
	SOUND\AIRHORN.WAV	37372	37372	0	Wave Audio
	SOUND\BALL.WAV	5150	5150	0	Wave Audio
	SOUND\BARN1.WAV	65390	65390	0	Wave Audio
	SOUND\BARRICAD.WAV	8852	8852	0	Wave Audio
	SOUND\BELL3.WAV	8106	8106	0	Wave Audio
	SOUND\BIRD1.WAV	35288	35288	0	Wave Audio
	SOUND\BIRD2.WAV	18730	18730	0	Wave Audio
	SOUND\BIRD3.WAV	17282	17282	0	Wave Audio

12. Regardless of the process you used, all the edited files are now known to Game Extractor, so you can save the new archive. 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 (*newArchive.pod* in this tutorial), and click the **Save** button.



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

### Further Information:

There are many other ways to perform the tasks in this tutorial, or other improvements you could make, such as...

- Drag directories or files from the SidePanel into the FileList, and choose **Replace Matching Files** from the popup menu. This will allow you to replace the files from anywhere, as long as the filenames are the same.
- Rather than extracting *all* the files from the archive, in the FileList you could select only the files you want to edit, and choose the **Extract Selected** button instead.

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