# GAME EXTRACTOR

Extensible Archive Editor

https://www.watto.org/extract

## Overview:

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

1.  Open a game archive
2.  Import a file from your PC into the game archive
3.  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 replacing of an audio file, however the same process can be applied for any other type of file (images, text files, etc).

## 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, *SFXPack.pbn* 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.  In the SidePanel on the right, find the new file that you want to use in the archive. In this tutorial, we are going to replace an existing file in the archive with an audio file *NewAudioFile.wav* on our PC.



6.  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 replacing the file *AlphaBark.wav* in the archive, so we drag the *NewAudioFile.wav* from the right and release the mouse button over the *AlphaBark.wav* file on the left.
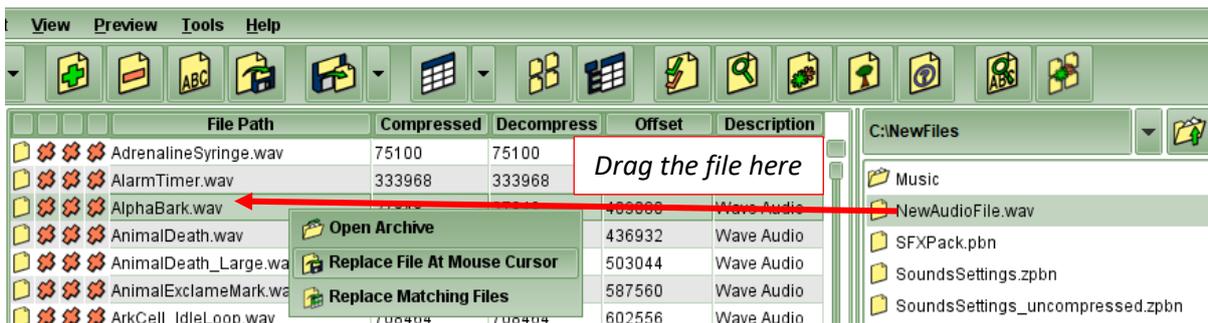


7.  The icon in the file list will change to show that the file has been edited. You might also note that some of the other fields have changed, such as the Size or Offset fields.



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

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



10. The new archive will be saved to your PC, and will contain the changed file in it.

## Further Information:

There are many other ways to perform the tasks in this tutorial.

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