
Subject: Re: What do you know about the .bin format
Posted by [jamiejrg](#) on Wed, 13 Jun 2007 21:41:31 GMT
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The Merovingian wrote on Wed, 13 June 2007 04:28Not all.

Many use .rom and .zip, some n64 ones use .n64 and .z64.

.bin is like .dat. I have a few .dat files around and just because XCC can open always.dat doesn't mean it can open all .dat files.

Unless you know what program made and compiled this file it's very hard to open it and extract the files in working condition.

That's exactly it in a nut shell. So basicly i need to find someone that can reverse engi something up for it.

Btw, i have only seen a few emulators that use bin/cue format, most use iso. The fist one i was dreamcast emu, and the second was a ps1 emu.

edit is there anything i can do to try and find stuff out about the file itself? Like observe through hex edit etc?

also, anyone know of a good free hex editor.. my trial ran out.

Jamie
