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Subject: Re: What do you know about the .bin format

Posted by [Blazer](#) on Thu, 21 Jun 2007 02:03:02 GMT

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Okay let me try another way of explaining it. Let's say you were writing a program and needed to store various chunks of data. Images, sound files, executables, etc. You don't want to use an already existing format like zip or rar, because then people could just open the file and dig through the contents.

So, you create a proprietary storage container, which is a fancy way of saying, "a file whose format you made up". Let's say you decide that the first 512 bytes will contain a list of the file names, along with an address (beginning byte) of the actual file locations. So using this, you can then make a file that is just a bunch of files all concatenated together, and only your program knows how to read the "directory" header and access them.

Crude Example:

```
0000 someimage.jpgFF0039FFsomesound.wavFF0069FF <-"directory"
0039 0101010101010101010101010101010101010101010101010101 <-image data
0069 11111111111110000001111110000011000011110 <-sound data
```

Looking at the example, you should be able to see how a program could be coded so that it read the "directory", which is just the beginning of the bin file, and using the provided pointers, it knows that it can find the data for someimage.jpg at offset 0039, and the data for the soundfile somesound.wav at offset 0069.

Note this is a VERY crude and basic example. In reality you would also need to know where the file ends as well as begins (or have some sort of seperator). Also, most binary formats are not simple as this, as the program could very well have the "directory" hard coded, so the bin file is nothing but a bunch of data, and the program knows which bytes to pull out for whichever file or data it needs.

This should help you see that there is no way you can just go find "an app" that can magically read a proprietary binary file format that the game designers made up.

Your only hope is that someone has already figured out the format, and written an extractor for it (probably not as you would have found it by now), or if you can find someone who has a development version of the psp (they exist), and can essentially debug the game and thus learn the storage format. That's a heck of a long-shot, so I wouldn't get your hopes up.

In short if you cant find an extractor via Google or asking around on news groups and forums, you are out of luck.

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