
Subject: What do you know about the .bin format
Posted by [jamiejrg](#) on Tue, 12 Jun 2007 21:46:51 GMT
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Hey guys, not sure if this thread would belong in the the general chat or mod chat but whatever.

Is there anyone here that knows anything about .bins? I know they are disk images like iso but I need to extract a certian one.

What i'm trying to do.

My goal is to fully translate monster hunter portable for the psp. I'm pretty sure i'm looking for some sort of string file and i'm pretty sure it's contained in the game's munge file. The munge file in question is called DATA.BIN. I have tried all the programs at my disposal but none have been able to extract it. I have used magicISO and WINISO with no avail. The people that i have been talking to tell me that i would have to make myself a game specific extractor.

The Extractor.

For those of you who aren't as well versed in the psp. The storage format is called a UMD disk (universal media disk). I have already extracted the UMD's contense and within said contense is the DATA.BIN. Any ideas where to start with this thing?

Jamie

Subject: Re: What do you know about the .bin format
Posted by [Yrr](#) on Tue, 12 Jun 2007 22:06:28 GMT
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In general .bin files contain any binary data. This could be for example a disk image, data in a game specific format (as I assume it here) or even binary garbage!
What are the first 4 bytes within the .bin file? They could denote a file type.

Subject: Re: What do you know about the .bin format
Posted by [Ryu](#) on Tue, 12 Jun 2007 22:10:12 GMT
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To open a .bin, You need it's .cue file.

You can open them by mounting the image to a drive, Uhh, Demon tools or Alcohol 120% can handle them.

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

Posted by [jamiejrg](#) on Tue, 12 Jun 2007 22:10:37 GMT

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How would I go about finding the first few bytes out? Hex editor?

edit Alex that won't work in this situation. If it was an actual disk image then yes but i'm pretty sure this is just an archive deal.

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

Posted by [Romaner](#) on Tue, 12 Jun 2007 22:46:25 GMT

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if i remember correctly you can take the .bin and the .cue files place them in the same folder then you can open them with poweriso just select them both then click enter...

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

Posted by [Zion](#) on Tue, 12 Jun 2007 23:17:52 GMT

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www.filext.com

Specific: <http://filext.com/file-extension/bin>

A file that contains other files, but is not a folder. Filext lists links to open these types of files although it is mainly used by the program in question, and can only be used by the program in question. All binary files are encoded different ways and unless you know how to decode them there's a very slim chance that you'd open it.

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

Posted by [jamiejrg](#) on Wed, 13 Jun 2007 01:34:44 GMT

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Romaner wrote on Tue, 12 June 2007 17:46 if i remember correctly you can take the .bin and the .cue files place them in the same folder then you can open them with poweriso just select them both then click enter...

There is no cue file involved.

Mero, nice site and thank you, but i'm afraid it doesn't help in the specific area that i need.

Jamie

Subject: Re: What do you know about the .bin format
Posted by [Sn1per74*](#) on Wed, 13 Jun 2007 04:30:20 GMT
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Emulators use those files to play games don't they?

Subject: Re: What do you know about the .bin format
Posted by [Zion](#) on Wed, 13 Jun 2007 09:28:46 GMT
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Not 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.

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.

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.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

Subject: Re: What do you know about the .bin format
Posted by [Blazer](#) on Thu, 14 Jun 2007 00:01:39 GMT
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I can say with a fair amount of certainty that it is not a bin/cue format bin file. It is most probably a proprietary file that contains game code, graphics, sounds etc. The game is coded such that it can access the file. Without having the source to the game, you are pretty much out of luck. If it was on a PC, you could at least do some debugging and whatnot to determine the storage layout. Your best and only hope is to post on some emulator newsgroups, and find someone who has a psp dev environment that would be willing to try to hack it for you.

Subject: Re: What do you know about the .bin format
Posted by [jamiejrg](#) on Thu, 14 Jun 2007 00:17:48 GMT
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Thanks a bunch Blazer. That actually adds a significant amount of clarity to the situation.

edit So, since the psp actually is able to navigate and open resources within the .bin during game play this also means that it should be able to extract the contents as well right? I'm thinking an app that will run on the psp would do the trick?

Thanks again guys,
Jamie

Subject: Re: What do you know about the .bin format
Posted by [ericlaw02](#) on Wed, 20 Jun 2007 19:15:56 GMT
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jamiejrg wrote on Wed, 13 June 2007 05:46 My goal is to fully translate monster hunter portable for the psp. I'm pretty sure i'm looking for some sort of string file and i'm pretty sure it's contained in the game's munge file. The munge file in question is called DATA.BIN. I have tried all the programs at my disposal but none have been able to extract it. I have used magicISO and WINISO with no avail. The people that i have been talking to tell me that i would have to make myself a game specific extractor.

There was an extractor for MHP2 (or MHF2...whatever) IIRC...or you're trying to extract MHP1?

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 01010101010101010101010101010101010101010101010101010101 <-image data  
0069 11111111111111000000011111110000011000011110 <-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 separator). 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.