

BCK File Format

Overview:

This file handles animations of objects in STB files

Header:

0x00 (4 char) - Magicword, J3D1

0x04 (4 char) - Type, bck1

0x08 (uint32) - size of file in bytes

0x0c (uint32) - number of chunks?

0x10 - 0x20 - padding bytes written in values of 0xFF

Subsections:

ANK1 -

0x00 (4 char) - Title, ANK1

0x04 (uint