

# How to unpack Stalker gamedata.db files

## Contents

What is a gamedata file?.....	1
What is necessary.....	1
How to unpack gamedata files.....	1
First Step - How to open the converter.....	2
Second Step – How to unpack the gamedata file.....	6
Bonus – how to get to the game folder.....	6
Explanation of the command line.....	7
What are all these format specific options?.....	8

## What is a gamedata file?

gamedata.db files contain the games files, meaning, these files contain scripts, textures, movies, configuration files, dialogue files, voice files, anything the game uses, is in these files which can be unpacked and repacked.

These can be found in many different extensions and names but with the tool we're using we should be able to unpack most files we find.

## What is necessary

To start please download this tool to start and unpack it using any unpacking software you use:

[https://drive.google.com/file/d/13\\_msqx3I9JJH0gLMpZpKt3c01cFOpQw/view?usp=sharing](https://drive.google.com/file/d/13_msqx3I9JJH0gLMpZpKt3c01cFOpQw/view?usp=sharing)

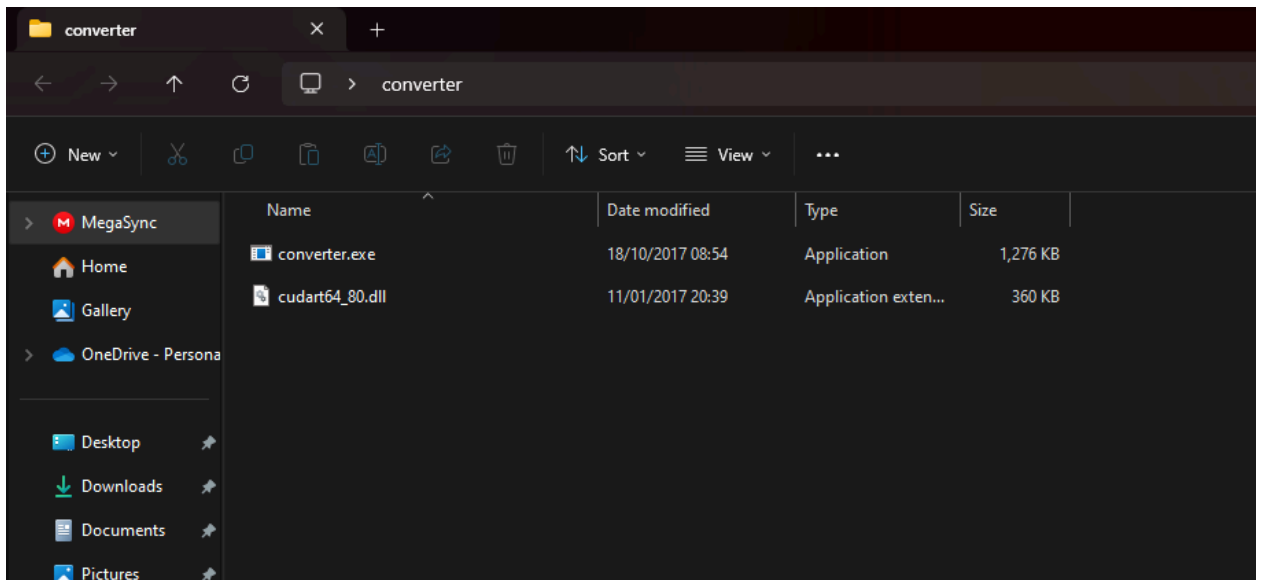
It is important to make sure you leave it in a place without administration necessities.

## How to unpack gamedata files

For this demonstration we will be using a stock Shadow of Chernobyl steam copy.

## First Step - How to open the converter.

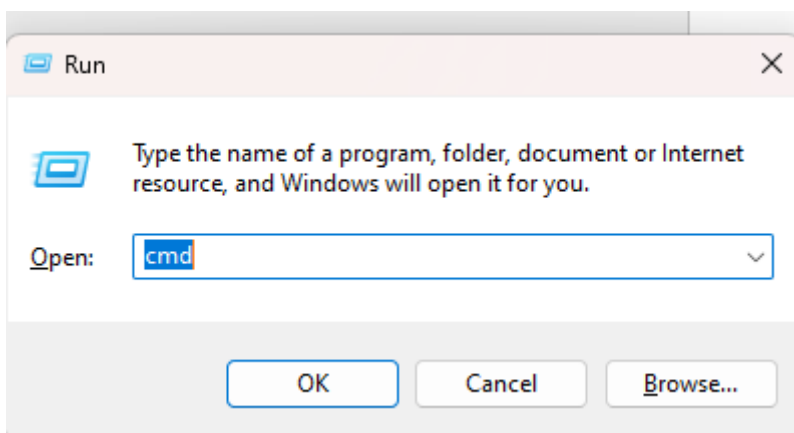
You should have already unpacked the converter and it should look like this



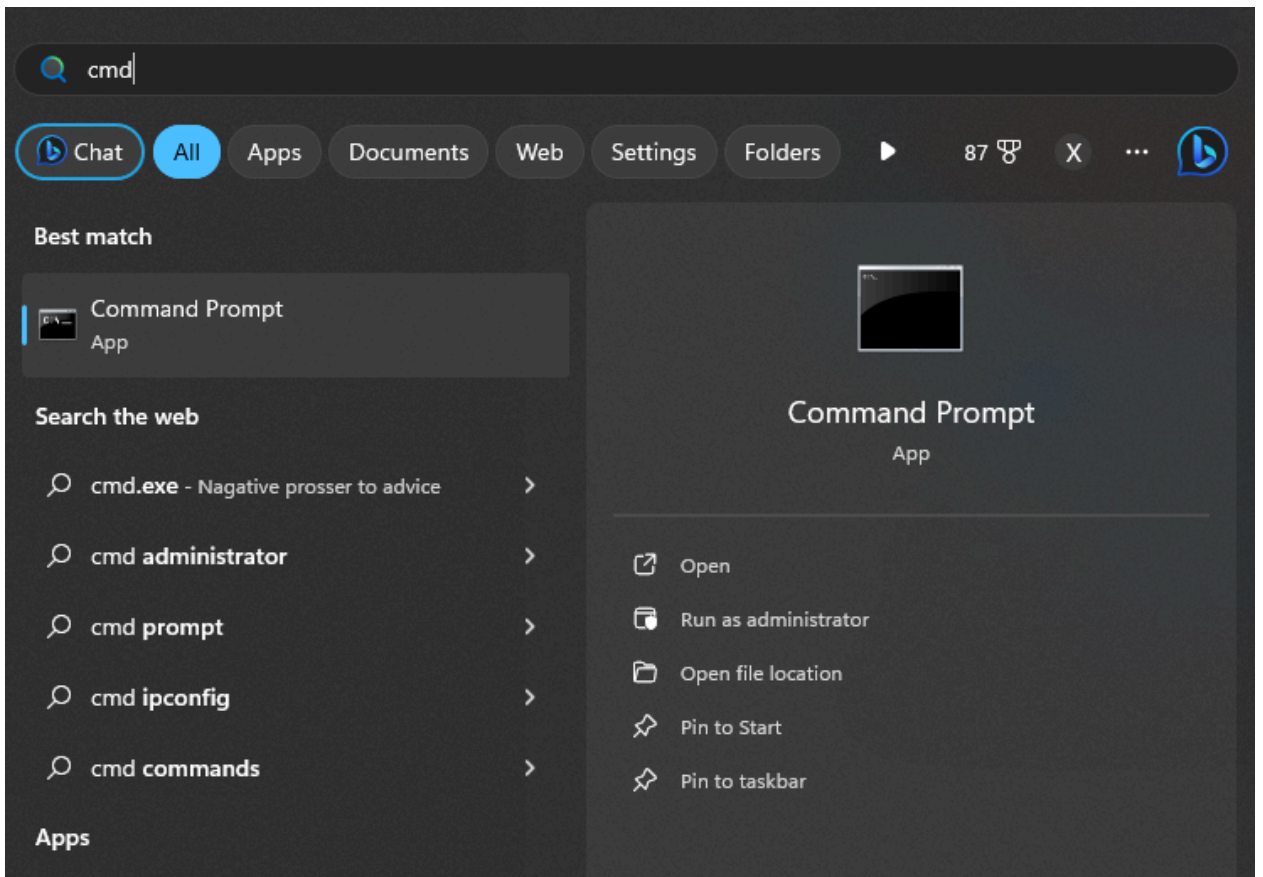
If it doesn't look like this make sure you unpacked the file correctly.

Now open your command prompt terminal (which will be referred to as terminal in this guide)

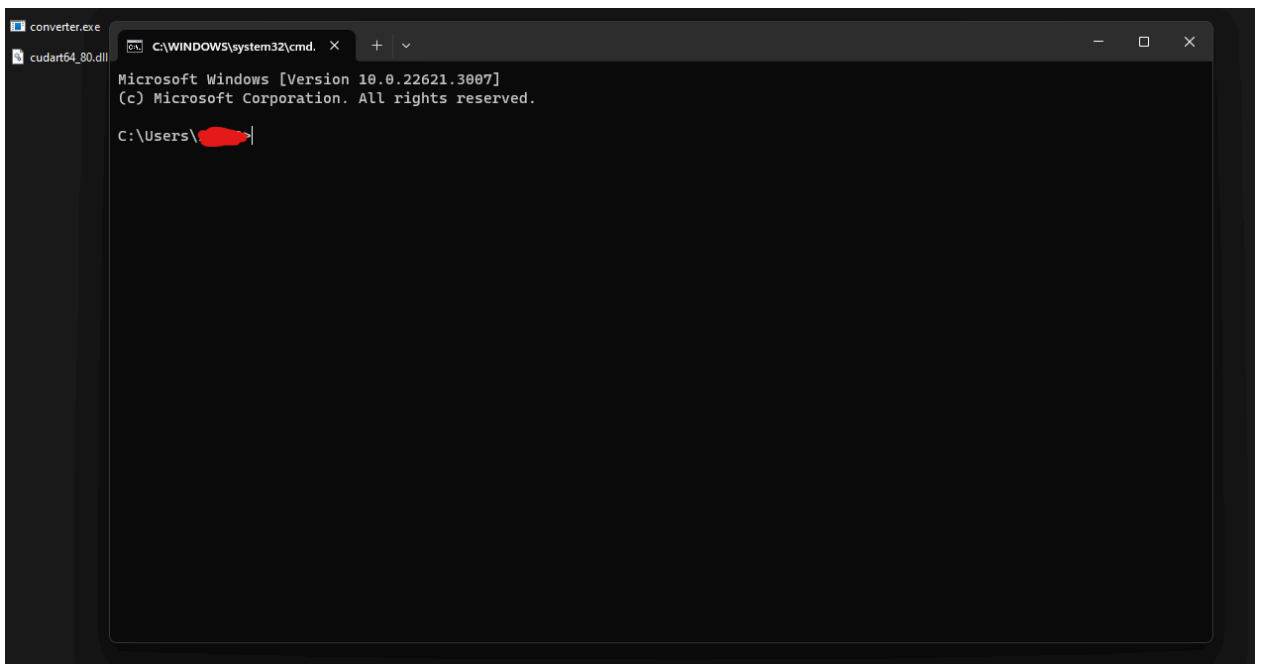
To do this you can do it by holding [windows key + r key] to open a new window, then writing cmd in that window and clicking ok.



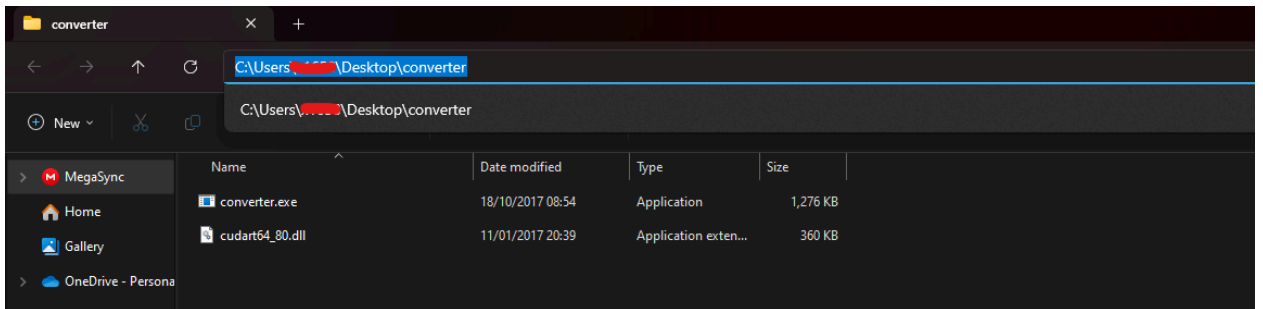
The other way to open the terminal is to open your search tab (which can be done by simply pressing the windows key) and search cmd and clicking to open it.



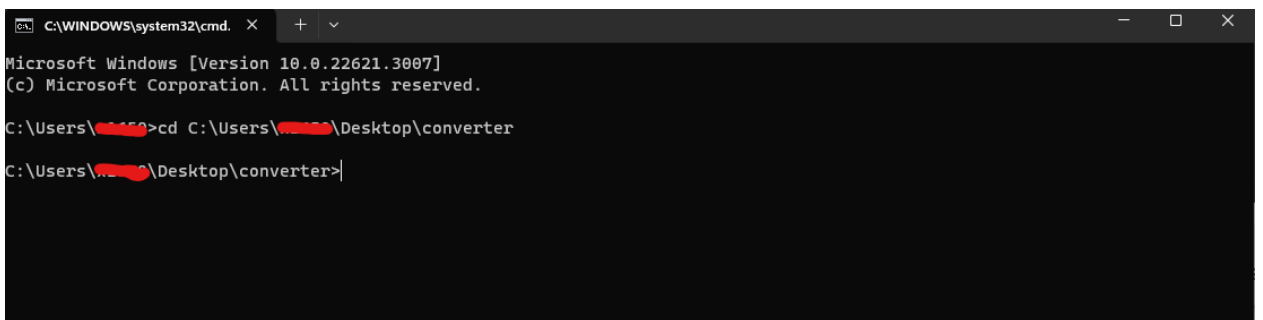
After doing all this you should be looking at something like this (I have blanked out my computers name for privacy):



Notice that in this terminal it is written “C:\Users\{your computers name}>”, this means that any command that you give this terminal will be run from this specific folder, and thus can only access files inside this folder. To make it short, we need to make the terminal to be running inside the unpacker folder, which we can do by the following command “cd {location of the converter folder} “, if you don’t know what the location of the folder is just go back to the converter folder and copy the address bar on top of the files like this



Copy that and go back to the terminal, write cd and paste it in the terminal (to paste text into the terminal you simply need to push the [ctrl + v] buttons or right click), after that just hit enter and it should come up like this:



Now that we are situated inside the converter folder, we can open the converter by merely typing the name of the exe in the terminal.

Notice that after doing this and hitting enter the terminal will show you a bunch of options.

```
C:\WINDOWS\system32\cmd. X + v
C:\Users\██████\Desktop\converter>converter.exe
X-Ray game asset converter (Oct 18 2017)
Vendor: ZENOBIAN mod team
Usage: converter <common-options> <format-specific-options> <input-objects>

Common options:
-ro                perform all the steps but do not write anything on disk
-fs <SPEC>        use this file system specification file (default is fsconverter.ltx)
-out <PATH>        output file name (OGF, OMF, DM, XRDEMO and DB pack)
-dir <PATH>        output folder name (OGF, OMF, DM, XRDEMO and DB unpack)

OGF options:
-ogf              assume OGF format for input file(s)
-object           save as .object file (default)
-skls            save all motions as .skls file
-skl <NAME>      save motion <NAME> as .skl file
-bones           save all bones as .bones file

OMF options:
-omf             assume OMF format for input file(s)
-skls            save as .skls file (default)
-skl <NAME>      save motion <NAME> as .skl file

DM options:
-dm             assume DM format for input file(s)
-object         save as .object file (default)
-info          display shader, texture, min/max scale and flags

Level options:
-level         assume game level format
-mode <MODE>  assume output format according to <MODE>:
  maya        make single object for importing into Maya/3ds Max (default)
  le          split into terrain, merged edge-linked groups, MU models
  le2        split into terrain, raw edge-linked groups, MU models
-terrain      make terrain object only from faces with terrain texture
-with_lods    produce LOD textures for MU models
-fancy <SPEC> scale detail models and fix fences according to <SPEC>

OGG/WAV options:
-ogg2wav      restore *.wav/*.thm in $sounds$ using *.ogg from $game_sounds$

DDS/TGA options:
-dds2tga      restore *.tga in $textures$ using *.dds from $game_textures$
-tga_import   save *.tga in $import$ -with_solid   don't ignore non-transparent textures (for xrLC -gi)
-with_bump    don't ignore bump textures

DB options:
-unpack       unpack game archive (expects list of file names)
-pack         pack game archive (expects folder name)
-11xx        assume 1114/1154 archive format (unpack only)
-2215        assume 2215 archive format (unpack only)
```

[We shall talk about these later](#), but for now we can say you just initialized the converter program!

## Second Step – How to unpack the gamedata file.

Now that the terminal is running commands inside the converter folder, all we need to do is find the location of the gamedata files and copy the address, if you don't know how to do it look at the next step, if you do then we'll get right on it.

For this tutorial I will be showing you how to unpack the files from Shadow of Chernobyl updated to the latest update, which is 1.0006, from Steam, this is important as gamedata files can be configured in diverse ways which we will explain in another chapter further ahead.

With the terminal open we need to input this command "converter.exe -unpack -2947ww "{the location of your game folder + the gamedata file, example in the next image}"

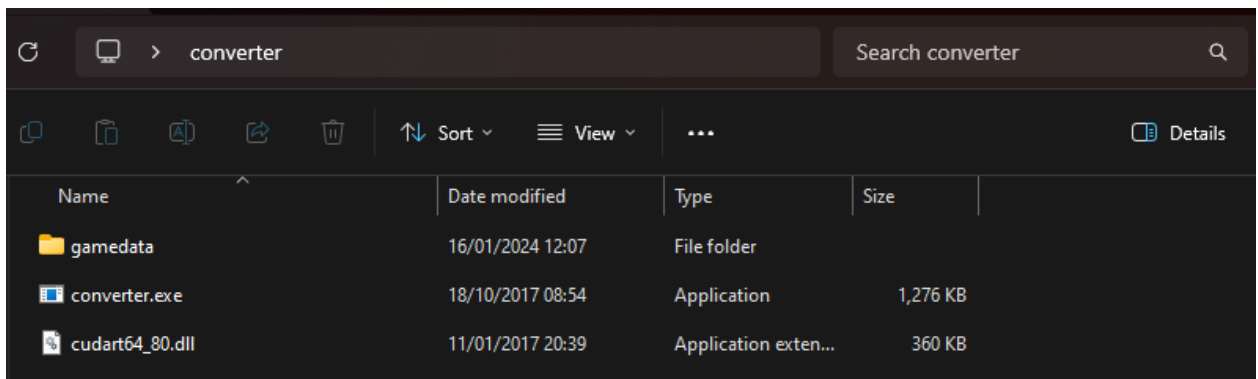
```
C:\Users\████████\Desktop\converter>converter.exe -unpack -2947ww "C:\Program Files (x86)\Steam\steamapps\common\STALKER Shadow of Chernobyl\gamedata.db0"
```

After a few seconds of waiting the program will unpack the file and produce a status message to show it.

```
C:\Users\████████\Desktop\converter>converter.exe -unpack -2947ww "C:\Program Files (x86)\Steam\steamapps\common\STALKER Shadow of Chernobyl\gamedata.db0"
xray_re: log started (console only)
total time: 5.060s

C:\Users\████████\Desktop\converter>
```

If you get a total time that isn't 0.00s then the unpacking was successful, remember that unpacked game files will be deposited in the gamedata folder inside the converter folder.

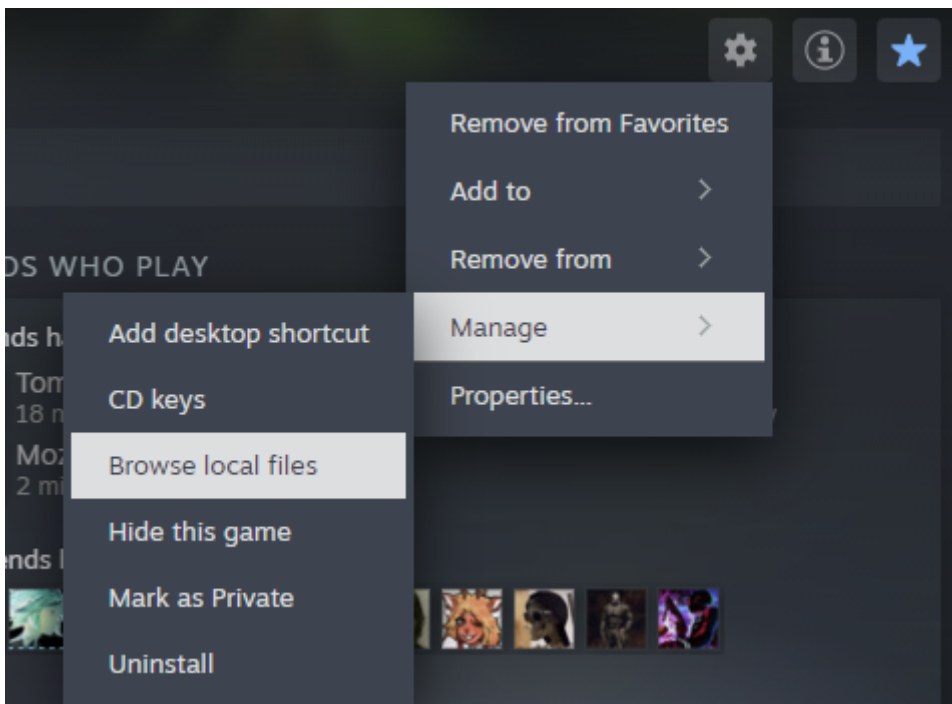


Keep unpacking the gamedata files until you have either unpacked them all or found what you want!

## Bonus – how to get to the game folder.

This is merely a bonus chapter to clear up any misunderstanding, if you're using a standalone game or a GOG copy you can right click the game icon and open the folder that way, but if you're a steam user, things can be a little different.

First open steam and locate the game in your library, right click the title on the sider bar or click the game and click on the cog in the same row as the play button, on the right side, this will take you to a side menu, hover to the manage option and click on the browse local files option.



This will open a new explorer window with the game location already there, for reference, you should be able to see the bin and mods folder here as well as all gamedata files. Copy the folder address and keep it copied for the earlier step.

### Explanation of the command line

This is a more in depth on how the commands for the converter work, we will analyse the simple unpack program and explain step by step what it does and link it back what we'll talk about later. This is our command:

```
converter.exe -unpack -2947ww "{location of gamedata file}"
```

converter.exe = initializes the program

-unpack = tells the program you intend to unpack something

-2947ww = the type of db file that the gamedata file you're unpacking is (more information next chapter)

"{location of gamedata file}" = the location of the gamedata file itself

We do this because of the format of the commands that converter.exe uses which is...

```
converter.exe {common option} {format specific option} <input object>
```

If you notice, it's quite close to what we used, this because -unpack was a common option, -2947ww was a format specific option and "{location of gamedata file}" was a <input object>.

To get an extensive list of commands and what they are please, type converter.exe and you'll get that list.

## What are all these format specific options?

If you have been paying attention you might start to wonder what the -2947ww is referring to here, and what are all these different format specific options, well the answer is quite complicated.

Different builds of the game used different versions of database files (db files which are the gamedata files) this is all dependent on the version of Xray that the game uses. The Stalker games nowadays, vanilla and updated to the newest update, all 3 of them use -2947ww, I can try to help when it comes to experimenting with these...

-2947 = version of the database

-ww = worldwide (denotes that this is the word wide version of the game which steam uses)

-ru = Russian (denotes that this is from the Russian version of the game)

-xdb = assumes a newer format of database file type, example being a game made in OpenXray

If one of these doesn't work, try another one, from personal experience that different database files use different styles of encoding so you will need to experiment with them.

**CAUTION! :** This is not an exhaustive unpacking tool and it will not unpack all database files, it has the ability to unpack most but it not all types of database files, example being True Stalker, for that you may need a script unpacker which is more difficult to install and use, and we will not touch here.

**Thank you for reading if you have any questions please ping or DM me in discord.**

**I am Vasim and am on the official stalker server and on the C-Consciousness server which is a big resource for mod players and mod makers.**

**Here is the C-Consciousness discord server, we are always happy to help people start modding: <https://discord.gg/gyMdq3a>**