

Hallfiry's Warcraft 1 Tools

Hallfiry of BlizzardArchive.com

November 26, 2015

1 The Extractor

By the time I'm writing this, my Warcraft 1 extractor supports all known DOS versions and the Mac shareware version. For the DOS versions, list files with file names are provided that are still slightly flawed. For the MAC shareware version, no such file is provided, but the extractor uses a few heuristics to detect file types. A few of the sound file names haven been faithfully copied from a pack of sound files that was released in 1995. For all other files I've invented suiting names that are no longer than 8+4 characters.

Extraction is as simple as it gets:

```
wc1extractb10.exe data.war
```

Warcarft 1 data files contain a list of files that can contain gaps, so the extractor will tell you the full number of files and the number of files that aren't placeholders. For the DOS versions there are two different such predefined list: The retail list and the prerelease demo list.

2 The Converters

I'm currently providing converters for two file formats: The sprite format and the image format. Sprite sheets can contain multiple frames, each with an x- and y-offset, images only one and with no offset.

The behaviour and size of palettes varies between DOS and Mac versions, aswell as sprite and image format. Therefor the converters behave like this:

```
WC1MacSpr.exe Sprite.spr Low.pal High.pal
WC1MacImg.exe Image.img Low.pal High.pal
Wc1DosSpr.exe Sprite.spr Low.pal High.pal
Wc1DosIMG.exe Image.img Palette.pal
```

The Mac image version probably uses only one palette like the DOS version, however the palette reading process works just fine with twice the same palette for low and high color. The DOS image converter on the other hand can only use one palette (assigning a second one won't cause any harm, though).



The Human barracks of Oct04, DOS Retail and Mac versions