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Introduction

Important: This document is neither supported by the publisher nor the developer of this game.
Use at your own risk!

This document contains information about the file-types used by the game
STAR TREK: ELITE FORCE II, released 2003 by Ritual Entertainment.
The information includes details such as:
  - What the file is used for in the game
  - How it can be modified
  - Where to get the tools

Required Tools

To modify Star Trek: Elite Force II, you need some tools. The list below contains the software which I prefer for modding.

Do NOT use Microsoft Word or Microsoft Wordpad, please use a real text editor like Notepad!

Program-type	Name	Description	Web
Level-Editor	ÜberRadiant	**Used to open *.map and *.prf files** Ritual's ÜberRadiant is the Official World-creation Software for STEF2. ÜberRadiant allows you to build, edit and compile Worlds/Levels for STEF2, a compiled World has the extension .bsp	Effiles.com moddb.com
Text-Editor Text-Editor	Notepad++	**Used to open all text/script files.** The program offers Syntax Highlighting, which is very handy, especially with scripts	notepad-plus.sourceforge.net
Image Viewer	Irfan View	**Used to view TGA and DDS images.** STEF2 uses TGA and DDS images as painting for surfaces. These images are called Textures.	Irfanview.com
Converter	DDS Converter (2.1)	**Used to convert images into 'textures'** Converts images into the formats used as textures.	Effiles.com
Audio-Editor	Audacity	**Used to edit Audiofiles**	http://audacity.sourceforge.net/?lang=en
Archiver	7-Zip	**Used to create and open compressed Archives** We will use it to open and create *.pk3 files	http://www.7-zip.org

File Types

Format	description	Used Open/Edit with
.bsp	**The 3d-World you play on, in the game** It is a compiled map-file, this means it includes all calculations, for example **lighting** and **visual**(what you can see from each location of the map, the rest will not be shown and calculated by your computer)**.** **Will be read by the game-engine**(this is the level loadad when starting/joining a game) **and can be edited with a Hex-Editor**	Game-Engine Hex-Editor
.map	**The 3d-World Source file** This is the raw 3d-World created in Radiant. **Can be read and edited with a Level-Editor or a Text-Editor**(this is your source file, do not lose it!) It's basically a renamed *.txt file.	Level-Editor Text-Editor
.bak	**A Backup file, created by ÜberRadiant each time you change your *.map file.** **Can be read and edited with a Level-Editor or a Text-Editor**(this is a copy of your source file, renamed .map-file)	Text-Editor
.scr	**Level Scripts, adding or controlling (interactive) events** SCR-files are used as Screensaver by Windows. You can change this in Controlpanel->Folder Options, in the Tab file-types. **Can be read and edited with a Text-Editor** (this is Script/Programming code) http://www.ritualistic.com/games/ef2/gdkdocs/content/allclasses_g.html	Game-Scriptmaster Text-Editor
.shader	**Graphic/Texture controll/effect commands files, used to generate different effects on textures.** For example: (reflecting) water, lava, reflections, and surface-animations like waves or scrolling textures to simulate moving water. **Can be read and edited with a Text-Editor**	Game-Engine Text-Editor
.st	**Animation State definition files** Tells the game when to use which animation for the actor, it's AI behavior and AI events. **Can be read and edited with a Text-Editor**	Game-StateManager Text-Editor
.cfg	**Configuration/Settings file** Stores settings for the game client and server, can also contain console scripts to automate commands **Can be read and edited with a Text-Editor**	Game-Engine Text-Editor
.gpf	**Formula definitions** Contains formulas defining the game-play. **Can be read and edited with a Text-Editor**	Game-Engine Text-Editor
.txt	**Text file, in ASCII charset** Contains definitions and settings for: the game, mission-objectives, graphic, sound, precaching, surfaces and more. **Can be read and edited with a Text-Editor**	Game-Engine Text-Editor

Format	description	Used Open/Edit with
.gdb	**Game Data Base file, definies the game** Contains all configurations for the game, like weapons, ammo type, information for special mission items, and more. **Can be read and edited with a Text-Editor**	Game-Engine Text-Editor
.roq	**Video File** Details can be found here on Moddb.com (http://www.moddb.com/tutorials/how-to-create-a-roq-video-file1)	Game-Engine Quake Video Maker
.dds	**Game Texture Image** (Direct Draw Surface-file) A format for game graphics, it combines the properties of JPEG-files (high compression) and TGA-files (transparency). **Can be viewed and edited with Image-Viewer/Graphics Editor.**	Game-Engine Inage-viewer Image-Creator
.tga	**Game Texture Image**(Truevision Advanced Raster Graphics Array) Used in many games, is now outdated. Games use now DDS instead. TGA-Files are able to save information about the alpha-channel, gamma and metadata. **Can be viewed and edited with Image-Viewer/Graphics Editor.**	Game-Engine Picture-viewer Image-Creator
.cam	**Camera path definition** Spawns and defines a path for the cameras used in cinematic sequences. **Can be read and edited with a Text-Editor**	Game-Engine Text-Editor
.kfc	**Cinematic/Camera file** No description available. **Can be read and edited with a Text-Editor**	Game-Engine Max CameraExport plugin
.cin	**Cinematic definition** Contains information about cinematic video sequences, which use the ingame-engine to animate characters and entities. Spawn Cameras and play the cinematic sequence. **Can be read and edited with a Text-Editor**	Game-Engine Text-Editor
.aas	Contains path and information for the bots; where to walk where to find items, etc.	Game-Engine
.mni	**Level Menu definition** Defines the map parameters such as supported game-types and modifiers, bots and recommended players. It also defines the map preview image. **Can be read and edited with a Text-Editor**	Game-Engine Text-Editor Tempest MNI-Editor
.snd	**Sound definition file** Contains information for the sound-manager, concerning where to spawn sounds and music/sound-triggers. Also adjusts the sound effects of a level, like volume, channel, position and audio-file to use. **Can be read and edited with a Text-Editor**	Gamesoundmanager Text-Editor
.pth	**Path file** Generated file, for the Ai(not bots) to find a path.	Game-Engine

Format	description	Used Open/Edit with
.tik	**Model Definition and Setup file** Defines a model and character properties, for example: scaling, size, mass, archetype, AI-Includes, etc. **Can be read and edited with a Text-Editor**	Game-Engine Text-Editor
.skb	**Skeleton Model** (TIKI Model file component) Contains the (visible) Model itself and its Skeleton. The skeleton can be thought of as the bones for the model and it's animations.	Game-Engine Modeling-Programm
.ska	**Skeleton Animation** (TIKI Model file component) Contains the motion and rotation information for each frame for the Model Skeleton (.skb)	Game-Engine Modeling-Programm
.mus	**Soundtrack/level Music Definition file** Sets a mp3 for each event, like: action, normal, suspense, failure, success, aux<int>. Can be controlled via scripts. **Can be read and edited with a Text-Editor**	Game-Soundmanager Text-Editor
.wav	**Raw Audio** An uncompressed audio-format, used for fast overlapping playback of sounds without delay, like effects/loopsounds. **Can be read and edited with a Audio-Editor**	Game-Soundmanager Audio-Player Sound-
.mp3	**A compressed Audio-Format**, very practical for playback of longer audio, for example music or speech-records. **Can be read and edited with a Audio-Editor**	Game-Soundmanager Audio-Player
.pk3	**Media library of ID-Tech3 engine based games** It's a renamed zip-archive. **Can be read and edited with a Archiver**	Game-Engine Archiver
.dll	**Dynamic Link Library File** Contains the compiled game code, which can be read by many applications simultaneously.	Game-Engine Applications
.lst	**List** Contains a listing of a model group **Can be read and edited with a Text-Editor**	Text-Editor
.log	**Log** (from the Game or Server - console) Contains records of the gameplay, for example, console messages. To activate the logging: seta logfile "1" **Can be read and edited with a Text-Editor**	Game-Engine Text-Editor
.dm3	**Demo** (ingame record file) The following commands are needed to: **Start recording** set com_passthrough 0; set g_syncronousClients 1 record; set com_passthrough 1; set g_syncronousClients 0; **Stop recording** stoprecord; set com_passthrough 1; set g_syncronousClients 0; **Can be created and viewed with within the Game**	Game-Engine

Format	description	Used Open/Edit with
.urc	**User Interface / Menu-file** Graphical-Interface between the player and the game console. Can be read and edited with a Text-Editor	Game-Engine Text-Editor
.loc	**Local-file** Contains, mission-objectives and Language translations of game text. Can be read and edited with a Text-Editor	Game-Engine Text-Editor
.RitualFont	**EF2 Game Font** Developed by Ritual Entertainment. Can be read and edited with a Text-Editor	Game-Engine fontgen.exe
.dlg	**Dialog-file** Contains the text string for a dialogue. Can be read and edited with a Text-Editor	Game-Engine Text-Editor
.vlp	**Voice Lip-file** Used for synchronous lips animations for dialogues(mp3). Can be read and edited with a Text-Editor	Game-Engine Text-Editor lipsync.exe
.c	**C Code** Contains the game source code. Can be read and edited with a Text-Editor	Game-Engine Level-Editor Text-Editor
.h	**C++ header Code** Contains the game source code. Can be read and edited with a Text-Editor	Game-Engine Level-Editor Text-Editor
.cpp	**C++ Code** Contains the game source code. Can be read and edited with a Text-Editor	Level-Editor Text-Editor
.inf	**Setup Information-file** Contains the game version information. Can be read and edited with a Text-Editor	Text-Editor

Credits

Thanks to all who helped me to create this tutorial:
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//Eof @Chrissstrahl