
Subject: LOCO File Format

Posted by [Keshire](#) on Thu, 21 Nov 2013 16:44:52 GMT

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Here's a basic layout of the data structure of the locomotion.loco file.

```
#include "standard-types.hsl"
```

```
#pragma byteorder(big_endian)
```

```
#pragma maxarray(65536) // max that hw 5.1 will allow
```

```
#pragma maxstring(512)
```

```
typedef struct LocoEntry1Coords
```

```
{  
    DWORD Unknown;  
    float X;  
    float Y;  
    float Z;  
} LocoEntry1Coords;
```

```
typedef struct LocoEntry1
```

```
{  
    DWORD Unknown0;  
    char Name[16];  
    DWORD Unknown1; // always == 0x0820 ?  
    DWORD Unknowns2[94];  
    LocoEntry1Coords Coords[16];  
} LocoEntry1;
```

```
typedef struct LocoEntry2
```

```
{  
    DWORD Unknowns1[6];  
    float Unknowns2[94];  
} LocoEntry2;
```

```
typedef struct LOCO // environment map
```

```
{  
    DWORD Unknown1;  
    DWORD Unknown2;  
    DWORD LocoEntry1Size;  
    DWORD LocoEntry2Size;  
    DWORD Unknown3;  
    DWORD Entry1Count;  
    DWORD Entry2Count;  
    DWORD Entry3Count;
```

```
DWORD StringsSectionSize;  
DWORD Unknown7;  
  
LocoEntry1 Entries1[Entry1Count];  
LocoEntry2 Entries2[Entry2Count];  
DWORD Entries3[Entry3Count];  
char StringsSection[StringsSectionSize];  
  
} LOCO;
```
