

# WAD File

The **WAD** (or **WWAD**) file is a container file format which is not compressed<sup>1</sup> or encrypted. It is used to combine multiple files into a single file. Its name was possibly derived from *Where's **All the Data*** similar to that of the game DOOM which uses a similar resource archive of the same name.

## Structure

The structure of the WAD file is relatively simple and can be broken down into five sections:

1. Header
2. Relative File Path Index
3. Full File Path Index
4. File Meta Index
5. File Data

### Header

CHAR[4] "WWAD" UINT32 File Count

### Relative Path Index

CHAR[n] Null terminated string

### Full Path Index

CHAR[n] Null terminated string

### Meta Index

UINT32 Compression Flag  
UINT32 Data Size Uncompressed  
UINT32 Data Size Compressed  
UINT32 Data Offset

### File Data

The File Data section contains the raw file data from all the files added into the WAD file. It remains unchanged from their original sources and can be extracted as-is.

## LRR Usage

In LEGO Rock Raiders (Windows) there are 2 WAD resource archives *LegoRR0.wad* & *LegoRR1.wad* It is used to hold game assets such a configuration, images, 3D models and more.

## Extraction Tools

Several tools have been developed that support extraction and/or building of WAD files for LEGO Rock Raiders.

- WAD Recycler (*by Cyrem*)
- WAD Refinery (*by Cyrem*)
- Cafeferia (*by Cyrem*)
- WAD CLI Tool (*by ogun*)
- WAD Tool (*by Strider*)

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<sup>1</sup> While it appears compression could have been supported, there is no evidence to show it was ever used.

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