



Hacking the Kingpin PAK File.

1. Introduction

1.1 What is Hacking the PAK File?

Kingpin stores certain textures and maps inside an archive which uses the name Pak0.pak. You can find this file in:

Drive:\Path\Kingpin\Main

This file can be modified or edited to optimise it for multiplayer games.

1.2 Why Bother Hacking the Pak File?

By hacking the PAK file you can:

Save space in your Kingpin directory by deleting single player maps and textures;

Remove flames and explosions which can improve your accuracy.

Decrease the likelihood of lag in heavily populated servers.

Increase RAM efficiency by preventing large textures from being loaded.

What Are The Disadvantages?

This guide will show you how to remove all of the single player maps and textures. It will also show you how to remove much of the 'eye-candy'. Obviously you will need to keep a back-up of your default PAK file to be able to play the single-player game. If you like to see explosions etc in game then you might prefer to deviate from this guide a little - its a matter of personal preference.

2. What You Need

You will need:

- [QPED](#) to unpack the PAK file.
- A decent art program. Adobe Illustrator or Adobe Photoshop are recommended but if you do not have these programs, something like [PaintShop Pro](#). Anything that supports the Targa format really.

3. Efficient Working

It can become quite confusing or time consuming to hack the PAK file. Here are some tips to make it a bit easier:

- Create a folder in your Kingpin directory called Backup.
- Copy (not cut and paste) the default (unmodified) PAK file into that Backup directory
- Create a folder on your desktop called Hacked
- Unzip the PAK file in the Kingpin/Main directory to the Hacked directory

REMEMBER these folders. If you get the PAKs mixed up - you could end up having to reinstall.

Using this setup folders should be easily accessible to all programs making working quick and efficient.

4. Unpacking

- Open QPED
- From the File menu select 'Open' then browse to Pak0.pak in your Kingpin/Main directory. Open this file.
- Once open select 'Export to Directory' from the 'Object' menu.
- When the window named Browse for Folder appears, select the 'Hacked' folder that you created earlier on your desktop.
- Exit QPED.
- Now when you explore the 'Hacked' folder you will see several files.

Lets start to work through them.

5. The Root Folder

When you open the Hacked folder you will see four subfolders called:

- env
- maps
- pics
- sprites

We will come to these later.

You will also see several .cfg (config) files. These files are the configs the developers used whilst making the game.

You can delete all of them.

6. The Env Folder

This folder contains all the backdrops for maps.

You can open some - you will no doubt recognize some of them.

These can be modified to brighten up your game but for our purposes we shall ignore them. Do NOT delete them else you will have very ugly red skies and backdrops.

7. The Maps Folder

The Maps folder contains all the single player and multiplayer maps.

You can delete all the single player maps. All that should remain are:

- kpdm1.bsp
- kpdm2.bsp
- kpdm3.bsp
- kpdm4.bsp
- kpdm5.bsp
- team_pv.bsp
- team_rc.bsp
- team_sr.bsp

8. The Pics Folder

This folder contains textures for the HUD, the menus and the console. I recommend that you leave the HUD textures unmodified.

The menu textures are, primarily:

- background.tga - (Spelling error in the PAK (do NOT correct it))
- conback.tga
- kingpin.tga
- logo.tga

Can all be modified to 'personalise' your version of Kingpin. These textures should NOT be deleted - Kingpin won't start without them.

These files can be deleted:

- h_barmachinegun.tga (not included in game - unfinished model in development)
- bat.tga (battery for bike in single player game)
- h_bottle.tga (Bottle of whiskey you give to bum to get the safe code in single player)
- h_coil.tga (Heilman condenser coil you give to pawn-o-matic owner to get pistol in single player)
- h_crifle.tga (not included in game - unfinished model in development)
- h_eed.tga (not included in game - unfinished model in development)
- h_fuse.tga (fuse to make water pumps work in single player)
- h_jetpack.tga (not included in game - unfinished model in development)
- h_key.tga (single player key)
- h_key_a.tga (single player key)
- h_key_b.tga (single player key)
- h_key_c.tga (single player key)
- h_lizzyhead.tga (Lizzy's head - prop in single player)
- h_man_00.tga (hired thug status - for single player)
- h_man_10.tga (hired thug status - for single player)
- h_man_20.tga (hired thug status - for single player)
- h_man_30.tga (hired thug status - for single player)

- h_man_40.tga (hired thug status - for single player)
- h_man_50.tga (hired thug status - for single player)
- h_man_60.tga (hired thug status - for single player)
- h_man_70.tga (hired thug status - for single player)
- h_man_80.tga (hired thug status - for single player)
- h_man_90.tga (hired thug status - for single player)
- h_man_at.tga (hired thug attack command - for single player)
- h_man_hold.tga (hired thur wait command - for single player)
- h_notepad.tga (notepad - single player)
- h_notepad2.tga (notepad - single player)
- h_oilcan.tga (oilcan for stuck door on boat - single player)
- h_perfect.tga (not included in game - stopped in development)
- h_safedocs.tga (docs recovered for Louie in single player)
- h_sniper.tga (sniper rifle model - unfinished in development)
- h_ticket.tga (ticket used for travel in single player)
- h_valve.tga (valve used to open doors in single player)
- h_watch.tga (watch retrieved from Lamont in single player)
- head.tga (talk icon)
- head_neg.tga (talk icon)
- head_neg1.tga (talk icon)
- head_neg2.tga (talk icon)
- head_neg3.tga (talk icon)
- head_negx.tga (talk icon)
- head_negx1.tga (talk icon)
- head_negx2.tga (talk icon)
- head_negx3.tga (talk icon)
- head_pos.tga (talk icon)
- head_pos1.tga (talk icon)
- headpos2.tga (talk icon)
- head_pos3.tga (talk icon)
- head_posq.tga (talk icon)
- head_posq1.tga (talk icon)
- head_posq2.tga (talk icon)
- head_posq3.tga (talk icon)
- neg.tga (talk icon)
- neutral.tga (talk icon)
- note.tga (notepad - single player)
- pos.tga (talk icon)

Removing these textures will save quite a bit of space and will prevent talk icons being displayed (even though this can be turned off in your autoexec.cfg) in game.

9. The Sprites Folder

The Sprites folder contains the visual effects that are used in game.

Before we start it is useful to understand what textures are used for certain effects.

Rocket Launcher: The rocket trail is created by explode1.tga. Explode 2.tga is used as the rocket hits its target. The smoke textures are then used plus the corona effects.

Grenade Launcher: - Smoke effects for the grenades - expolode2.tga is used as it explodes.

Flamethrower: - Explode1.tga is used to create the flames. fthrow_blue textures are used to create the blue effect at the end of the flamethrower.

The various 'muzz' textures are used to create muzzle flair from the weapons. The rest are fairly obvious.

In this tutorial we shall remove the smoke from weapons and flames from the flamethrower and rocket trails. The corona effect will be left in so that we get some indication where rockets have hit. It is possible to remove muzzle flair, blood etc - I leave this to up to you, personally I don't think its necessary.

10. Removing Flames From Flamethrower and Rocket Trails.

If you have skipped straight to this section - go back and read the rest. ☺

If not - here's how you do it:

1. Open explode1.tga (in the explode subfolder) in your art program
2. Use the eyedropper to select the background colour (the black)
3. Fill the whole texture with the selected colour.
4. Save the texture as a TYPE 2 TGA i.e., 24 bits per pixel screen resolution of 72 to the same filename.
5. Repeat with explode2.tga.

11. Removing Smoke

Smoke appears after explosions i.e., after rockets hit or after grenades explode or after the flamethrower has stopped.

Here's how to remove the smoke.

1. Open smoke_sm.tga (in the sprites folder) in your art program
2. Use the eyedropper to select the background colour (the black)
3. Fill the whole texture with the selected colour.
4. Save the texture as a TYPE 2 TGA i.e., 24 bits per pixel screen resolution of 72 to the same filename.
5. Repeat with smoke_sm_b.tga, smoke_smb1.tga, smoke_sm_r.tga.

12. Finishing Off

After you have done that you need to repack.

1. Open QPED
2. Select 'Import from directory' and browse to your 'Hacked' folder
3. Select 'Save As' from the file menu
4. Save the file in Drive:Path/kingpin/main as pak0.pak

Now start the game and hey presto!! you have a hacked PAK.

13. Contact & Feedback

I welcome any comments or feedback. You can mail me at dave_1@fuckyou.co.uk.