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Preamble

This procedure simply extracts the bitmap resources from a 32-bit or 64-bit main .shd, main .dll or native effects .dll for either updating or potential re-development purposes.

The Procedure

1. Install the demo version of the relevant host application
 - Observation: The 64-bit demo version of the SAC64_Graphics.dll will be employed here in this procedure.
2. Copy and extract the ZIP file to the root of drive C:
3. Delete the ZIP file
4. Launch the resource_hacker folder
5. Launch the scripts folder
6. Launch the relevant script
 - Observation: For this tutorial, the extract_sac_rc.cmd will be employed.
7. Launch: extract_sac_rc.lnk
8. Navigate to the bmps\sac folder
 - Observation: Observe the 257 bitmaps

Application

To apply the above procedure for your own personal usage, please perform the following:

1. Copy the relevant 32-bit/64-bit .shd or .dll to the relevant existing_dll folder – for example, sac, echo, vtv, and so no.

In closing....

That is pretty much...that! I do hope that some will find this procedure of some practicable use? Thank you for your time and interest in the above.

Sincerely,



Date: May 10, 2023

Updated: