

---

Subject: BlackDemon's BNK Utils  
Posted by [Keshire](#) on Tue, 10 Sep 2013 01:38:16 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

These are tools to extract, list, and create banks.

As a side note:

Creating banks requires a bit of finesse because they require DLC package definition files to be included. I'll list out the workflow in a different post.

### File Attachments

---

1) [BNKUtils.zip](#), downloaded 7682 times

---

---

Subject: Re: BlackDemon's BNK Utils  
Posted by [jacody](#) on Tue, 24 Sep 2013 21:52:42 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

This is amazing, but it seems that it can't extract any model or texture data. Are you working on a way to do that, or...?

---

---

Subject: Re: BlackDemon's BNK Utils  
Posted by [Keshire](#) on Wed, 25 Sep 2013 01:00:21 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

[jacody](#) wrote on Tue, 24 September 2013 14:52 This is amazing, but it seems that it can't extract any model or texture data. Are you working on a way to do that, or...?

It should extract the model mdl and texture tex files. But there's not much you can do with them until I get a chance to upload the tex2dds converter, and the blender plugin.

Be aware though, that you need to pull the actual model/texture banks out of the levels.bnk

---

---

Subject: Re: BlackDemon's BNK Utils  
Posted by [jacody](#) on Thu, 26 Sep 2013 01:30:21 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

[Keshire](#) wrote on Tue, 24 September 2013 18:00 [jacody](#) wrote on Tue, 24 September 2013 14:52 This is amazing, but it seems that it can't extract any model or texture data. Are you working on a way to do that, or...?

It should extract the model mdl and texture tex files. But there's not much you can do with them until I get a chance to upload the tex2dds converter, and the blender plugin.

---

Be aware though, that you need to pull the actual model/texture banks out of the levels.bnk

I tried to extract the model DAT files without knowing exactly "how" the game organized/used different file types, so thanks for correcting me.

As an aside to further help anyone else trying to figure this out, you have to extract the levels BNK into the core Fable III data folder (the one that you extract everything from originally.) After that, you can extract the models and textures by using BlackDemon's files to access the folder you just made. The file path is levels>globals>globals\_models (and "\_textures"), and THEN you can extract them. Afterwards, you'll have to wait for BlackDemon to finish his Blender plugin unless you feel like making your own.

---

---

Subject: Re: BlackDemon's BNK Utils  
Posted by [Keshire](#) on Thu, 26 Sep 2013 01:51:14 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

jacody wrote on Wed, 25 September 2013 18:30Afterwards, you'll have to wait for BlackDemon to finish his Blender plugin unless you feel like making your own.

Keshire's blender plugin.

I just need some time to dig them out of an archive of old forum data.

---

---

Subject: Re: BlackDemon's BNK Utils  
Posted by [jacody](#) on Thu, 26 Sep 2013 02:06:30 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Keshire wrote on Wed, 25 September 2013 18:51jacody wrote on Wed, 25 September 2013 18:30Afterwards, you'll have to wait for BlackDemon to finish his Blender plugin unless you feel like making your own.

Keshire's blender plugin.

I just need some time to dig them out of an archive of old forum data.

Oh crap I'm sorry! I saw your username and somehow wrote that anyway! Massive brain fart right there!

And hey, take all the time you need. It's been a while since Fable 3 actually came out, and the modding scene seemed virtually nonexistent. Finding out that something is actually going on here is an awesome surprise, and I think I can wait a little longer to get started modding.

---

---

Subject: Re: BlackDemon's BNK Utils  
Posted by [bobbythejobby](#) on Sun, 14 Dec 2014 14:55:06 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I have been trying for 3 days to extract creature\_nightcrawler.bnk with these utilities. They dont work when I extract the nightcrawler.bnk(2700kb) It just creates another nightcrawler.bnk file at 1kb. How to I extract creature audio????

---

Subject: Re: BlackDemon's BNK Utils  
Posted by [TheGeniusSavant](#) on Thu, 17 Sep 2015 11:02:45 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Keshire,

Did you ever find that Blender plugin? All I've seen is a Blender EXPORT plugin, but no Blender IMPORT plugin.

EDIT: Dum de dum dum... Never mind, I guess I broke rule #1... I apologize!!! I'm almost POSITIVE I had looked through all the tools for an mdl tool and not found one, but my mind is NOT what it used to be... sorry...

Regards,  
TGS

---

Subject: Re: BlackDemon's BNK Utils  
Posted by [Kallix289](#) on Wed, 14 Dec 2016 09:42:47 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

So for some reason my tool isn't working, no matter what I do it just extracts empty files

-----Edit fixed it, apparently I had the file in the wrong dir

---

Subject: Re: BlackDemon's BNK Utils  
Posted by [bobbythejobby](#) on Fri, 17 Mar 2017 21:53:48 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

All the .wav audio files I extract using this tool from speech.bnk always come out corrupted/unplayable. How do you extract them properly?

---

Subject: Re: BlackDemon's BNK Utils  
Posted by [Artofeel](#) on Sat, 18 Mar 2017 17:17:33 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

you need to convert them

use this

<http://fable3mod.com/forums/index.php?t=msg&th=68&st art=0>

---