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Unity assets bundle extractor 2019

These days, most Android, iOS and event Nintendo Switch games are built with Unity. As one would expect, Unity unified the development platform, allowing developers to (almost) build once and easily deploy at a variety of platforms. Today, we're gonna show you how to extract icons, sprites, audio files, in-game models, text and other visual elements from a typical Unity application. For today's demonstration we'll be using Pokemon GO, as it's a very popular game written in Unity. The process is similar for every other Unity application, with a few tweaks here and there. Prerequisites This guide makes a few assumptions about your knowledge and tools. You will need the following to follow along with the guide: Microsoft Windows , as most tools we're using are built for Windows. A decent computer is also recommended, as the extraction process can take some time, mostly depending on your hard drive and CPU speed. An Android device (or a simulator) with X-Plore File Manager installed. This is "somewhat optional", but you will be limited to extracting assets only from APKs. 7-zip or any other ZIP file extractor. Android apps are ZIP archives disguised as APK files. In order to inspect their content, you will need to extract them. Step 1 - Downloading extraction tools In order to start extracting, you will need at least one Unity Asset extraction tool. These tools will allow you to dump assets with ease and they don't require any coding skills. There are two tools which we recommend using: Recommended: AssetStudio by Perfare, a GUI based tool that allows you to filter which type(s) of assets you want to export. Asset Studio is very straightforward and perfect for beginners. Unity Asset Bundle Extractor is a lower level tool that can even manipulate Unity bundles. Useful for advanced data miners and readers who want to mess around with loading custom skins and color schemes. Head over to Asset Studio's Releases section on Github and grab the latest release from there. Asset Studio doesn't require any installation. You can extract the downloaded ZIP file anywhere and start the Studio by opening AssetStudioGUL.exe: Asset Studio GUI, nothing opened yet. Step 2 - Getting and extracting the APK APK files are packages used for distributing Android applications. APK files contain everything needed to start the application and they often contain a ton of visual assets. As mentioned before, we will be using Pokemon GO as a model Unity app in this tutorial you can get the latest Pokemon GO APK in one of two ways: The easiest way is to download it from APK mirror. Grab the latest APK from APK Mirror, head over to your Downloads folder and open the APK with 7-Zip. Extract the contents into a sub-folder and navigate into it. File contents of the Pokemon GO APK include various Android and Unity files. We are mostly interested in the assets folder. Future guides will target classes.dex and other hidden gems. We could go on and on about the files and folders inside the APK, but let's focus on the task at hand: dumping assets. Step 3 - Extracting the assets TLDR Extract the ZIP somewhere Open Asset Studio and open the extracted folder Select types of assets you want to dump (filter them) Press Export > Filtered assets We are now ready to explore and dump the assets. Switch over to Asset Studio and follow the instructions below: Click File > Load Folder Navigate to the folder where you extracted Pokemon GO Select assets and click Select Folder Let Asset Studio do it's magic Once the process completes, you should see the following screen: Asset Studio has finished parsing the folder and is now ready to export. Switch over to the Asset List tab. These are all of the files you can export from the APK. As you can notice, some of them are Texture2D, some are sprites, some are TextAssets etc. Before exporting select which files you want to dump. The easiest way to do that is to filter the Asset List by using the Filter Type dropdown from the menu bar. Open the Filter Type dropdown and select the following: AudioClip Sprite TextAsset Texture2D In order to start the export process, click on the Export dropdown and select Filtered assets. Select a folder where you want to save the exported files. Let Asset Studio chew through your filtered files. The destination folder will automatically open when the process is done. Here are the results we got. Sprite subfolder used as an example. Sprites from Pokemon GO were dumped inside the /sprites subfolder. Textures, text assets and sounds were dumped in other subfolders. Step 4 - Extracting from an Android device (optional, advanced) In addition to extracting assets from an APK, you can extract Unity assets from the Android device where the APK was installed. This is especially useful for large games which don't ship with built-in assets, but rather download them on-the-fly. One of those games is Harry Potter: Wizards Unite. Wizards Unite is built as a lightweight Unity shell that sets up player's account, loads the overworld map and renders some basic UI element. Upon encountering an enemy or opening a menu, the game will download and cache the required Unity assets. These assets are the same assets as you would normally get from the APK, but they are downloaded on demand. This begs the question, if the assets are not in the APK, where are they? The answer is simple: on your Android device. In order to find these assets we will use the aforementioned X-Plorer File Manager. Warning: this part is going to be a little tricky at first, but it's gonna get easier once you get a hang of it. Follow the instructions closely, please. You will need a PC and the Android device for this to work. Instructions for finding and Extracting Unity files from your Android device Put both of your devices (PC and your phone) on the same network (same WiFi or local network). They need to be in the same IP range for this to work. Launch X-Plorer and press "WiFi start". This will start a WiFi server on your phone and provide you with an IP address which can be used to explore your Android device from your PC. Launch a browser of your choice and navigate to the IP address on your PC. A desktop friendly version of the X-Plorer UI will open up and you can navigate through your device easily. In order to find app data, you need to navigate go to /sdcard/android/data and find your application's folder inside. For Wizards Unite, it's named com.nianticlabs.hpw.prod. Right click on the folder and press Download as Zip. That's it. Dumping cached Unity Assets from an Android device. The download process can (and quite often will) fail, so you have to be patient and download the assets in chunks or simply try your luck enough times. The steps to extract the assets are the same as with the APK. Extract the ZIP somewhere Open Asset Studio and open the extracted folder Select types of assets you want to dump Press Export > Filtered assets Parting words This guide covers the basics of dumping assets from Unity Games and apps. You can use this process for a wide variety of games and apps on mobile and the PC. Be aware that a growing number of Unity games use Android's hidden partition for storing downloaded assets. Dumping those assets requires rooting, and we will address those games in a future article, but for now, let's stick with the basics. Good luck in your asset dumping adventures! [] You can use the Asset Bundle Browser to view and edit the configuration of asset bundles in your Unity project. For more information, see the Unity Asset Bundle Browser documentation. Note: This tool is an unsupported utility. Viewing extremely large asset bundles can lead to slow performance and memory issues. The Github repository linked from this page contains the latest source code and supersedes any other sources. Installation To install the Asset Bundle Browser: Open the Unity (Package Manager)(i in your Project (menu: Windows > Package Manager). Click the + (Add) button at the top, left corner of the window. Choose Add package from git URL... Enter as the URL Click Add. The Package Manager downloads and installs the package's "master" branch. Hey guys, Whenever i try to do it I get the message: ERROR Unable to create texture2D template field! Does anyone know why this is? Here's how to fix the pesky error: "Unable to read the bundle file! (Invalid input? unknown version?)". Extract the attached .zip into your AssetsBundleExtractor location, (where AssetBundleExtractor.exe is located) then replace the previous "classdata.tpk" file when prompted. More then one tool exists now. UABEA STABLE 28 days ago... Uni v 5 - 2020.2 Asset Studio 22 days ago AssetStudio.v0.15.37.zip Asset Studio by Perfare May 28 2021 Uni v 2.5 - 2021.1 UABEA can export and re-import to with new assets (maybe some additional code?) Asset Studio seems like it can only export as discussed in 7days2die. hmm, maybe use Asset Studio to extract .fbx from an older game and UABEA to re-import into a newer game? Might have to use blender to check and tune up to get compatibility solid. SimulatedFantasyHero said: Asset Studio 22 days ago AssetStudio.v0.15.37.zip Asset Studio by Perfare May 28 2021 Uni v 2.5 - 2021.1 Official sources: Occasionally worthwhile building from source, which is outlined in an easy to understand way on Github. Asset Studio is for viewing and extracting, but can also be used as a guide to hex-edit asset files directly or raw exports from UABE for newer Unity versions - UABE lacks support for 3 keyframe fields added in 2019.1, so dump exports are corrupted as a result. UABEA currently does not support Mono, but nesraki has said it's being looked into. Last edited: Jun 1, 2021 Reactions: SimulatedFantasyHero I'm unable to extract animations from a Unity game. The images work fine but the animations doesn't seem to work extract, didn't have this problem in the past. Is it the tool that i use or perhaps the game is protected somehow? "mods" Can you tell use the description of workflow and environment? You don't have to be a professional coder just write it up like a basic bug issue. PLEASE, include Computer settings, \$Path, version of software you use and steps we can perform to replicate the problem. And where did you get the software... did you compile it from source or did you use a third party distro service. 3 hours ago - 3 hours ago in 1 min 45 sec 10 MB AssetStudio.v0.15.53 3 days ago - UABEA currently does not support Mono, but nesraki has said it's being looked into. Mono... is that the platform independent version of C#? When and where did he say it was being looked into (honestly, Mono seems like a nice to have if you are using something like Eclipse or IntelliJ... but he could probably get away with using Harmony/dnSpy/JSBUtIl from what i have seen..) Fact is, for what it's worth? I haven't seen anyone post a proper workflow and steps to take in setting up one's DEV environment. SimulatedFantasyHero said: *mods* Can you tell use the description of workflow and environment? You don't have to be a professional coder just write it up like a basic bug issue. PLEASE, include Computer settings, \$Path, version of software you use and steps we can perform to replicate the problem. And where did you get the software... did you compile it from source or did you use a third party distro service. 3 hours ago - 3 hours ago in 1 min 45 sec 10 MB AssetStudio.v0.15.53 3 days ago - Mono... is that the platform independent version of C#? When and where did he say it was being looked into (honestly, Mono seems like a nice to have if you are using something like Eclipse or IntelliJ... but he could probably get away with using Harmony/dnSpy/JSBUtIl from what i have seen..) Fact is, for what it's worth? I haven't seen anyone post a proper workflow and steps to take in setting up one's DEV environment. I don't know what you mean by workflow and environment. I just downloaded AssetStudio.v0.15.47(zip) from the github page(), extracted it to a folder and then simply run the program. EDIT: Figured out what was wrong. Sorry to have bothered you, thx. Last edited: Jun 27, 2021 Reactions: SimulatedFantasyHero I don't know what you mean by workflow and environment. I just downloaded AssetStudio.v0.15.47(zip) from the github page(), extracted it to a folder and then simply run the program. EDIT: Figured out what was wrong. Sorry to have bothered you, thx. Allow me to apologize, if i seem blunt or curt about things. I'm not trying to be being snappy or whatever. I'm genuinely interested how you in particular use it. How successful where you in the past and where you able to integrate those animation into programs you are working on or existing programs? Did someone teach you? Was it a tutorial from somewhere? I really wish folks would follow through and say what was the wrong thing they discovered and what type of misconfiguration occured. My sincerest inquiry. Reactions: NAMELESS No need to apologize i didn't think you whomever snappy or something like that. I use AssetStudio to simply extract images and animations for games that i like and that's it I tried to extract animations for games that i like and the problem was that the game's animations where simply a bunch of images stitched together to make an animation. This confused me beause in another game called The Spellbook it was different, there i had the option to select the VideoClip filter in AssetStudio to extract the animation and in Flirty F there wasn't. Hey, if it make you feel better? okay. I am a degenerate type of fellow. I want sexy scenes to import into HS2, aka Illusion.. aka HS2. SO., that means I need to get WISER... in using tools. Extraction Animators is an important thing. FOR ME. ..if.. IF.. I decide to make a oh.. I dunno... a VN? Where the MC.. (aka ME)! has to choose between 2 girls but can not.. and has to impregnate BOTH.. Well, I'd like the ability to know how to import exported animations? now granted... My grammar or cunning linguist skills run into works I can't describe properly.. Well maybe, I'd probably just as be a gonzo type and tell one girl to do or feel "matural" while performing an act.. HOWEVER the animation is important, but that is off-topic/general type talk. Truth is PlayHome has .fbx animations for "exhaustion" in pussy munching... and there is a scene for pildriver against bed.. AND a scene for pinning the girl against the door with two toys causing her to squirt finish and be silly happy... that have not been translated to any other titles... I know they are compatible however interation of base game is something that no one has documented nor explained how they create new environments... if I can be honest with you. I don't like tentacle shit... but I do love willing surrender, joy and impregnation... To be honest I've played Play Home... And can not recommend the game to anyone in good faith.. it's pretty fucked up. Page 2 //Updated OP with 2.2 beta4 links Changes: Add Unity 2017.4 and 2018.2 support. Add LZ4 compression support (experimental), and add a compression dialog for per-file settings. Mesh plugin : Correct the orientation of bind poses and skeleton node transformations. Somebody know how to contact with DerPopo? It's him create UABE, wright? Last edited: Nov 21, 2018 Reactions: Krull Hello First thanks for the program works very well, second I am trying to bring a game in unity but I have a problem. I extract the TextAsset from GlobalManagement and I manage to modify them and import them back but there are no results, no change is shown when the game starts. Any ideas on how to solve this? My bad English Reactions: Krull Hello First thanks for the program works very well, second I am trying to bring a game in unity but I have a problem. I extract the TextAsset from GlobalManagement and I manage to modify them and import them back but there are no results, no change is shown when the game starts. Any ideas on how to solve this? Is there something I still have to do? Thanks and sorry for my bad English Sorry, i'm no expert best check the same forum i mentioned in my previous post. Ok thanks anyway Reactions: Krull Is there a way to understand which assets/templates are used while building the game? Or can we only get images? Is there a way to understand which assets/templates are used while building the game? Or can we only get images? I think is more complex than extracting just the images,but like said i'm no expert on how that works, you should check the author forums in the OP. does anyone know an extractor tool for mac? 1. Download the latest version and fixes from a. first download latest version (e.g: 2.1) b. download bug fix for latest version (e.g: 2.1)d.c. extract latest version to your desired location (e.g: D:\Software\AssetsBundleExtractor.2.1_64bit\32bit depeding on your operating system) , replace the 64bit\32bit folder with the one from bug fix archive.Latest version Download:2.2 stable b (32bit : or, 64bit : or) All in One thanks to @Pepé Le Pew - Causes for which the program might crash: the game uses the new unity engine database, the program will tell you this upon opening the file you want to rip , in which case don't bother extracting the images... what may appear a random crash, but in fact is due to some file/s being corrupted or mislabel , in which case you need to extract the images in small parts to identify said files and avoid them. just a random crash depending on your system memory size, or faulty component. (very rare occurrence)All credits for the program goes to its author, DerPopo at / . trying to rip images from timestamps but I can only open unity default resources. There is no .assets files only .resource files. which program did you use? And how do I extract the text files. Can you teach me by giving me a step by step example, please. I need to translate some games here. Mmm 1.- The program I use to translate unity projects is AssetsBundleExtractor (which is right here). 2.- With this program you must open the asset files of the game in question (usually the one that says global...) and inside look for the textasset files there are the texts. 3.- That's going to be a little difficult but I'll try... * Not all the games can be translated or at least I couldn't with several. Mmm 1.- The program I use to translate unity projects is AssetsBundleExtractor (which is right here). 2.- With this program you must open the .asset files of the game in question (usually the one that says global...) and inside look for the textasset files there are the texts. 3.- That's going to be a little difficult but I'll try... * Not all the games can be translated or at least I couldn't with several. I will try to use the program you talked about, and try to follow in your footsteps. Very complicated game platform as well that could be something a little simpler. Looks like they already do this for no one to get into the game. It's bad for the Creators themselves, I translate games and the game being in other languages would be good for them !!!! more chance of having people contributing money. Thanks for the help! I will try to use the program you talked about, and try to follow in your footsteps. Very complicated game platform as well that could be something a little simpler. 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