

Salute!

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This is ancient software, made in 2002.

So if you want to build vol files, do the following ( extraction of files from vol files does not need it)

**for windows XP :**

copy c:\windows\system32\command.com  
to  
[c:\command.com](#)

**For windows 8 and later:**

there is no command.com. But cmd.exe is compatible for our purpose.  
You can copy your c:\windows\system32\cmd.exe  
to  
[c:\command.com](#)  
sounds strange that this should work, but it does.....

Now for the real information :

rbvolx.exe is a file extractor for \*.vol files in redbaron 3d ((c) Sierra inc). It decompresses the compressed files if necessary, but does NOT do the PBMP => BMP conversion.

YOU USE THIS SOFTWARE ON YOUR OWN RISK. IF IN DOUBT, DELETE THIS ZIP FILE AND DONT

THINK ABOUT IT ANYMORE.....

YOU NEED ALSO the supporting files zip. they never change, this zip does whenever rbvolx is improved.....

It can also build Red Baron3D compatible vol files. it is however a DOS app, so it can only create 8.3 filenames

8.3 means: max 8 characters before the dot and max 3 characters after

(\*\*\*\*\*)

rbmmulti.vol uses LONG file names. rbvolx can extract them and give them their proper name, and can insert them when building a new vol file.

To avoid problems when recreating (patching) one of the vol files in the list 'existing vol files', follow the instructions below exactly.

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Filelist:

RBVOLX.EXE (64000 bytes size)

VTList.exe

vt.exe

cw3230.dll

cw3230mt.dll

cw3240mt.dll

Mfc42d.dll

Msvcrt.dll

Extract.exe

dum.vol

These files are in the zip, and they should be ALL in the same folder.

for example:

c:\rbvolx

then add in your autoexec.bat the following:

set PATH=%PATH%;c:\rbvolx

rbvolx knows now where to get the supporting files. there is NO config file, because none is needed.

Usage:

rbvolx <ted or vol filename>

[ -list | -all | -batch ]

[ [!]  
file\*name ]

[-test]

-list

lists all files in RedBaron ((c) Sierra Inc) Vol file

-all

extracts all files.... not always recommended ;)

-batch

writes a batch file

(partial) filename extracts all matching filenames..... only 1 "\*" allowed (ONE, not 2!)

'!' \*inverts\* your selection

Examples:

0300\* will extract any file which name is starting with '0300'

!0300\* will extract any file which name does not begin with '0300'

rbvolx <vol filename> -make <folder where files are >

creates a new volume from all files in subdir (default: '.\volin', it has to be created, rbvolx does not do that for you when its not there, since it would be empty anyway, right?

==>NB!! there may be NO space between "!" and the expression !!!

Howto patch an existing volume:

-get everything out:

rbvolx <path too vol file\ volfile name> -all

-copy your version of the files you changed into the same folder

- make a new volume with the same name

rbvolx -make <somename.vol> <dir where the files are>

all files (except the longname ones) are now in the new vol file

- copy the vol file to the folder where it belongs

legal volume names in

baron.exe (single play)

existing:

data\rbshell.vol

data\3dpatch\3dwinter.vol

data\3dpatch\3dfall.vol

data\3dpatch\3dpatch.vol

data\rb.vol

new, unused, not sure they will be accepted:

data\3dpatch\3dspring.vol

data\rbtest.vol

data\lowres.vol

legal volume names in

baronMMP.exe (multi play)

data\3dpatch\3dwinter.vol

data\3dpatch\3dfall.vol

data\3dpatch\3dpatch.vol

data\multi\rbmulti.vol

data\multi\rbmmulti.vol

data\rb.vol

new, unused, not sure they will be accepted:

data\3dpatch\3dspring.vol

data\rbtest.vol

data\lowres.vol