Decompressing and Extraction of Client Files

Ether Saga game files are compressed into `.pck` archives. To decompress and extract these archives a tool called sPCK is needed.

sPCK usage is quite simple. It takes an argument for the game, whether to extract or compress, and what file to work on.

```
sPCK.exe -eso -x surfaces.pck
```

Arguments for each game are as follows:

- `-pw` - Perfect World
- `-jd` - Jade Dynasty
- `-fw` - Forsaken World
- `-eso` - Ether Saga

You use `-c` for compress or `-x` for extract.

In the above example, we are telling `sPCK.exe` that our `.pck` file is from `-eso` Ether Saga and to `-x` extract the files from `surfaces.pck`

Extracting the files will create a folder called `surfaces.pck.files` that contains all the files extracted from `surfaces.pck`.

For convenience sake you can create a batch script called `unpack.bat` containing the above example and change `surfaces.pck` to whichever `.pck` you wish to extract.

Recompressing

To recompress the files you can simple switch the `-x` to a `-c` and pass `surfaces.pck.files` instead of `surfaces.pck`.

```
sPCK.exe -eso -c surfaces.pck.files
```

For convenience sake you can create a batch script called `recompress.bat` containing the above example and change `surfaces.pck.files` to whichever `.pck.files` you wish to recompress.

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