

## Populous File Format

For understand this topic you should know the game "Populous: The Beginning", hex numbers, and some programming language.

### Levl2xxx.hdr Files

**Location:** "Populous\levels"

**Size:** 616 bytes

**offset:** 0x00 00 00 00

**type:** DWORD (4 bytes)

**mode:** Flags

**effect:** Spels

#### flags:

0x00 00 00 04 - Blast

0x00 00 00 08 - Lightning

0x00 00 00 10 - Tornado

0x00 00 00 20 - Swarm

0x00 00 00 40 - Invisibility

0x00 00 00 80 - Hipnotise

0x00 00 01 00 - Fire Storm

0x00 00 04 00 - Erode

0x00 00 08 00 - Swamp

0x00 00 10 00 - Land Bridge

0x00 00 20 00 - Angel of Deth

0x00 00 40 00 - Earth Quake

0x00 00 80 00 - Flatten

0x00 01 00 00 - Volcano

0x00 02 00 00 - Convert

0x00 04 00 00 - Magical Shield

**offset:** 0x00 00 00 04

**type:** DWORD (4 bytes)

**mode:** Flags

**effect:** buildings

#### flags:

0x00 00 00 02 - Hut

0x00 00 00 10 - Guard Tower

0x00 00 00 20 - Temple

0x00 00 00 40 - Spy Training Hut

0x00 00 00 80 - Warrior Training Hut

0x00 00 01 00 - Fire Warrior Training Hut

0x00 00 20 00 - Boat House

0x00 00 80 00 - Ballon Hut

**offset:** 0x00 00 00 60

**type:** BYTE (1 byte)

**mode:** Number ID

**effect:** Map Texture

**offset:** 0x00 00 00 62  
**type:** BYTE (1 byte)  
**mode:** Number ID  
**effect:** God mode, Fog of War

**number IDs:**

0x00 - Normal  
0x01 - Fog of War  
0x02 - God mode  
0x03 - God mode and Fog of War

**Levl2xxx.dat Files**

**Location:** "Populous\levels"

**Size:** 192137 bytes

**offset:** 0x00 00 00 00 - 0x00 00 7F FF (32 768 bytes)

**type:** WORD (2 bytes)

**mode:** list of WORD

**effect:** map height

**note:** Populous map is a square with 128x128,  
128 (width) \* 128 (height) \* 2 (WORD) = 32 768 bytes,  
every WORD is one height of one point of map,  
in total is 16 384 (128 \* 128) WORDS,  
0x00 00 is water and 0x05 00 is land very high,  
size high than 0x05 00 should be not used.