Commandos - Behind Enemy Lines
FILE TYPES
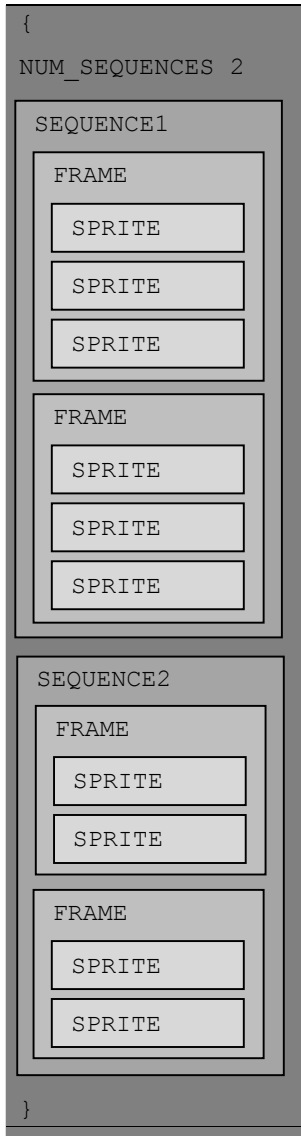
OVERVIEW

ANM

Defines the animations of soldiers, vehicles, explosions and other objects.

```
{
NUM_SEQUENCES 2

  SEQUENCE1

    FRAME

      SPRITE

      SPRITE

      SPRITE

    FRAME

      SPRITE

      SPRITE

      SPRITE

  SEQUENCE2

    FRAME

      SPRITE

      SPRITE

    FRAME

      SPRITE

      SPRITE

}
```
ANM Overview

An animation file ANM consists of several sequences.

There a three kinds of seqeunces:
SEQUENCE   sequence is looped
NLSEQUENCE   sequence is played once
CHAINSEQUENCE   seqeunce is followed by another one

Every sequence has a name, a frame length and an animation speed.
Additonal there can be hotspots.

A frame has several sprites (and hotspots).
There a two kinds of sprites:
SPRITE   standard sprite
SIZESPRITE   part of a sprite

Every sprite has a name, a horizontal offset, a vertical offset and a flag
A SIZESPRITE has horizontal and vertical border information.

Sprite flags:
0 standard (no effect)
1 mirrored
2 unknown effect
3 mirrored and unknown effect

A hotspot is a special position on the sprite. Another animation (e.g. the gunfire of a rifle) is placed at this position. A hotspot has a horizontal and a vertical offset and a flag.

AVI

Videos like the intro or the tutorials.

BMP

Microsoft bitmap (256 colors).

BMP

WAD files

Special 256 colors bitmap without transparent pixels.

The BMP's found in the WAD archives have the following structure:

HEADER
PIXEL DATA
COLOR PALETTE ID

HEADER

Name	32 bytes	null terminating
Pixel Data Size	8 bytes	= Heigth * (Width + 2) +1
unknown	4 bytes	default: 00 00 00 00
unknown	4 bytes	default: 00 00 00 00
Image height	4 bytes	
Image width	4 bytes	
color depth	2 bytes	default: 08 00
unknown	2 bytes	default: 00 00
unknown	2 bytes	default: 00 00
unknown	2 bytes	default: 00 00

PIXEL DATA

Every byte in this block represents one pixel (the colors are defined in the color palette).
After each line (number of bytes = image width) the first two bytes of this line are repeated.
After the last line the 3rd byte of the very first line occurs again.

Let's have a look at a little example.
We want to create a WAD entry for this 3x3 pixels bitmap:
First of all we need a color palette, where white is the first color, yellow the second, red the third, …
Now we create the basic bitmap (the numbers are the color palette entries):
00 01 02
03 04 05
06 07 08
Then we have to repeat the first 2 bytes of each line – and the third byte of the first line:
00 01 02 00 01
03 04 05 03 04
06 07 08 06 07
02

That's our final pixel data: 00 01 02 00 01 03 04 05 03 04 06 07 08 06 07 02

COLOR PALETTE ID

4 byte long identifier for the color palette (id for the first palette is 0, for the last: number of palettes-1).
00 00 00 02   indicates that the third color palette of the WAD file is used for this bitmap.

CFG

OUTPUT

Game configurations like player name, sound volume, server address.

The following changes can be made to `Comando.cfg`:

`.MORALINA 0`	blood enabled
`.DEVELOP 1`	debug mode
`.CURSORSOFT 0`	use old cursors

DAT

DATOS\MISIONES

There are only two files:

`MISIONES.DAT`	Defines the order of the missions
`START.DAT`	Defines the intro

DIR

This archive contains directories and files which are described in this document.
I would recommend to extract `WARGAME.DIR` and then just delete it.
There are several extraction tools, like *JJ Soft's DIRExtractor*.

FNT

DATOS\FONTS

Font file

`COMANDO.FNT` is the font used for the briefing notes and the quickinfo.
The FNT file starts with a two byte long info. I haven't found out the meaning of these bytes yet.
Maybe it's the number of colors.

A character block has the following structure (incl. a hexa-decimal example):

Width	4 bytes	`03 00 00 00`	width of 3 pixels
Height	4 bytes	`0A 00 00 00`	height of 10 pixels
Hor. offset	4 bytes	`FF FF FF FF`	horizontal offset of -1
Space	4 bytes	`00 00 00 00`	no space behind the character
Vert. offset	4 bytes	`03 00 00 00`	vertical offset of 3 pixels
Key code	4 bytes	`49 33 48 00`	keycode 49 represents the character `I`
Char. Data	n bytes	`01 04 03`	3 * 10 = 30 bytes

n = Width * Height

`04 0F 0E`
`04 0F 0F`
`04 0F 0F`
`04 0F 0F`
`04 0F 0F`
`04 0F 0F`
`04 0F 0F`
`04 0F 0F`
`04 0F 0D`

Range of the offset (horizontal/vertical) and the space after a character:

00 00 00 00 – 80 00 00 00	positve
FF FF FF FF – 7F FF FF FF	negative

Each pixel has a brightness between 1 and 15 (`01` is light, `0F` is dark).
If the pixel is transparent it has the value 128 (`80` in hex).
There is no color information.

Standard brightness palette:

80	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F

white = transparent

MAC

DATOS\MISIONES

Macros are used by MIS files.
Variables start with their type (a single letter followed by the variable name), e.g:
`.VARIABLES [ GGrafico.ALEMAN ]`
The default value (`ALEMAN`) is defined behind the point (`.`) after the variable (`GGrafico`).

The following variable types exist:

A	Accion Concreta		
C	Caracteres (cadena normal)		
G	Grafico	animation file (ANM)	
N			NReactividades, NColorBurbujas
P	Punto		
T	Token		
V		either 0 or 1	VDestruyeGranada, VLadrador
X	Accion elegible		XAccionSecundaria

Inside the macro the variables are called by a `$` followed by their name (without the type letter), e.g:
`.GRAPH [ .ANIM $Grafico ]`

MIS

DATOS\MISIONES

Mission file
I'm sure you will find a lot of information and several tutorials about modifying MIS files in the Internet.

PCX

DATOS\CREDITOS

ZSoft image file

POL

DATOS\MISIONES

Defines a quick info area on the map. Each entry starts with the number of points, followed by a name
for the polygon, the number 1 (unknown) and the quick info identifier. Then the points are defined
(each XY pair in one line).

E.g:

```
4 POLY1 1 0CAS
0 500
0 750
250 1000
250 1250
```

If the mouse cursor is inside the polygon (the 4 points) then the quick info **HOUSE** (associated with **0CAS** in the file **GLOBAL.STR**) will be displayed.

RLE

Encoded 256 colors bitmap. Transparent pixels are compressed.

RLE

WAD files

Special 256 colors bitmap with opaque, transparent (compressed) and semi-transparent pixels.

The RLE's in the WAD archives have the following structure:

HEADER
PIXEL DATA
LINE OFFSETS
COLOR PALETTE ID

HEADER

Name	32 bytes	null terminating
Pixel Data Size	8 bytes	
unknown	4 bytes	default: `03 00 00 00`
unknown	4 bytes	default: `FF FF FF FF`
Image height	4 bytes	
Image width	4 bytes	
color depth	2 bytes	default: `08 00`
unknown	2 bytes	default: `00 00`
unknown	2 bytes	default: `04 00`
unknown	2 bytes	default: `00 00`

PIXEL DATA
This data block contains the information about the pixels of the image.
Let's have a look at the following byte sequence:

`FF 05` `FE 04` `AA AB AD CB 02` `7A 69` `FF 04`

This hex code sequence describes a bitmap with
5 transparent pixels
4 semi-transparent pixels (entries 170, 171, 173, 203 from the color palette)
2 opaque pixels (entries 122, 105 from the color palette)
4 transparent pixels

Please note that sequences with more than 253 opaque pixels or
255 transparent pixels or
255 semi-transparent pixels
must be split into multiple entries.

As you can see, transparent pixels are encoded with the byte **FF** followed by their count.
Semi-transparent pixels start with **FE** followed by the number of pixels and finally the palette entry id's.
Opaque pixels don't have an identifier. They just start with their count followed by the position in the color palette (**00** to **FF**).

LINE OFFSETS

Size	4 bytes	size of the following data block
Name	4 bytes	first for letters of the RLE name (lower case)
Width	4 bytes	same as above (HEADER)
Height	4 bytes	same as above (HEADER)

Now the offset of every line of the image is defined. The number of entries is equal to the image height. Each entry has a length of 4 bytes, the first entry is `00 00 00 00` (=first byte of the pixel data).

COLOR PALETTE ID
4 byte long identifier for the color palette (id for the first palette is 0, for the last: number of palettes-1).
`00 00 00 02` indicates that the third color palette of the WAD file is used for this bitmap.

SAV

OUTPUT

There are up to ten saved games (`0000000.SAV` to `0000009.SAV`) and one quick save/load slot (`QLOAD.SAV`). The names of the saved games can be found in the file `SAVE0000.SAV`, which is the only file that is not compressed.

SCR

DATOS\MISIONES

Briefing configuration for each mission. Normally a briefing starts with a video, followed by multiple pictures background music and speech files. The next part defines the detailed briefing showing the map (includes zooming, moving to a position, staying at a position, playing wave files).

	COMMAND	PARAMETERS	ADD.PARAM.	END COMMAND
0	VIDEO	#0		
0	BREAK			
0	STARTVIDEO	#NAME.AVI		WAITVIDEO
0	STARTBLENDFADE	#NAME.BMP	$0	WAITFADE
0	STARTFADEOUT			WAITFADE
0	STARTWAVEM	#NAME.WAV		WAITWAVEM
0	STARTWAVE	#NAME.WAV	%comment	WAITWAVE
0	SETZOOM	#0		
0	SETPOS	#[0 0]		
0	STARTZOOM	#0	L/M/N/R,$0	WAITZOOM

0 STARTGOTO	#[0 0]	$0	WAITGOTO
0 STARTGOTO	#B NAME	$0	WAITGOTO
*** COMMENT ***			

There are 39 other commands, but they were never used in the briefings. Here's the complete list:

```
BREAK, MM, SETPOS, SETWAVELEVEL, SETWAVELEVEL1, SETWAVELEVEL2, SETWAVELEVEL3, SETWAVELEVELM, SETZOOM,
STARTBLENDFADE, STARTBLENDFADESTOP, STARTBMP, STARTBMP1, STARTBMP2, STARTBMP3, STARTBMP4, STARTFADEOUT,
STARTFOCO, STARTGOTO, STARTMM, STARTMM1, STARTMM2, STARTMM3, STARTMM4, STARTVIDEO, STARTWAVE, STARTWAVE1,
STARTWAVE2, STARTWAVE3, STARTWAVELEVEL, STARTWAVELEVEL1, STARTWAVELEVEL2, STARTWAVELEVEL3, STARTWAVELEVELM,
STARTWAVEM, STARTZOOM, STOPWAVE, STOPWAVE1, STOPWAVE2, STOPWAVE3, STOPWAVEM, VIDEO, WAITFADE, WAITGOTO,
WAITVIDEO, WAITWAVE, WAITWAVE1, WAITWAVE2, WAITWAVE3, WAITWAVELEVEL, WAITWAVELEVEL1, WAITWAVELEVEL2,
WAITWAVELEVELM, WAITWAVEM, WAITZOOM
```

SEC

DATOS\MISIONES

These files define the sectors for a map.

SEC files have the following structure: Example:

```
Number of vertices                 4
Vertices                           800 800
  ...                              0 800
  ...                              0 0
Vertices                           800 0


Number of sectors                  1


#Points kx ky bz Type Height Offset Flags   4 0 0 0 0 0 0 384
Point                              0
 ...                               1
 ...                               2
Point                              3


Number of "bridge" sectors          0


Number of areas                     1
#Sectors Name                       0 CAMP
SectorType Sector


Number of connected sectors         0
Sector Sector
```

Vertices
XY coordinates on the map, e.g:
415.685 625.946

kx, ky, bz [1]
from the plane equation $z = kx*x + ky*y + bz$

Type

0	LAND	land (default)
1	WATER	shallow water
2	SNOW	snow or sand
3	DEEPWATER	deep water

4	CONVEYOR	mover
5	DESCONOCIDO	not defined
6	LASTTYPE	?unknown?

Height
Height of the sector.

Offset
Final height of a stair or a ramp.

Flags
There are nine flags. To use several flags just add the values.

flag	espanol	meaning
1	inclinado	isStair (or Ramp)
2	unknown	used by Bridge Sectors
4	notrasitable	Is**Not**Enterable
8	?	
16	oclusor	isInvisible
32	never used	
64		climbable wall
128		
256		
		128 + 256 = normal

Bridge sector
This special sector leads over the normal sectors, you can walk on and under them. They have the same structure like ordinary sectors.

Area
Areas are used for the enemy AI. When the same soldier reacts in another way after he spotted you (for example inside or outside a base), this happens due to the different areas. How the enemy reacts is actually defined in the mission file MIS.

SectorType
0 = regular sector
1 = bridge sector

Connected sectors
This information is used to tell the Green Beret which walls he can climb, e.g. the huge wall to the east in the mission 'Blind Justice' has been declared this way.
Nearly all walls already are defined in the sector information with the flag 448.

Differences between BEL and BCD files:
SEC files in BCD have a different file format but they contain nearly the same information. It looks like BCD can read both formats, BEL can't read the BCD format.

Additional information of the SEC files from BCD:
`#Points ? ? ? Type Height Offset Flags TokenLength Token`
Most sectors don't have a Token so the TokenLength is 0. If the TokenLength is not zero, there will be an entry in MIS file with the Token.

Have a look at BCD_SEC_Format.txt for more information about the file format.

STR

This file type contains multiple strings.

GLOBAL.STR	Global string file
MAPA00??.STR	Messages when you failed the mission
MB??.STR	Briefing notes for the mission

TIP

Quick info on the map.
Defined by the horizontal and vertical position on the map, the width, the height and the string identifier (from `GLOBAL.STR`).

```
130 186 544 422 1HEA
```

creates a box at position `130`,`186` with a height of `544` and a width of `422` and shows you the quick info `ENEMY HEADQUARTERS` when the mouse enters this area.

VOL

Map file.

There are two types of VOL files:

MAPA????.VOL	creates all static objects on a map
CHOQ????.VOL	small obstacles which don't come with the SEC file

VOL structure:

```
{
;**********************************************************************
;* MAPA DE VOLUMENES ESTATICOS
;**********************************************************************

MAPDIMXY 1828,1490
MAPTABPOLYS
{
     ...
}
}
```

Map width
Map height
Polygons:

There are 3 types of polygons:

POLY	standard polygon
POLYRAMPA	polygon is a stair or a ramp
POLYZOOM	creates the illusion of height (used in MAPA0006,MAPA0020)

```
  POLY "BASE",915,1102,-14,5,4,725        ;Nombre,CentroX,CentroY,CentroZ,…
  POINT          914,-1119                        ;Coord. X, Coord. Y
  POINT          913,1199                         ;Coord. X, Coord. Y
  POINT         -916,1199                         ;Coord. X, Coord. Y
  POINT         -914,-1119                        ;Coord. X, Coord. Y
  EXTRAINFO      0,0,0,0,0,0,0,0                    ;Extra Info Bytes
  TILE         1394,  -1,  60,   4,   0,   0, 0,"TERRENO.BMP","   "
  TILE         1318,  -1,  76,   7,  40,   1, 0,"TERRENO.BMP","   "
  TILE          488,  -1,  36,  14,   0,  37, 0,"BN2-2.BMP","X  "

   .
   .
```

Nombre,CentroX,CentroY,CentroZ,Altura,#vertices,#Tiles
= name,centerX,centerY,centerZ,height,number of points, number of tiles

POLYRAMPA and POLYZOOM each have one additional parameter:
Nombre,CentroX,CentroY,CentroZ,Altura,AlturaOff,#vertices,#Tiles
Nombre,CentroX,CentroY,CentroZ,Zoom,Altura,#vertices,#Tiles

Name
Some polygons need to have a certain name.
Trees have the name ARBOL?? (?? = 00,01,...,99), shadows of trees have the name ARBOL??S.
Buildings have the name CASA?? or CASA??A, CASA??B, CASA??… if the buildings consits of more than one polygon.
Polygons with the name *.EXP1 are explosions.
Other common names are BASE and AGUA (water).

Coord. X, Coord. Y
= X/Y position on the map

Extra Info Bytes
defines which debris animations are shown if the structure gets destroyed. This is the full list of all identifiers and the corresponding ANM/WAD file:

ID	ANM/WAD	NAME
1	TEJAGRIS	TEJA GRIS
2	TEJAROJA	TEJA ROJA
3	HIERRAZU	HIERRO AZUL I
4	ANTENA	ANTENA
5	HIERAMAR	HIERRO AMARILLO
6	ALAMBRE	ALAMBRE
7	HIEROXID	HIERRO OXIDADO
8	CEMTOSCU	CEMENTO OSCURO
9	CEMENTO	CEMENTO
10	ADOBCLAR	ADOBE CLARO
11	ADOBOSCU	ADOBE OSCURO
12	CONGLOME	CONGLOMERADO
13	LADRILLO	LADRILLO
14	LADRGRIS	LADRILLO GRIS
15	LADRAMAR	LADRILLO AMARILLO
16	MADERA	MADERA
17	MADEGRIS	MADERA GRIS
18	MADEOSCU	MADERA OSCURA
19	HIERAZUL	HIERRO AZUL II

20	CHAPA	CHAPA
21	CHAPAMAR	CHAPA AMARILLA
22	CHAPBLAN	CHAPA BLANCA
23	CHAPOXID	CHAPA OXIDADA
24	CHAPROJA	CHAPA ROJA
25	CHAPVERD	CHAPA VERDE
26	CHAPMARR	CHAPA MARRON
27	CHAPGRIS	CHAPA GRIS
28	ROCAS	ROCAS
29	BISMROT1	BISMARK 1
30	BISMROT2	BISMARK 2
31	BISMROT3	BISMARK 3
32	BISMROT4	BISMARK 4
33	BISMROT5	BISMARK 5
34	BISMROT6	BISMARK 6

```
TILE        1318,   -1,   76,     7,   40,     1, 0,"TERRENO.BMP","    "
```

x,y,width,height,hor. offset,vert. offset,brightness,sprite,transformation

x/y:
position on the map

width/height:
no comment

horizontal/vertical offset:
is used to draw only a part of the sprite (for more information see VOL_sprite-offset.pdf)

sprite:
Filename of the sprite (stored in a WAD file), a minus in front of the name makes the sprite invisible (e.g. "-RUINA07.RLE")

brightness:
```
   0    standard
  20    white
 -20    black
```

transformation:
```
"X  "       = mirror sprite (x-axis)
" Y "       = flip sprite (y-axis)
"  L"       = tile is explosion or light
```
combinations like `"X L"` are possible

WAD

DATOS\FONTS
DATOS\RECURSOS\BMPS\MAP
DATOS\RECURSOS\BMPS\SPRITES
DATOS\RECURSOS\BMPS\SYSTEM\CARAS
DATOS\RECURSOS\BMPS\SYSTEM\GLOBAL
DATOS\RECURSOS\BMPS\SYSTEM\OPCIONES

Archive which contains image files (BMP's and RLE's).

WAD structure:

HEADER	400 bytes
#COLOR PAL.	4 bytes
COLOR PAL.	524 bytes
#IMAGES	4 bytes
IMAGES	

HEADER

unknown	4 bytes
unknown	4 bytes
unknown	392 bytes

Can be filled with 00 or FF (or anything else, it doesn't care).

#COLOR PAL.

The number of color palettes used in this archive.

COLOR PAL.

Each color palette has 256 2-byte-colors.

256 colors	512 bytes
00	1 byte
unknown	12 bytes

The last 12 bytes look like some kind of comment.

Each color is defined by 2 bytes (16 bits):

```
BYTE1      BYTE2
21043210  43210543
```

#IMAGES

The number of images in the archive.

IMAGES

The images are bitmaps either with (RLE) or without transparency information (BMP).

WAD

DATOS\BRIEFING\WAVE
DATOS\MUSICA
DATOS\RECURSOS\SONIDO\WAVE
DATOS\RECURSOS\SONIDO\WAVE\ESA

Wave audio file.

If you replace/edit a file, make sure that the new file has the following format:

PCM signed 16 bit, stereo	file from DATOS\MUSICA
PCM unsigned 8 bit, mono	all other files

Every file indicated by `.WAV` in a `MIS` or `MAC` file can be replaced by any other of the following list:

AGUAPRES.WAV	PRES	**ALRM**	VOZALARM.WAV
ALTO.WAV	ALTO	**ALTO**	ALTO.WAV
ALTO.WAV	ATAK	**APEL**	APAGELEC.WAV
AMETRALL.WAV	MET1	**ARGH**	MUERTE.WAV
APAGELEC.WAV	APEL	**ATAK**	ALTO.WAV
AUTOGIRO.WAV	AUG2	**AUG2**	AUTOGIRO.WAV
AVION.WAV	AVIO	**AVIO**	AVION.WAV
BARRIL.WAV	SBAR	**BIRD**	PAJARO0.WAV

BOCIBARC.WAV	CLBA	**BUCE**	BUZO.WAV
BOCINA.WAV	CLXN	**CAFU**	CARGAFUSI.WAV
BOCITREN.WAV	CLTR	**CAMN**	CAMION.WAV
BUZO.WAV	BUCE	**CBAR**	ESFUERZO.WAV
CAMION.WAV	CAMN	**CHOR**	CHORRO.WAV
CARGAFUSI.WAV	CAFU	**CLBA**	BOCIBARC.WAV
CHORRO.WAV	CHOR	**CLTR**	BOCITREN.WAV
CUCHI.WAV	CUCH	**CLXN**	BOCINA.WAV
DERRUMBE.WAV	XCA1	**CUCH**	CUCHI.WAV
DETENIDO.WAV	DETE	**DCOY**	SEGNUELO.WAV
DISPARO1.WAV	DIS1	**DETE**	DETENIDO.WAV
ELECSHOK.WAV	ELSH	**DIS1**	DISPARO1.WAV
ELECTRO.WAV	ELEC	**ELEC**	ELECTRO.WAV
ESCLUSA.WAV	ESCL	**ELSH**	ELECSHOK.WAV
ESFUERZO.WAV	CBAR	**ESCL**	ESCLUSA.WAV
ESPIA.WAV	ESPI	**ESPI**	ESPIA.WAV
EXPLOSI.WAV	TNKS	**FTRN**	FRENADA.WAV
EXPLOSI.WAV	XGRA	**FUSL**	FUSIL.WAV
EXPLOSI.WAV	XPLO	**GRIL**	GRILLOS.WAV
FRANCO.WAV	MIRI	**HANG**	HANGAR.WAV
FRENADA.WAV	FTRN	**HERI**	HERIDO.WAV
FUSIL.WAV	FUSL	**LADR**	LADRIDO.WAV
GRILLOS.WAV	GRIL	**MBIR**	PAJARO1.WAV
HANGAR.WAV	HANG	**MET0**	METRALL0.WAV
HERIDO.WAV	HERI	**MET1**	AMETRALL.WAV
LADRIDO.WAV	LADR	**METL**	METRLANC.WAV
LLAMAS.WAV	YAMA	**METT**	TANQMETR.WAV
MEGAEXPL.WAV	MXPL	**MIRI**	FRANCO.WAV
MEGAEXPL.WAV	XCA2	**MUER**	MUERTO.WAV
METRALL0.WAV	MET0	**MXPL**	MEGAEXPL.WAV
METRLANC.WAV	METL	**PASO**	PASOS.WAV
MUERTE.WAV	ARGH	**PASW**	PASOSAGU.WAV
MUERTO.WAV	MUER	**PIPA**	PISTOLA.WAV
MUERTO.WAV	VMUE	**PRES**	AGUAPRES.WAV
OLEAJE.WAV	XCA0	**QIEN**	QUIENVA.WAV
PAJARO0.WAV	BIRD	**REMA**	REMADA.WAV
PAJARO1.WAV	MBIR	**SBAL**	SPLASH.WAV
PASOS.WAV	PASO	**SBAR**	BARRIL.WAV
PASOSAGU.WAV	PASW	**SIRN**	SIRENA01.WAV
PISTOLA.WAV	PIPA	**SMIS**	SUBMISIL.WAV
QUIENVA.WAV	QIEN	**SOLD**	SOLDAT.WAV
REMADA.WAV	REMA	**SWCH**	SWITCH.WAV
SEGNUELO.WAV	DCOY	**TELF**	TELEFONO.WAV
SIRENA01.WAV	SIRN	**TKTK**	TICTAC.WAV
SOLDAT.WAV	SOLD	**TNKS**	EXPLOSI.WAV
SPLASH.WAV	SBAL	**TREN**	TREN.WAV
SUBMISIL.WAV	SMIS	**VMUE**	MUERTO.WAV
SWITCH.WAV	SWCH	**WIND**	VIENTO.WAV
TANQMETR.WAV	METT	**XCA0**	OLEAJE.WAV
TELEFONO.WAV	TELF	**XCA1**	DERRUMBE.WAV
TICTAC.WAV	TKTK	**XCA2**	MEGAEXPL.WAV
TREN.WAV	TREN	**XGRA**	EXPLOSI.WAV
VIENTO.WAV	WIND	**XPLO**	EXPLOSI.WAV
VOZALARM.WAV	ALRM	**YAMA**	LLAMAS.WAV

sorted by filename   sorted by id

APPENDIX

Please inform me about any errors, suggestions and new findings. Thank you.

Recommended tools [2]
DirExtractor
Rle<>BmpConverter
WadExtractor/Creator

Recommended programs
Text files   Notepad++
Image files   The Gimp
Other files   HxD Hexeditor

Contact
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Reference

[1]   http://files.cnblogs.com/Rex/CommDevToolkitSrc.rar   Src\Doc\Comm2_SEC.en.htm
       big thanks to F.R.C. (and of course invox)

[2]   http://sites.google.com/site/commandosmod/downloads
       my homepage