

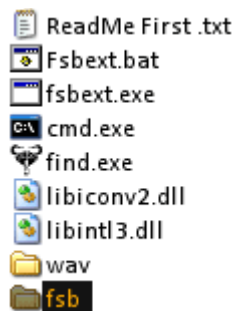


Extracting sounds from FSB files using FSBEXT by CherryIcee.

Although there are several programs that can be used to extract the sounds from the fsb files in Bioshock, I chose fsbext because it's easy to use and it doesn't have issues opening some of the fsb files like EkszBox-ABX does.

1. Download the zip file fsbext.zip from <http://bioshockfiles.home.bresnan.net/fsbext.zip> and unzip it. Then place the FSBEXT folder in your C: drive.
2. Copy the fsb files you wish to extract sounds from and paste them into the "fsb" folder within the fsbext directory (highlighted in the image below.) The fsb files by default will be located in:

C:\Program Files\2K Games\BioShock\Content\Sounds_Windows



Once you have your file/s copied to the "fsb" folder, double-click "Fsbext.bat" and it will extract the sounds for you and place them in the "wav" folder. If you want to keep track of which files were extracted from which fsb file, you may want to do each fsb file separately and after each extraction create a new folder within the "wav" folder and place your files within it. For example, I'll extract the songs from the streams_music_common_audio.fsb file. I copy the streams_music_common_audio.fsb file over from C:\Program Files\2K Games\BioShock\Content\Sounds_Windows and place it into the "fsb" folder within the fsbext directory. Then I'll double-click on "Fsbext.bat". A command window will open and show you the progress of the extraction as seen in the image below.

```

C:\WINDOWS\system32\cmd.exe
C:\fsbext>c:\fsbext\find c:\fsbext\fsb -iname "*.fsb" -exec fsbext -a -d c:\fsbext\wav "{}" ;

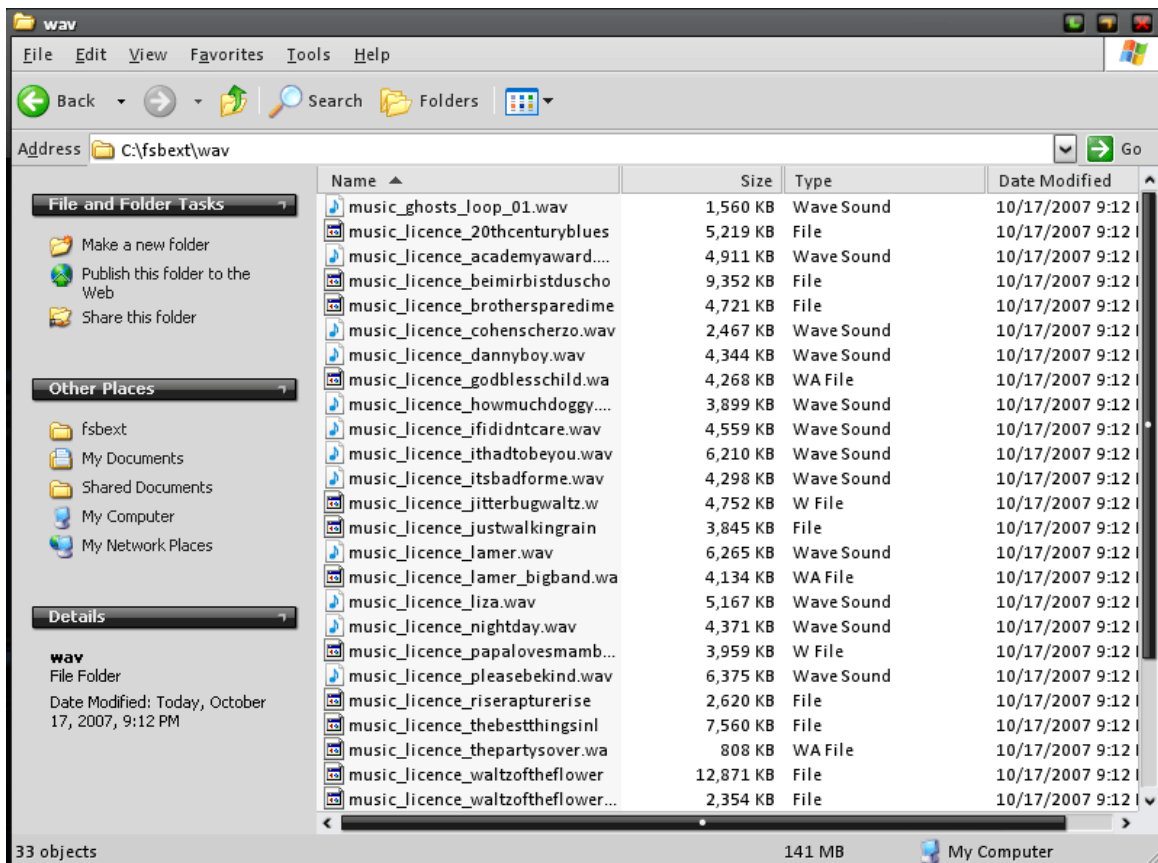
FSB files extractor 0.2.1
by Luigi Auremma
e-mail: aluigi@autistici.org
web: aluigi.org

- input file: c:\fsbext\fsb\streams_music_common_audio.fsb
- enter folder: c:\fsbext\wav
- FSB3 version 3.1 mode 0

Filename                               Size      Mode frequency channels bits
=====
music_ghosts_loop_01.wav               1596672  stereo,ima_adpcm 44100 2 16
music_licence_20thcenturyblues         5344128  mono,ima_adpcm 44100 1 16
music_licence_academyaward.wav         5028048  stereo,ima_adpcm 44100 2 16
music_licence_beimirbistduscho        9575648  stereo,ima_adpcm 44100 2 16
music_licence_brothersparedime         4833792  mono,ima_adpcm 44100 1 16
music_licence_cohenscherso.wav         2525472  mono,ima_adpcm 44100 1 16
music_licence_dannyboy.wav             4447872  mono,ima_adpcm 44100 1 16
music_licence_godblesschild.wa        4369536  mono,ima_adpcm 44100 1 16
music_licence_howmuchdoggy.wav         3991680  mono,ima_adpcm 44100 1 16
music_licence_ifididntcare.wav         4667952  mono,ima_adpcm 44100 1 16

```

- Once the “Fsbext.bat” file finishes running, the command window will disappear and you will find the extracted songs in the “wav” folder. ****Note**** Some of the wav files may not show as a wav file because the extension was not fully added. In those cases, simply select the file and rename it so that the extension reads “.wav” (without the quotes of course.) See image below.



4. From there, you may want to create a new folder named “streams_music_common_audio” (or whatever name you want) within the “wav” folder and place all of the extracted files into it to keep track of them. Then follow steps 1-3 to extract the sounds from the remaining fsb files.
5. When you are done extracting sounds from fsb files, you’ll want to be able to listen to them, so download the MusicPlayerEX program from <http://bioshockfiles.home.bresnan.net/mpex.zip> and unzip it to run the program. You can either just drag and drop your wav files into the player or you can click the open button (which is highlighted in the image below) to browse for the file/s to play.



Good luck and enjoy digging through all the various sounds of the game. If you dig around enough you’ll find quite a few sound bytes that were never used in the game that are interesting to listen to. HAVE FUN!!!! 😊