Converting Legends of Aranna Resouces to enable playing the Legends of Aranna Beta 6.0a map in Dungeon Siege 2

- Playing the Legends of Aranna map from the original Dungeon Siege in Dungeon Siege 2 requires converting a certain resource file called expansion.dsres from Dungeon Siege Legends of Aranna to a format that is compatible with Dungeon Siege 2 as well as downloading the mod DS1 MapPack for Dungeon Siege 2.

Either an installed version of Dungeon Siege Legends of Aranna or the original installation disks.
Dungeon Siege 1 Tank Viewer (for extracting the resources)
Dungeon Siege 2 Tank Creator (for tanking a new resource file)
All of the necessary files listed in the DS1_MapPack_for_Dungeon_Siege_2_Beta6.0a.rtf

1. Open the DS1 tankviewer and click on Open in the file menu



2. In the Dialog Box that opens click on the upper address bar and navigate the folder and file list to find expansion.dsres (typically located in program files\Microsoft games\dungeon siege\resources\dsloa)

o tank op	LOOK IN:	Name	*	Date modified	Туре	Size
ders	Recent Places	Expansion	.dsmap	18/10/2003 4:25 AM	DSMAP File	47,269 KB
Desixtop Desixtop Libraries Computer Network		ExpVoices	Type: DSRES File Size: 356 MB Date modified: 18/10/2003 4:24 AIV	☐8/10/2003 4:24 AM 10/12/2004 4:04 PM	DSRES File DSRES File	96,027 KB 117,251 KB
		File name:	Expansion dsres			▼ Ope
		Files of type:	Dungeon Siege Files (*.ds*;*.tvc)			✓ Can
n an existing	tank tile.		N		6	

3. Click on open and this dialog box opens showing the internal structure of expansion.dsres

Open Close Ext	tract Viev	Style					
Folders #	X	Name	Type Folder Folder Folder Folder Folder LQD20 File	Size 1 kB	Last Modified 11/10/2003 12:16:5 11/10/2003 12:16:5 11/10/2003 12:16:5 11/10/2003 12:16:1. 11/10/2003 12:17:5 17/10/2003 12:18:1 17/10/2003 3:21:16	Ratio	
			III			•	



5. Then click on Extract to bring up another dialog box where you can select in the address bar where you want to extract the files. I choose Desktop/Temp for simplicity. The folder will be created by Tank Viewer.



6. While there's no progress bar, you can see the files being extracted

at the bottom left corner. When this clears, extraction has finished and you can close Tank Viewer.



7. Open Tank Creator so the screen below appears and click on the search button for the source files.

Uamp		
	Rapid Tank Creator Source Output www.game-editing.net	Advanced Createl
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8. In the dialog box that appear click on desktop\temp (or where ever you extracted the files in step 5). Then click the search button for

the output and navigate the file list to find Dungeon Siege 2\Resources folder (typically in program files\Microsoft Games\Dungeon Siege 2\Resources)



9. In the file name text box type a unique name for the resource file (here it named DS1_LOA_Resources.ds2res). It's crucially important that the name end in .ds2res and that Save as Type is All files. Due to a bug in Tank Creator it'll use dsres as type otherwise.

Output C:\Gam	es\Dungeon Siege 2\Resources\DS1_LDA_F		4
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Save in:	🕌 Resources 💌 💌	- 🖬 📸 🖛	
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	DS1_LOA_Content_Beta_6a.ds2res	4/04/2012 10:22 PM	DS2RE:
Desktop	DS1_LOA_Resources.ds2res	2/04/2012 8:28 PM	DS2RE!
(item)	DS1_Logic_Beta_6a.ds2res	9/04/2012 11:02 AM	DS2RE:
in the	DS1_Map_World.ds2res	17/03/2012 6:51 AM	DS2RE:
Libraries	DS1_Multiplayer_World_Beta_6a.ds2res	1/04/2012 5:28 PM	DS2RE!
1 A	DS1_Yesterhaven.ds2res	23/03/2012 7:14 AM	DS2RE!
	DS2-Utraean_Peninsula_Radar_Alpha04.ds2res	26/02/2011 3:57 PM	DS2RE!
Computer	Logic.ds2res	16/09/2005 11:12	DS2RE!
	Mod-DS1Content-Alpha10a.ds2res	9/04/2012 10:50 AM	DS2RE!
Network	Mod-DS1Map-Utrea-Alpha10.ds2res	20/02/2012 6:12 PM	DS2RE!
	Mod-Erthos-MonsterLevelAdiust-Beta4i.ds2	23/03/2012 6:31 PM	DS2RES
	File name: IDS1 LOA Resources.ds2res	-	Save

10. Tank Creator should now have both source and output boxes filled.

Source	C:\Users\Irwin\Desktop	o\Temp	
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11. Click on Create and a progress dialog appears. When it finishes press any key to continue and exit Tank Creator.

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12. If you navigate to the Dungeon Siege 2\Resources folder you should

now see your new resource file (here it's DS1_LOA_Resources.ds2res) and it should be around 266 Mb in size.

The temporary folder can also be deleted at this point as it's no longer required.

.ocal Disk (C:) → Games → Dungeon Siege 2 → Reso	urces		• 4 ₇
Burn New folder			9==
Name	Date modified	Туре	Size
DS1_Content.ds2res	21/03/2012 9:11 PM	DS2RES File	59,450 KB
DS1_Legends_of_Aranna_Beta_6a.ds2res	7/04/2012 8:10 PM	DS2RES File	52,749 KB
DS1_LOA_Content_Beta_6a.ds2res	4/04/2012 10:22 PM	DS2RES File	62,871 KB
DS1_LOA_Resources.ds2res	9/04/2012 12:53 PM	DS2RES File	266,215 KB
DS1_Logic_Beta_6a.ds2res	9/04/2012 11:02 AM	DS2RES File	1,316 KB
DS1_Map_World.ds2res	17/03/2012 6:51 AM	DS2RES File	61,857 KB
DS1_Multiplayer_World_Beta_6a.ds2res	1/04/2012 5:28 PM	DS2RES File	4,399 KB
DS1_Yesterhaven.ds2res	23/03/2012 7:14 AM	DS2RES File	25,064 KB
DS2-Utraean_Peninsula_Radar_Alpha04.d	26/02/2011 3:57 PM	DS2RES File	6,809 KB
Logic.ds2res	16/09/2005 11:12	DS2RES File	8,010 KB
Mod-DS1Content-Alpha10a.ds2res	9/04/2012 10:50 AM	DS2RES File	12,650 KB
Mod-DS1Map-Utrea-Alpha10.ds2res	20/02/2012 6:12 PM	DS2RES File	84,771 KB
Mod-Erthos-MonsterLevelAdjust-Beta4i	23/03/2012 6:31 PM	DS2RES File	727 KB
Mod-TerrainNodesDS1LoA-Beta3.ds2res	18/03/2012 7:30 AM	DS2RES File	63, <mark>9</mark> 81 KB
Movies1.ds2res	16/09/2005 11:06	DS2RES File	398,292 KB
Movies2.ds2res	16/09/2005 11:07	DS2RES File	326,953 KB
Objects.ds2res	16/09/2005 11:04	DS2RES File	247,545 KB
Objects_DS1.ds2res	4/03/2012 8:31 AM	DS2RES File	300,873 KB
Quickplay.ds2res	12/03/2012 8:18 PM	DS2RES File	118 KB
Sound_DS1.ds2res	4/03/2012 8:32 AM	DS2RES File	181,000 KB
Sound1.ds2res	16/09/2005 11:08	DS2RES File	364,197 KB

*Usage

- Both Dungeon Siege 2 and the Broken World expansion should automatically detect the new file and the downloaded map should work. If it doesn't then one of the preceding steps must have failed. Try contacting somebody on http://siegetheday.org/?q=node/1330 for help and assistance.

- * Removal Instructions
 - Simply delete the file you made with these instructions