

Guide on How to solve the **Maps Extractor** error

By Arklight

If you're getting errors while using the Maps Extractor, the cause can be many, but I found out that it is either:

- Using incorrect extractor for your client's version. Each Extractor (although the names don't have any info in it, like mapextractor.exe for example) they are produced together when TrinityCore is compiled and takes the version of that Core. If the TrinityCore version was for 9.0.5, when compiled, the extractors created with it will only be able to extract files from Client 9.0.5. If you have a client 7.3.5 or 9.1.5, this extractor will not work. You will need an extractor that was specifically built from compiling Trinity Core for 7.3.5 or 9.1.5 in this case.
- The file ".build.info" is missing : This is surprising, but this 1KB tiny file that are sometimes missing in the client downloads (especially in private server's repacked/modified client file) can stop your extractors from working.

Here is how to rebuild a .build.info file from scratch:

Copy the following two lines into your notepad, and save it as .build.info somewhere. Make sure its just 2 lines (they are loooooong lines but they are still just 2 lines)

```
Branch!STRING:0|Active!DEC:1|Build Key!HEX:16|CDN Key!HEX:16|Install Key!HEX:16|IM
Size!DEC:4|CDN Path!STRING:0|CDN Hosts!STRING:0|CDN
Servers!STRING:0|Tags!STRING:0|Armadillo!STRING:0|Last
Activated!STRING:0|Version!STRING:0|Product!STRING:0

en|1|6d51243da2b456520dc83cf217743807|13427ee8353df86861a6aa3cddcb09e9|d4a89fb6a32fb8321292
bb4d8c4fda35||tpr/wow|level3.blizzard.com
us.cdn.blizzard.com|http://level3.blizzard.com/?maxhosts=4
http://us.cdn.blizzard.com/?maxhosts=4 https://blzddist1-
a.akamaihd.net/?fallback=1&maxhosts=4
https://level3.ssl.blizzard.com/?fallback=1&maxhosts=4
https://us.cdn.blizzard.com/?fallback=1&maxhosts=4|Windows x86_64 US? acct-SGP? geoip-SG?
enUS speech?:Windows x86_64 US? acct-SGP? geoip-SG? enUS text?||9.0.5.38134|wow
```

The colored parts are the parts where you need to modify, so it matches to your client build's hash version.

ORANGE is Build Config,

BLUE is CDN Config,

VIOLET is Install (File List) Encoding/CDN Hash,

And **GREEN** is your client version.

Now go to <https://wow.tools/builds/#> , find the version of your client, and copy and replace those values into this file and save.

<https://wow.tools/builds/>

38548

Classic Bet

Diff builds

731bc18b7a4ab15fe89efcda76abe6

a5fb252221038f8c1de4752c27c25002

c9e616ef0255592b3ab2a5cc44a8793

Version information

Description

WOW-38134patch9.0.5_Retail

Product

wow

Compiled at

2021-03-29 17:52:57

Configs

File

Encoding/CDN hash

Build config (show)

6d51243da2b456528dc83cf217743807

CDN config (show)

13427ee8353df86861a6aa3cddcb09e9

Patch config (show)

57ce791624ef70b353530fe27c2cbeec

Build config files

File

Content hash

Encoding/CDN hash

Encoding

2979e8d3a46d8b96574f43cec6c5a9e7

aff96e7b058f643c54b79f6a264ae0f1

Root

8bb7534ef27f2719d814b1e136c0b077

0258aabf12915d0d1ee645fe115db5b5

Install (file list)

f11f38375225cdd930d7c031a20c89df

d4a89fb6a32fb8321292bb4d8c4fda35

Download

7a1bc188cbec990513d80a5f9051595e

d945edcb7445ff68f881dd20bd9317e8

Size

6dd6a394b01dd5b48a3503383d7d7558

f481ace1912ff97e012b959f9fec3bf

Unarchived

731bc18b7a4ab15fe89efcda76abe6

Now that you matched the CDN hashes, the build.info file is good to go for your client's version. Place it in the root folder along with WoW Launcher.exe (NOT with WoW.exe) and run the extractor.

The folder format usually is like this:

Client 9.1.5 Shadowlands v40906 - Official Clean > World of Warcraft >				
Search				
Name	Date modified	Type	Size	
retail	11/16/2021 11:48 PM	File folder		
Data	11/4/2021 5:36 PM	File folder		
.build.info	11/4/2021 5:42 PM	INFO File	1 KB	
.patch.result	11/4/2021 8:37 PM	RESULT File	1 KB	
.product.db	11/4/2021 9:05 PM	Data Base File	1 KB	
Launcher.db	11/4/2021 9:05 PM	Data Base File	1 KB	
World of Warcraft Launcher.exe	11/4/2021 5:39 PM	Application	4,768 KB	

You don't even need World of Warcraft Launcher.exe file or the rest. You only need the .build.info file in here, and place your extractors here, and run the extractor.bat. Extractor bat can be also created by referring to official Trinity Core site: <https://github.com/TrinityCore/TrinityCore/blob/master/contrib/extractor.bat>

Just copy paste into notepad, save it as 'extractor.bat' and place along with 4 other extractor files.

Now the extraction should run without issues, well, unless you're running the wrong extractor version.

May we all enlighten!