

# AEW Audio Modding

## Audio Theme Extraction

**[https://drive.google.com/file/d/1Z73TPbslHiJTkYEH9njYc7qt\\_kvwmU7I/preview](https://drive.google.com/file/d/1Z73TPbslHiJTkYEH9njYc7qt_kvwmU7I/preview)**

We took the time to compile all necessary plugins & scripts to save users the time hunting around for necessary files to mod music.

1. Download The Audio Extraction RAR linked Below
2. Unrar
3. Drag your ACB File to ACB Editor and allow it to extract all of the stream music.hca files
4. Complete

Audio Theme Extraction	<b><u><a href="#">Download here</a></u></b>
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## Theme Injection

**[https://drive.google.com/file/d/1bACYwNxi1E47F1zWc\\_IIZg3o6HbBeHL2/preview](https://drive.google.com/file/d/1bACYwNxi1E47F1zWc_IIZg3o6HbBeHL2/preview)**

1. Download and Unrar the compiled files/scripts
2. Save your theme as a WAV format within the same directory
3. Once saved enter Windows Terminal and enter the following command  
  
.\HCAreplace.exe music.awb music\000127\_stream.hca filename.wav (You will change both the 000127\_stream.hca and filename.wav sections according to which slots you are replacing and the converted audio name you have chosen.)
4. Click enter and give it time to convert the wav as well as inject it into a new AWB file
5. Place it within your proper directories to be backed
6. Drag and drop your mods folder directory over the Conversion with compression Unreal script

7. Place the baked file into the AEW > Pak > ~mods folder

8. Done

If all else, follow the video or head to the discord to get help but you should be good to go!

Audio Injection Archive	<a href="#"><u><b>Download Here</b></u></a>
UnrealPak	<a href="#"><u><b>Download Here</b></u></a>

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