Tools & Scripts

- **Audio ?**

- **Camera ?**

- **Data ?**

- **Model & Object ?**

- **Plugins & Extras ?**

Audio ?

A collection of tools for modifying game themes, call names, sound effects & more.

> If credits are missing, wrong or need amending, please contact us at
> **support@prowrestlingmods.io** or one of our staff in the ProWrestlingMods Discord.

Sound Editor |

WWE 2K19	**Download Here**
WWE 2K18	**Download Here**
WWE 2K17	**Download Here**

Camera ?

Camera Tool | **CharBar**

*UPDATED MAY 23RD 2023

An easy to use Camera Modification table used with Cheat Engine. Development is still underway, with some exciting updates coming. Development and Early Access > **HERE**.

- **MANUAL VERSION FOR 2K23 1.11 - for cheat engine 7.4**

Download Here

https://www.youtube.com/embed/q-OUbBxElQo?ab_channel=B4GTV

- **EXE VERSION FOR 19 & 22 - NO cheat engine**

Download Here

https://www.youtube.com/embed/15SOhbeU-Jo

  - **2K22 MANUAL VERSION - for cheat engine**

Download Here

https://www.youtube.com/embed/15SOhbeU-Jo

- **2K19 MANUAL VERSION - for cheat engine - use to get values you would like coded into the exe version.**

Download Here

https://www.youtube.com/embed/NcQexZ7wI44

Data ?

A collection of tools for modifying binary and/or data information.

ARC Tool | **Grix**

A multipurpose I/O tool for WWE games. Arc is a recursive IO tool designed to make the process of modding almost instantaneous; also to cut back on the unnecessary workflow and exorbitant amount of files that reside in the game directory.

- Supports all known versions of **PAC** files.

- Inject and extract files from WWE 2K archives. (OODLE, ZLIB)

- Create custom **SHDC**, EPK8 and Texture archives.

- Mass extract entire directory functionality.

- 0014 texture extraction with auto naming.

- Sync muscles.

- Last gen archives supported.

- DDS viewer.

- Async operations for a swift modding experience.

Download Here

CakeTools |

WWE 2K23 CakeTools (Version 9982p108)

Download Here

Data Editor |

This tool enables modders to create, modify and save **POFO**, **MOVESET**, **TEAM_INFO** and **ATTIRE_NAMES** file types.

Some features are only available in specific builds.

WWE 2K19	**Download Here**
WWE 2K18	**Download Here**
WWE 2K17	**Download Here**
WWE 2K16	**Download Here**
WWE 2K15	**Download Here**

Custom Character Tools |

Custom Character Tools (abbreviated as CCT) enables modders to install characters, titantrons & renders. There are additional features to help facilitate an easier time modding; such as clearing your chunk file, installing 'super string' and installing additional titantron slots with a single click. It is highly recommend to use this tool in conjunction with **Data Editor**. Full details of CCT can be found **here.**

WWE 2K19	**Download Here**

Cheat Engine |

Cheat Engine is a free and open-source memory scanner/debugger created by Eric Heijnen for the Windows operating system.

Download Here

WrestleMINUS |

- Supports **PAC**, **SHDC**, **BIN**, and most known WWE 2K19-20 File Formats

- Supports Compression & Decompression of OODLE File Format

- Actively opens and decompresses all 2K20 Files, Models & Textures

- Built In Super String Editor that's properly label with appropriate Hex Values for Data Editor

- Built in Misc editor that's properly labeled to add in or edit Arenas, Additional Attires & more

- PacPlus support

WWE 2K19	**Download Here**

X-Packer $ commercial |

X-Packer can be used for extracting and injecting files into **PAC**, PACH, **HSPC**, and **SDHC** files. It is also capable of compressing files into ZLIB/OODLE formats while injecting, and is useful for injecting and extracting files from texture archives.

Purchase Here

Model & Object ?

A collection of tools & scripts for modifying in game geometry, skeletal information, shaders & more.

WWE 2K22 & 2K23 MDL Model Scripts |

Blender	Download Here

Crowd Positional Data I/O |

Two Python scripts that can import and export *arena* audience DAT files.

3ds Max	Download Here

Arena Lights I/O |

Contains a custom 3ds Max modifier, that is used with the primary max script. This allows arena modders to import lights from 2K arenas into 3ds Max, and then export with their modified versions.

3ds Max	Download Here

YOBJ 3ds Max Importer |

With this script, modders are able to import **YOBJ**, JBOY models from WWE 2K games into 3ds Max. This version also imports with correct bone weight data.

3ds Max	Download Here

Skeleton Tools |

This script is for advanced users who modify skeleton and bone information for characters. With this script, a modder is able to reposition bone(s) to match a custom armature of their own; there is also functionality to export the scene selected skeleton to a format compatible for **YOBJ**/JBOY injection.

3ds Max	**Download Here**

CE Editor |

Enables modders to edit masking (hidden areas) information found in uncompressed 00CE **BIN** files. This tool can also import custom mask data that was exported from the mask export script.

Download Here

Masking Display Import |

Used in conjunction with **CE Editor**, this script will display the masking information provided from **CE Editor**.

3ds Max	**Download Here**

reShape |

A free alternative to X-Rey. This tool is now deprecated due to development ceasing. ReShape is a very barebones model editor for 2K games, allowing for import/export of models, shader customization and the unrendering of unwanted objects.

Download Here

X-Rey $ commercial |

YOBJ

Purchase Here

Plugins & Extras ?

A collection of plugins and extras that are required in specific areas of modding.

HXD

HxD is a carefully designed and fast hex editor which, additionally to raw disk editing and modifying of main memory (RAM), handles files of any size

Download Here

HexEd.it (Browser Editor)

HexEd.it, the powerful online hex editor running in your web browser using HTML5/JavaScript technology. Analyse and edit binary files everywhere

Launch

Intel DDS Plugin |

The purpose of this plugin is to provide a tool for artists to access superior compression results at optimized compression speeds within Photoshop.

Download Here

Nvidia DDS Plugin |

Open and save **DDS** files, compressed with DXTC algorithm (files with **DDS** extension), choose required compression profile and more. **DDS** format (Direct Draw Surface) is widely used in game production and often game model textures compressed with it.

Download Here

DDS Plugin |

A **DDS** plugin that allows Paint.NET to open and save the the some of formats introduced in DirectX 10 and later.

Download Here

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