

Data ?

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

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

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.

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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](#).

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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

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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

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