

# Arena Modding

- **Creating/Changing the slot of Arena GFX**

# Creating/Changing the slot of Arena GFX

## Tools & Mods Needed

Wrestleminus	<b>Download Link</b>
Hex Editor (HxD)	<b>Download Link</b>
Unpacked GFX By SeeFusion	<b>Download Link</b>

## References for Wrestleminus

wwe19\_singleread/anime/nameplate

wwe19\_singleread/anime/locator

wwe19\_singleread/anime/match\_result

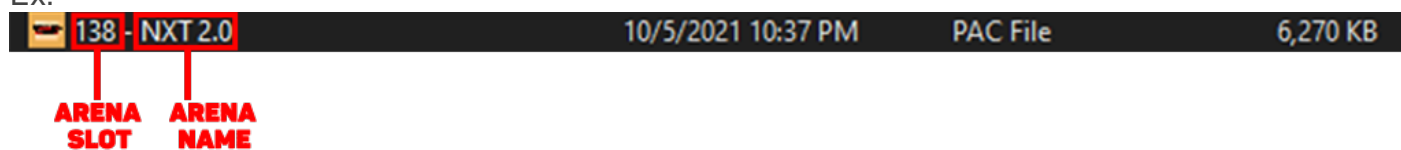
wwe19\_singleread/texture/copyright

wwe19\_singleread/texture/replay

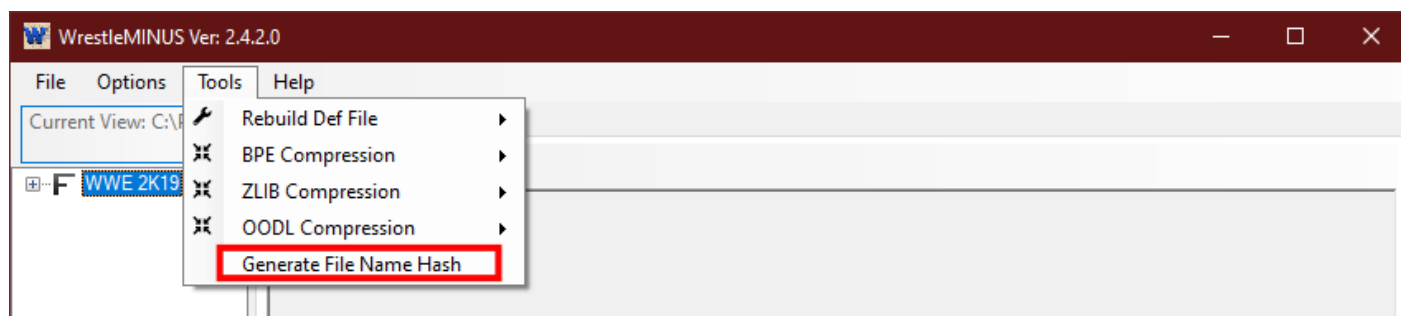
## Procedure:

1. Take the gfx element you are looking to change the slot, rename the file to the slot and arena to keep track of it.

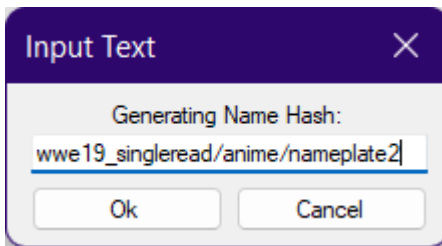
Ex.



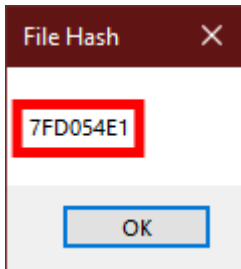
2. Open Wrestleminus, go to the tools tabs at top and select Generate File Name Hash



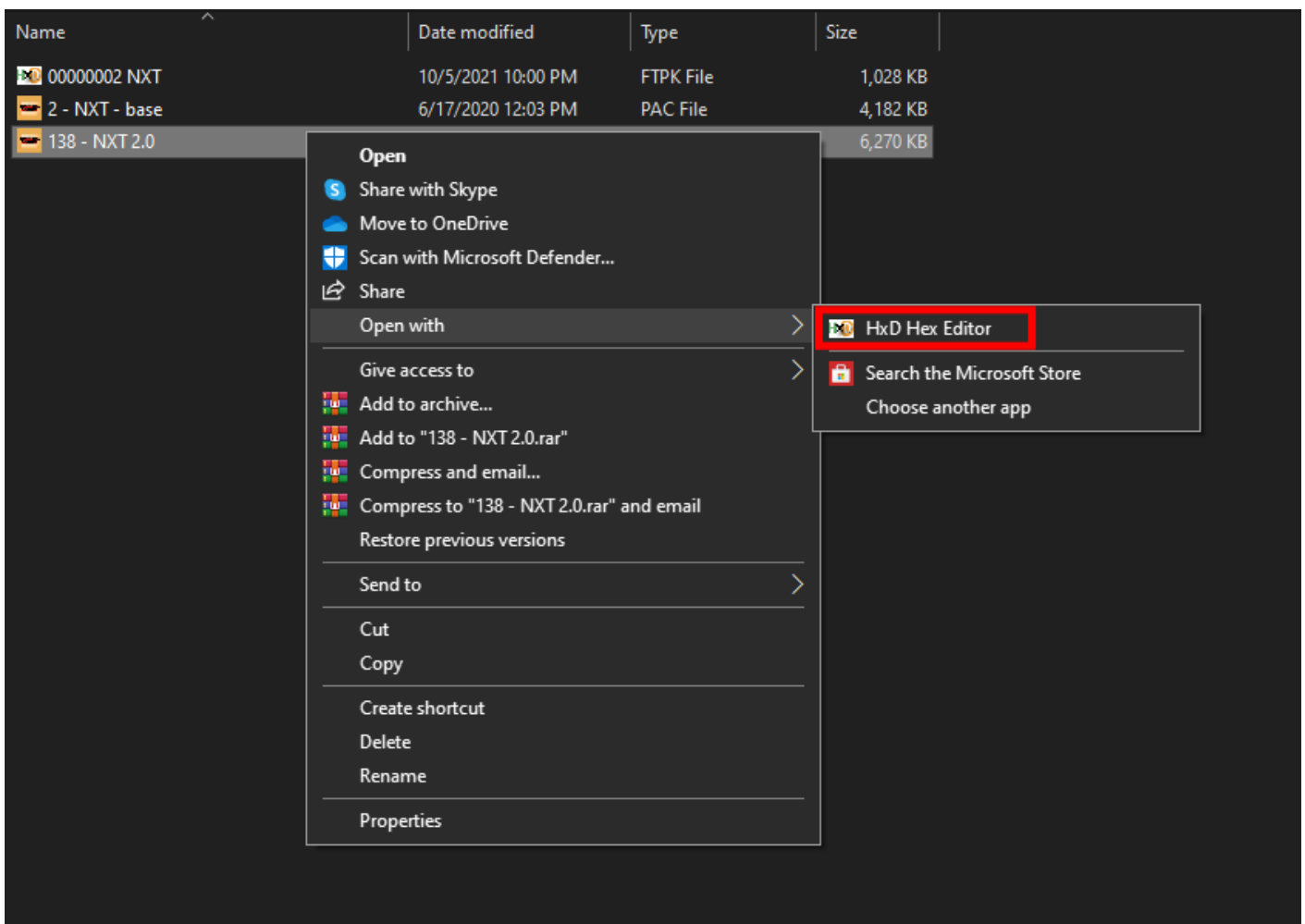
3. Type the reference phrase (found at the top of the page) for the GFX element you are modifying, type slot number at the end and select ok.



4. Once you have done that, it'll give you a LTSA String, keep track of that string



5. Next, right click your gfx file and select open with Hex Editor



6. Once in Hex Editor, use CTRL+F to bring up the search bar, type in LTSA and hit enter

HxD - [C:\Users\Addis\Documents\WWE 2K19 Modding\Arena Mods\GFX\Custom By Me\NXT 2.0\namep...

File Edit Search View Analysis Tools Window Help

16 Windows (ANSI) hex

138 - NXT 2.0.pac

Offset (h)	00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F	Decoded text
00000000	45	50	4B	38	1C	00	00	00	3C	B8	61	00	07	00	00	00	EPK8.....<,a.....
00000010	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
00000020	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
00000030	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
00000040	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
00000050	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
00000060	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
00000070	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
00000080	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
00000090	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
000000A0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
000000B0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
000000C0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
000000D0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
000000E0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
000000F0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
00000100	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
00000110	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
00000120	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
00000130	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
00000140	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
00000150	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
00000160	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
00000170	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
00000180	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
00000190	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
000001A0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
000001B0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
000001C0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
000001D0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
000001E0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
000001F0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
00000200	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
00000210	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
00000220	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
00000230	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
00000240	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
00000250	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
00000260	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
00000270	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
00000280	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....

Find

Text-string Hex-values Integer number Floating point number

Search for: LTSA

Options

Text encoding: (Editor encoding)

☐ Case sensitive

Search direction

☐ All

☒ Forward

☐ Backward

OK Search all Cancel

Checksum Search (0 hits)

Offset(h): 0 Over

7. Next to LTSA in the hex, they'll be a set of letters and numbers. This is a LTSA String, you want to replace this string with your string from earlier by placing your cursor before the string and type in your new string. Save and the file will be assigned to the new slot.

HxD - [C:\Users\Addis\Documents\WWE 2K19 Modding\Arena Mods\GFX\Custom By Me\NXT 2.0\namep... — □ ×

File Edit Search View Analysis Tools Window Help

16 Windows (ANSI) hex

138 - NXT 2.0.pac S x

Offset(h)	00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F	Decoded text
000006C0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
000006D0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
000006E0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
000006F0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
00000700	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
00000710	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
00000720	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
00000730	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
00000740	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
00000750	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
00000760	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
00000770	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
00000780	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
00000790	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
000007A0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
000007B0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
000007C0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
000007D0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
000007E0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
000007F0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
00000800	4C	54	53	41	04	00	01	00	00	00	00	00	37	46	44	30	ITSA.....7FD0
00000810	35	34	45	31	00	00	00	00	B2	61	00	00	00	00	00	00	54E1.....a
00000820	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
00000830	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
00000840	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
00000850	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
00000860	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
00000870	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
00000880	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
00000890	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
000008A0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
000008B0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
000008C0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
000008D0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
000008E0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
000008F0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
00000900	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
00000910	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
00000920	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
00000930	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
00000940	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....

Checksum Search (0 hits)

Offset(h): 814 \* Modified \* Over