

# #063 - Backstage Area (SmackDown)

bakedfile00.cak\Environment\ArenaDefs\ArenaDefinitions\_00063.jsfb

Offset	Description
0x000000028	Environment/GameAreaCollisions/GameAreaCollision_Arena_00292.jsfb
0x000000050	Environment/PropsSet/PropsSet_292.jsfb
0x000000060	Environment/PropsSet/PropsSet_292.jsfb
0x000000078	Environment/PropsSet/PropsSet_292.jsfb
0x0000000B0	Arena/Commonness/Skydome/Sky_Black/Textures
0x0000000B8	Arena/Global/Skydome/Skydome.mdl
0x0000000E8	Arena/Main/00063/ibl
0x000000118	Arena/Main/00063/Textures
0x000000120	Arena/Main/00063/Backstage_Locker_Smackdown_063.mdl
0x000000128	Arena/Main/00062/light/lightObjects.jsfb

Revision #2

Created 6 December 2022 11:46:51 by Core Dreams Studios

Updated 6 December 2022 11:51:45 by Core Dreams Studios