

#501 - WWE Thunderdome

bakedfile00.cak\Environment\ArenaDefs\ArenaDefinitions_00023.jsfb

Offset	Description
0x000000028	Environment/GameAreaCollisions/GameAreaCollision_Arena_00001.jsfb
0x000000050	Environment/PropsSet/PropsSet_5.jsfb
0x000000068	Environment/PropsSet/PropsSet_5.jsfb
0x000000080	Environment/PropsSet/PropsSet_5.jsfb
0x0000000F0	Arena/Commonness/Skydome/Sky_Black
0x0000000F8	Arena/Global/Skydome/Skydome.mdl
0x000000118	Arena/Main/00501/ibl
0x000000138	Arena/Commonness/Turnbuckle/Modern/Textures
0x000000178	Arena/Commonness/Rope/White/Textures
0x000000198	Arena/Commonness/Ring_Mat/White/Textures
0x0000001C8	Arena/Commonness/Spotlight/Thunderdome/light/lightObjects.jsfb
0x0000001E8	Arena/Commonness/Fence/Modern_2017/Textures
0x0000001F0	Arena/Commonness/Fence/Modern_2017/Fence.mdl
0x000000210	Arena/Commonness/Floor_Mattress/Smackdown_2020/Textures
0x000000218	Arena/Commonness/Floor_Mattress/Smackdown_2020/Smackdown_2020.mdl
0x000000238	Arena/Commonness/Stairs/Silver/Textures
0x000000268	Arena/Stadium/FleetCenter_Thunderdome/light_banner/lightObjects.jsfb
0x000000298	Arena/Global/Stadium_Chair/Textures
0x0000002A0	Arena/Global/Stadium_Chair/Stadium_Chair.mdl
0x0000002A8	Arena/Stadium/FleetCenter_New/Layout_Stadium_chair.inst
0x0000002D8	Arena/Global/Arena_Chair/Textures
0x0000002E0	Arena/Global/Arena_Chair/Arena_Chair.mdl
0x0000002E8	Arena/Stadium/FleetCenter_New/Layout_Arena_chair.inst
0x000000318	Arena/Stadium/FleetCenter_New_NoCrowdFight/Textures
0x000000320	Arena/Stadium/FleetCenter_New_NoCrowdFight/FleetCenter_New_NoCrowdFight.mdl
0x000000328	Arena/Stadium/FleetCenter_New/light/lightObjects.jsfb

Offset	Description
0x000000348	Arena/Commonness/Commentary_Seat/WWE/Textures
0x000000368	Arena/Commonness/Ceiling_Lighting/Thunderdome/Textures
0x000000370	Arena/Commonness/Ceiling_Lighting/Thunderdome/Ceiling_Lighting.mdl
0x0000003A0	Arena/Commonness/Corner_Post/White/Textures
0x0000003C0	Arena/Commonness/Barricade/Smackdown_2020/Textures
0x0000003C8	Arena/Commonness/Barricade/Smackdown_2020/Barricade_SPM.mdl
0x0000003F8	Arena/Commonness/Barricade/Smackdown_2020/Textures
0x000000400	Arena/Commonness/Barricade/Smackdown_2020/Barricade_SmackDown_2020.mdl
0x000000430	Arena/Commonness/Apron/WWE/Textures
0x000000460	Arena/Main/00501/Textures
0x000000468	Arena/Main/00501/WWE22_00_Thunderdome.mdl
0x000000470	Arena/Main/00501/light/lightObjects.jsfb

Revision #4

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