Converting a Video Loop for Home Screen

This is a guide to show you how to take a simple 10 - 20 second video loop and convert it to work with 2K22.

Prerequisites

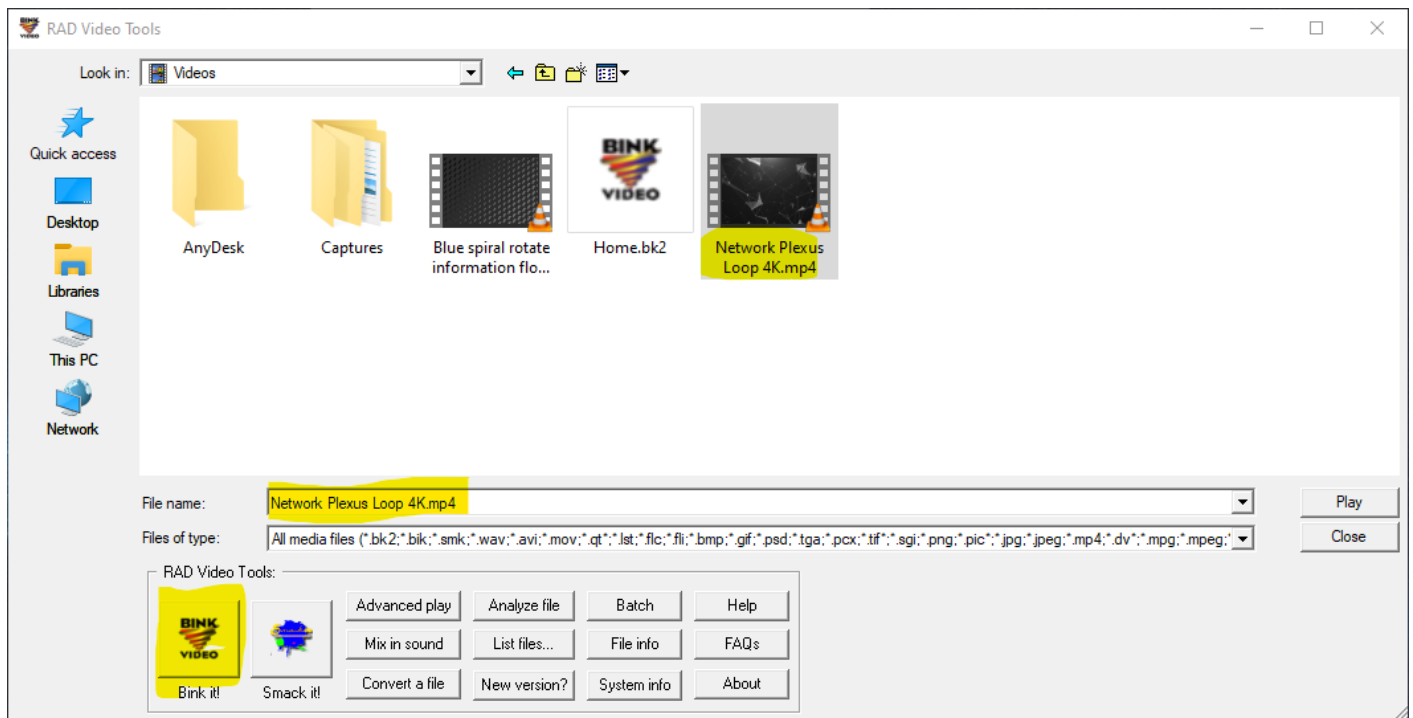|	
CakeTools	**Download Here**
RAD Tools (Zip Password is RAD)	**Download Here**
Sample Video (MP4)	**Download Here**
7 Zip 64-Bit *OPTIONAL*	**Download Here**

Step #1 |

Make sure to install the RAD Video Tools before proceeding.

We will use a sample video loop which is copyright free and no credit needed. You would want to make your own with your favorite video editing/productions software (Sony Vegas, Fimora, After Effects, etc).

Change the name of the output file to *HomeScreenLoop-V4-1080.bk2* and click **[Bink]**!

Bink Compressor - Network Plexus Loop 4K.mp4 ...

Output file info:
HomeScreenLoop-V4-1080.bk2

Browse...   ☐ Automatic overwrite?

Compression settings:

File format: ⦿ Use Bink 1 (the Bink 2 encoders require a license).

Overall data rate settings:

⦿ Automatic (based on input file)
○ Compress to a data rate (bytes):
○ Compress to a % of the original:

Key frame control:
At % changed:
Key at least every:

Keep peak data rate under a:
⦿ multiple of the overall data rate: 3.0
○ specific data rate (bytes):

☐ Compress as grayscale

How many frames to preview during bandwidth allocation (2-64):   8

☐ Click for alpha plane options (currently not processing alpha)...

Hint entry - Start, end, rate, peak, key, ctrst, smth, blck, brght, gmma, denoise:

Extra switches:

Bink
Batch
Cancel
Defaults
Help
FAQs

Input video settings:

Frame rate control (fractional frame rates ok):   Frame range: Frame size (cropping):   Scaling type...

Force (no adding or removing) to: Start: Left: Width: Width:

Adjust (adds/removes frames) to: End: Top: Height: Height:

Contrast - 0 (none) to 127 (max):   De-noise: ☐   De-interlace: ☐ Blended ○ Even lines ○ Odd lines

Smooth % - 0 (none) to 100 (max):   Brightness % - from 0 (dark) to 100 (no change) and up (bright):

Black clamp - 0 (none) to 255 (all):   Gamma correct - from 0 (dark) to 1.0 (no change) and up (bright):
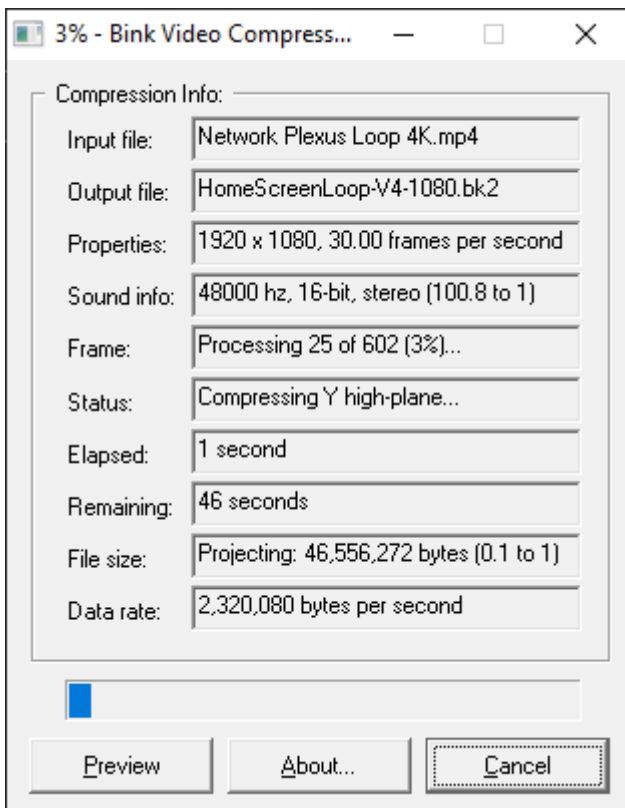
☑ **Compress audio:**

Compress level (0=perceptually lossless, 4=barely lossy, 99=very lossy): 4   Convert to rate (11025, etc):

Convert to what sound format: ○ 8-bit/mono   ○ 8-bit/stereo   ○ 16-bit/mono   ○ 16-bit/stereo

You will see a compression results box, when it is finished, you can close RAD Video Tools.

3% - Bink Video Compress... — □ ✕

Compression Info:

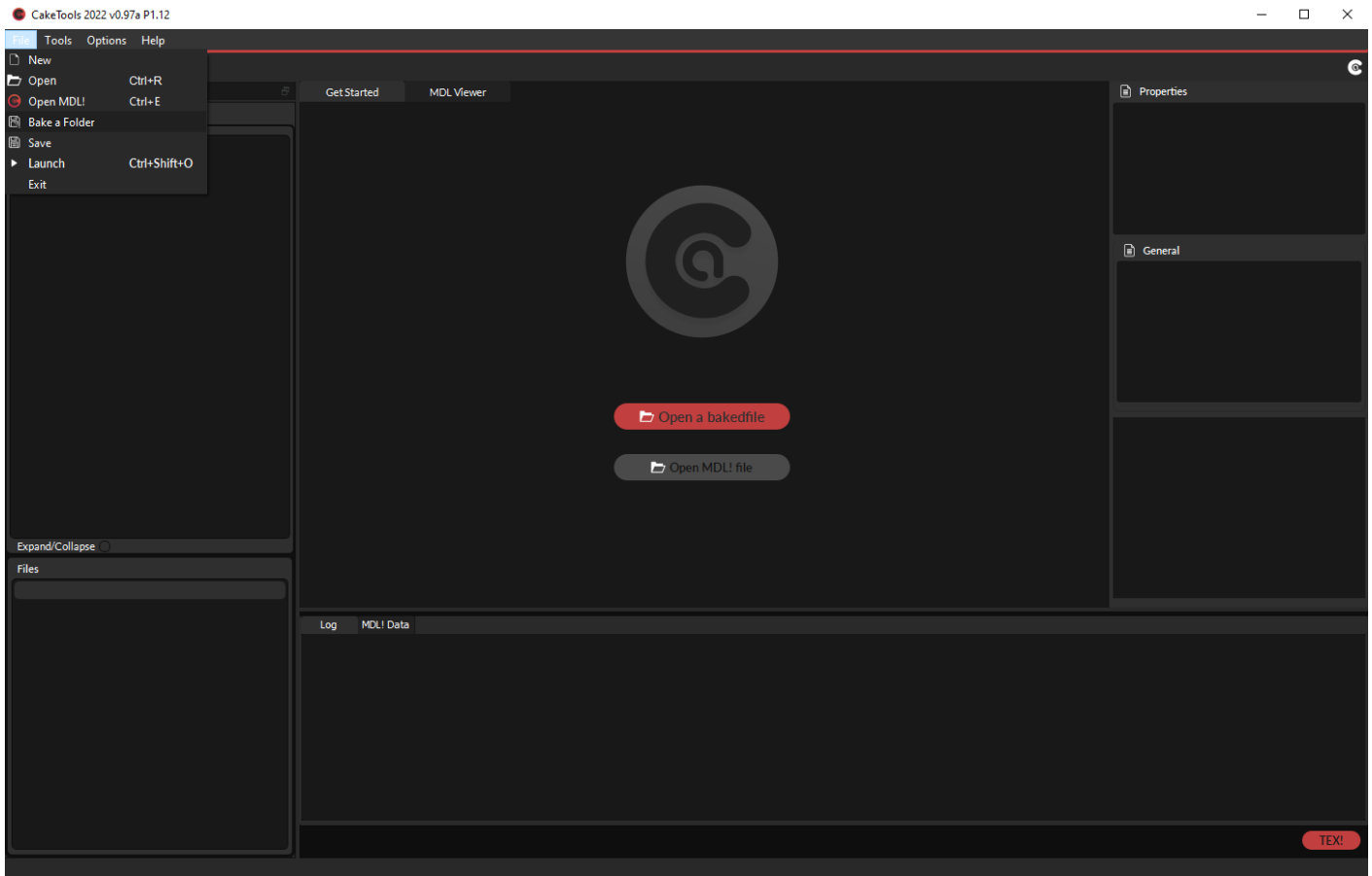|	
Input file:	Network Plexus Loop 4K.mp4
Output file:	HomeScreenLoop-V4-1080.bk2
Properties:	1920 x 1080, 30.00 frames per second
Sound info:	48000 hz, 16-bit, stereo (100.8 to 1)
Frame:	Processing 25 of 602 (3%)...
Status:	Compressing Y high-plane...
Elapsed:	1 second
Remaining:	46 seconds
File size:	Projecting: 46,556,272 bytes (0.1 to 1)
Data rate:	2,320,080 bytes per second

Preview   About...   Cancel

Now you can move this video into the *_mods\UI\Assets\2K22_video*folder in your 2K22, create the folders inside _mods if they are not already created.
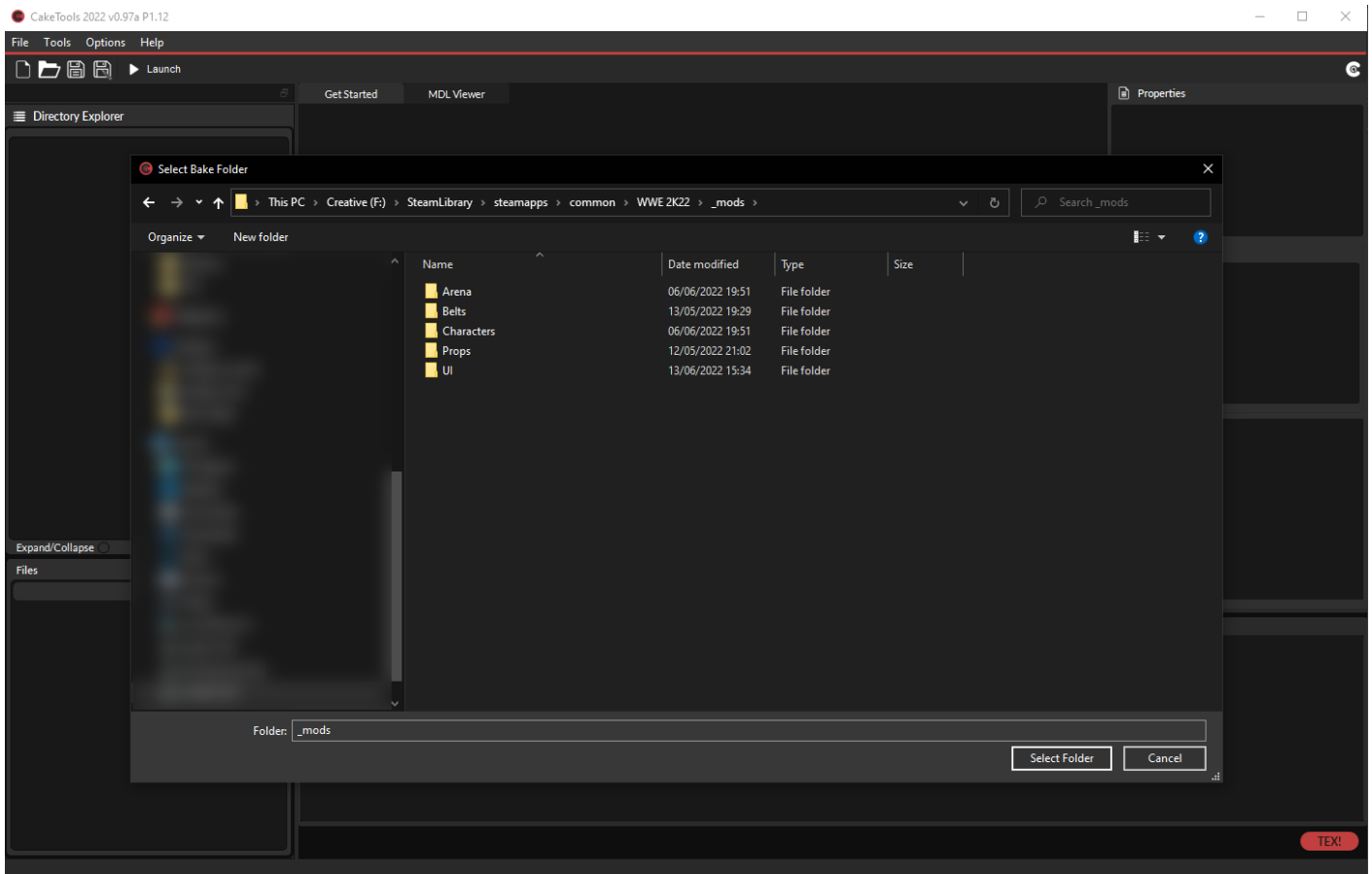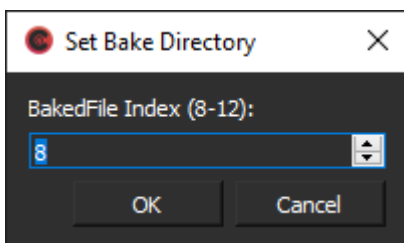
Step #2 |
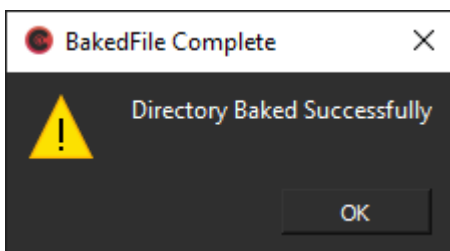
Load CakeTools. Then choose '**File > Bake a Folder'**.

- Locate your _mods folder.

- Click to go through to your _mods folder and select '**Select Folder'**.

You will be asked what index number you would like for your CAK. For new inexperienced modders,
the default BakedFile Index 8 is what you're looking for.

- Clicking OK will begin the process of baking your new CAK file. Once complete you will receive
  an alert notifying you of the successful bake.

Inside your WWE 2K22 game directory, you will now see a bakedfile08.cak. This is your new CAK file that contains the mod you installed.

> You **MUST** re-bake your CAK every time that you install or create a new mod.

Step #3 |