

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.

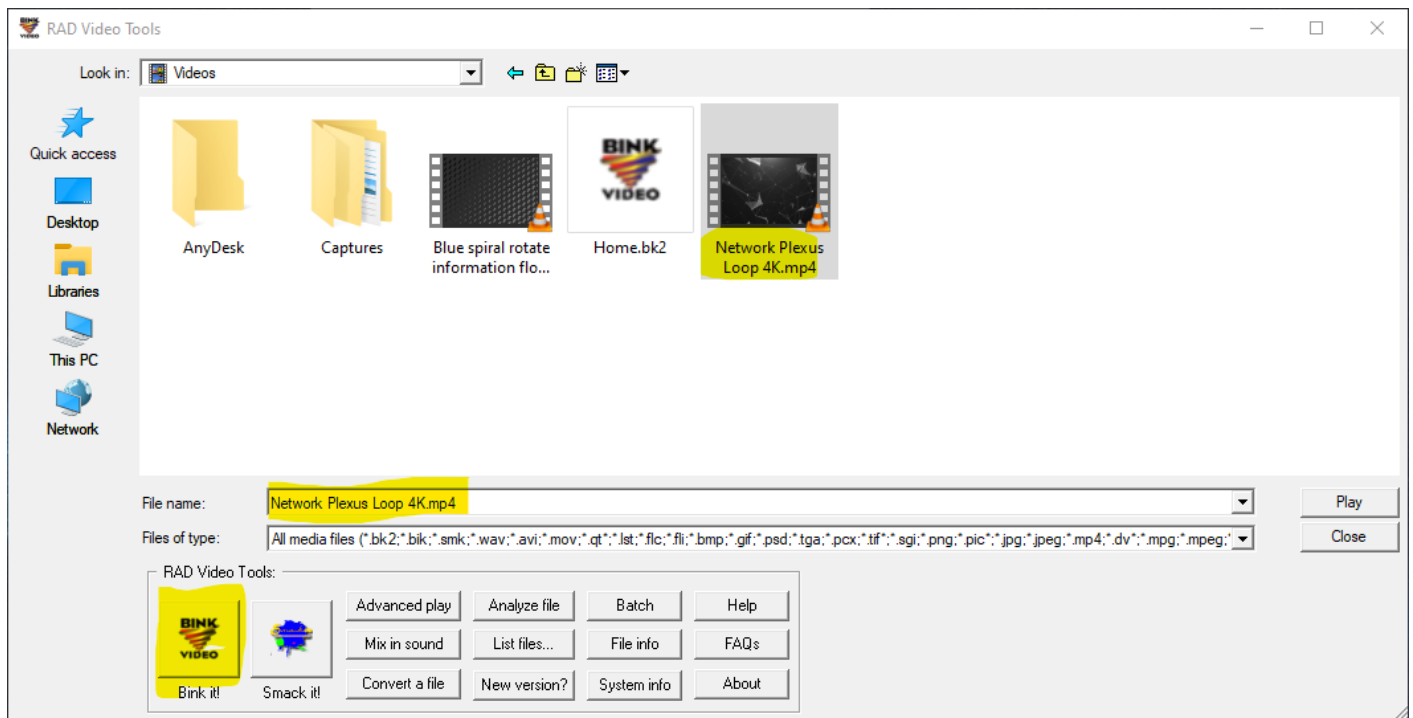
Prerequisites

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:

☐ 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:

Keep peak data rate under a:

☒ multiple of the overall data rate:
☐ specific data rate (bytes):

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

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

Key frame control:

At % changed:

Key at least every:

☐ Compress as grayscale

Hint entry - Start, end, rate, peak, key, crst, smth, blk, brght, gamma, denoise:

Extra switches:

Input video settings:

Frame rate control (fractional frame rates ok):

Force (no adding or removing) to:

Adjust (adds/removes frames) to:

Contrast - 0 (none) to 127 (max):

Smooth % - 0 (none) to 100 (max):

Black clamp - 0 (none) to 255 (all):

Frame range:

Start:

End:

Frame size (cropping):

Left:

Top:

Width:

Height:

Width:

Height:

De-noise: ☐

Brightness % - from 0 (dark) to 100 (no change) and up (bright):

De-interlace: ☐

Gamma correct - from 0 (dark) to 1.0 (no change) and up (bright):

Blended ☐ Even lines ☐ Odd lines


Scaling type...

☒ **Compress audio:**

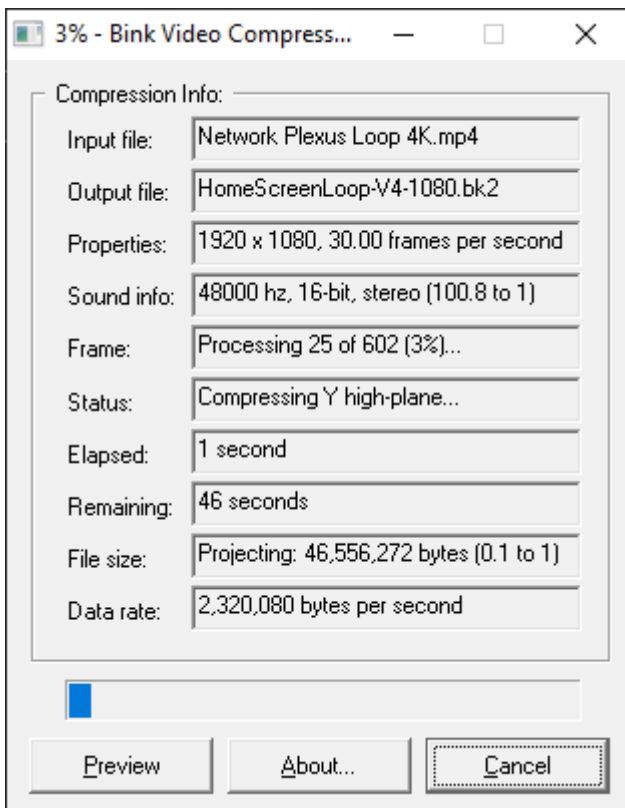
Compress level (0=perceptually lossless, 4=barely lossy, 99=very lossy):

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

Convert to rate (11025, etc):



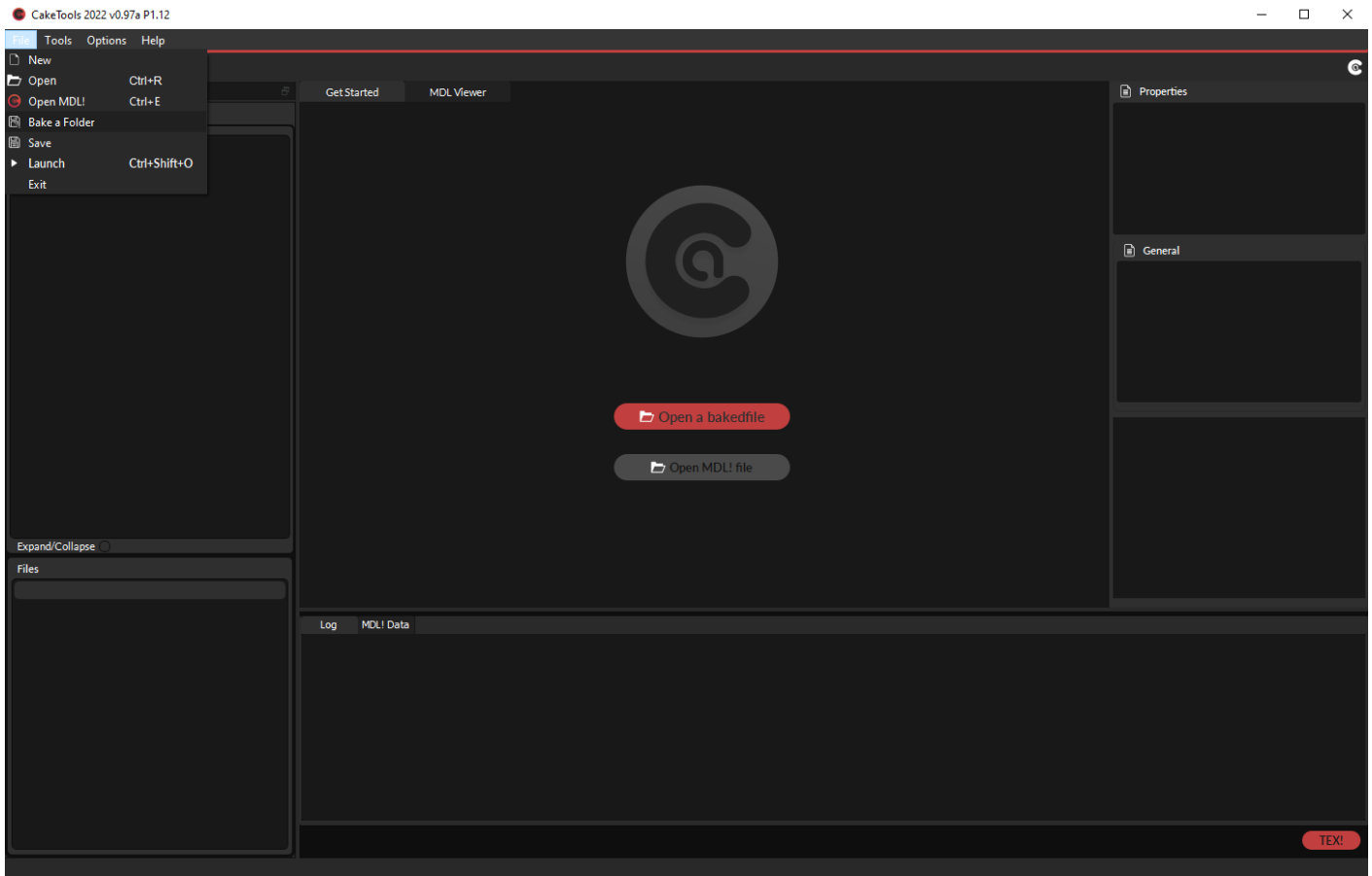
You will see a compression results box, when it is finished, you can close RAD Video Tools.



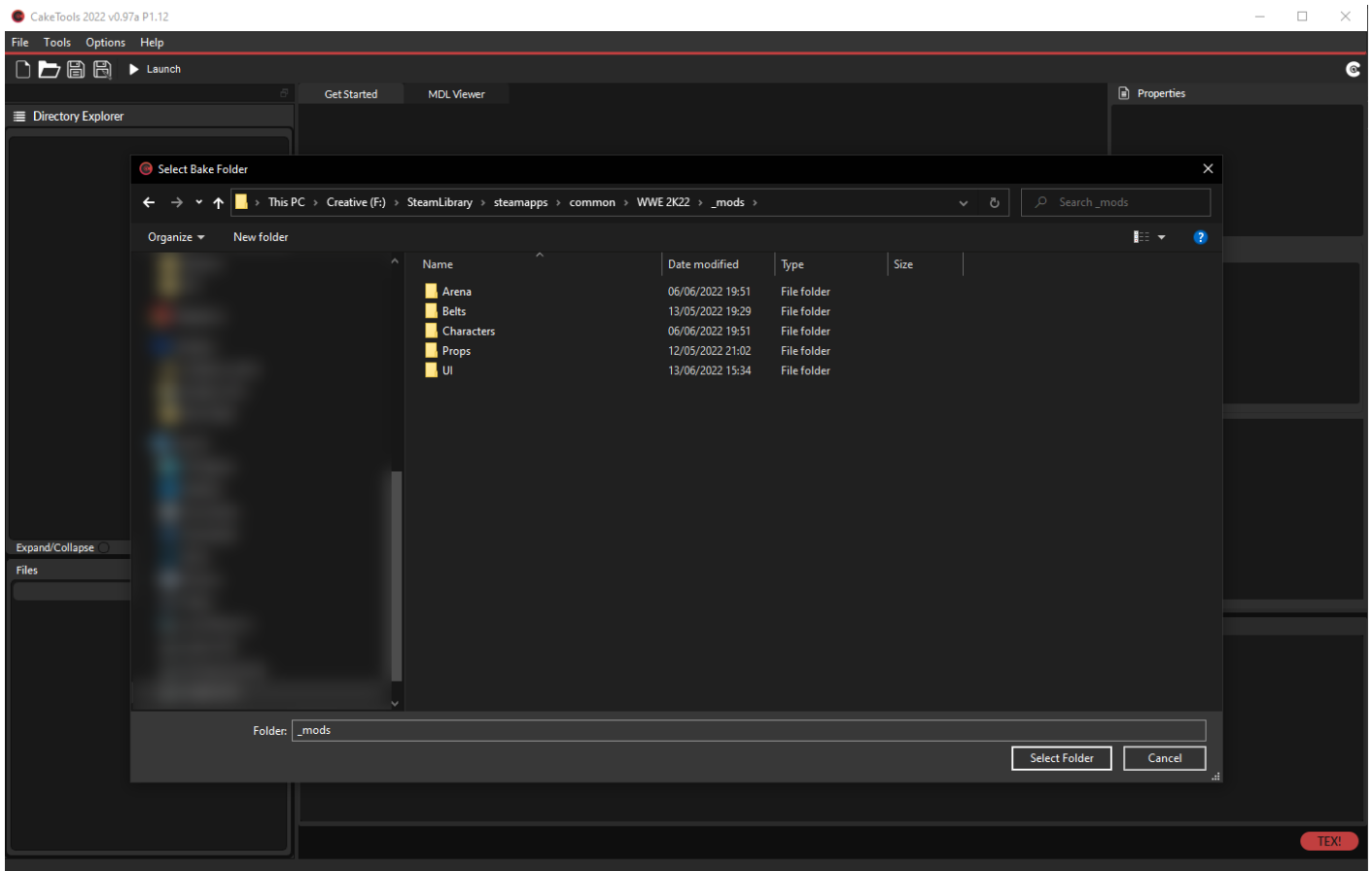
Now you can move this video into the `_mods\UI\Assets\2K22_video\` folder in your 2K22, create the folders inside `_mods` if they are not already created.

Step #2 |

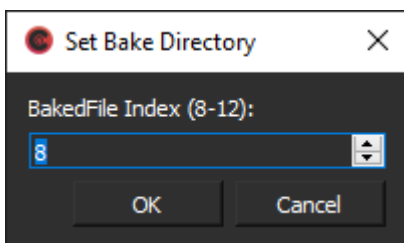
Load CakeTools. Then choose **'File > Bake a Folder'**.



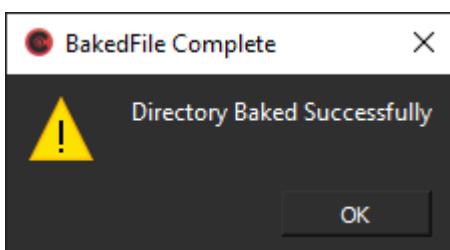
- Locate your `_mods` folder.
- Click to go through to your `_mods` folder and select '**Select Folder**'.



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 |



Revision #5

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