

Installing Your First Mod

This is a very basic guide on installing your first mod. Following each step below, will teach you the fundamentals behind what tools you need and they operate.

Prerequisites

CakeTools	Download Here
Mod for installation	
CakeTools Fonts	Download Here

This tutorial assumes that you have patched your WWE 2K22 exe to enable custom CAK files!

Step #1 |

For the purposes of this tutorial, we will be using **Dimma's WWE 2K22 Red/Blue mod**.

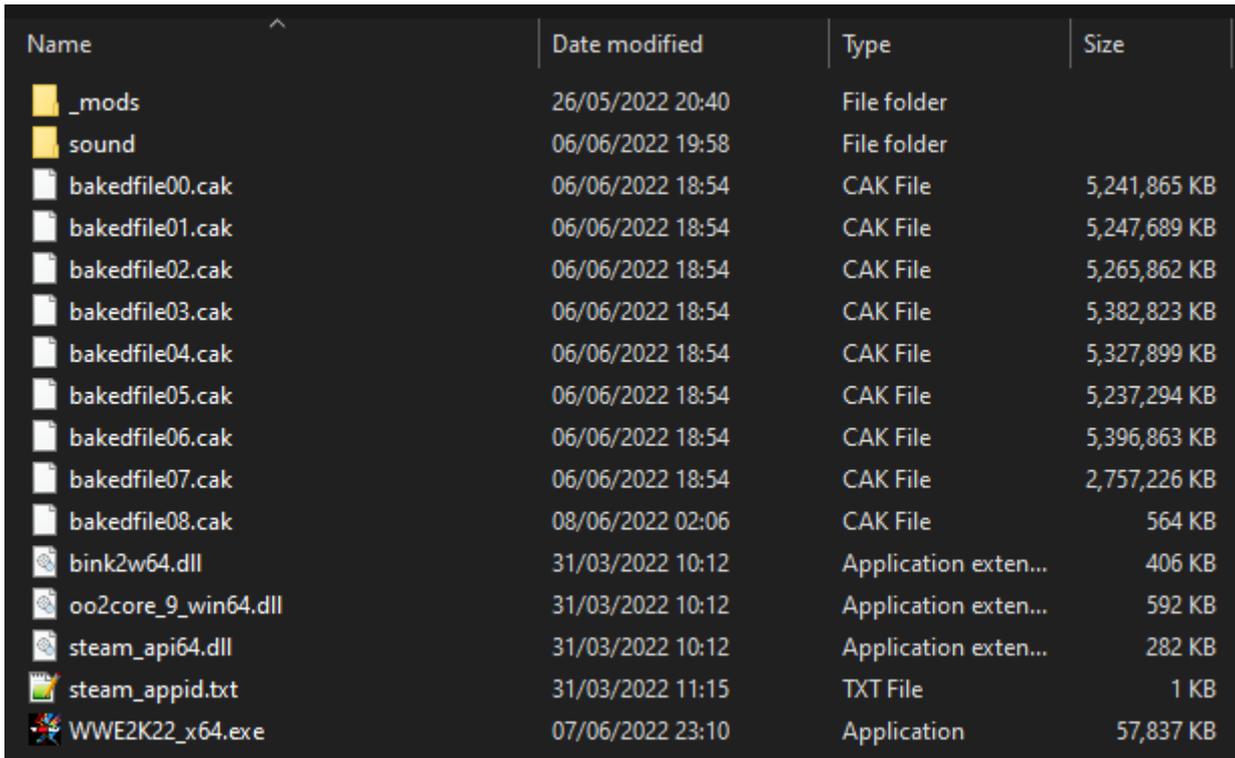


It is good practice once you have downloaded your mod, to extract it to a folder of its own somewhere on your computer.

Make sure to install the required fonts for CakTools.

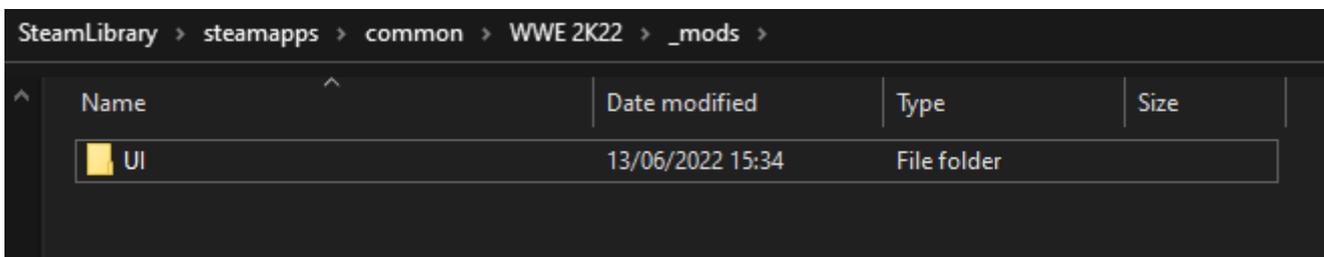
Step #2 |

Inside your WWE 2K22 game directory, create a folder called **_mods**. This is now a dummy folder which will contain all your downloaded mods; CakeTools will use this to bake a new CAK archive.



Name	Date modified	Type	Size
_mods	26/05/2022 20:40	File folder	
sound	06/06/2022 19:58	File folder	
bakedfile00.cak	06/06/2022 18:54	CAK File	5,241,865 KB
bakedfile01.cak	06/06/2022 18:54	CAK File	5,247,689 KB
bakedfile02.cak	06/06/2022 18:54	CAK File	5,265,862 KB
bakedfile03.cak	06/06/2022 18:54	CAK File	5,382,823 KB
bakedfile04.cak	06/06/2022 18:54	CAK File	5,327,899 KB
bakedfile05.cak	06/06/2022 18:54	CAK File	5,237,294 KB
bakedfile06.cak	06/06/2022 18:54	CAK File	5,396,863 KB
bakedfile07.cak	06/06/2022 18:54	CAK File	2,757,226 KB
bakedfile08.cak	08/06/2022 02:06	CAK File	564 KB
bink2w64.dll	31/03/2022 10:12	Application exten...	406 KB
oo2core_9_win64.dll	31/03/2022 10:12	Application exten...	592 KB
steam_api64.dll	31/03/2022 10:12	Application exten...	282 KB
steam_appid.txt	31/03/2022 11:15	TXT File	1 KB
WWE2K22_x64.exe	07/06/2022 23:10	Application	57,837 KB

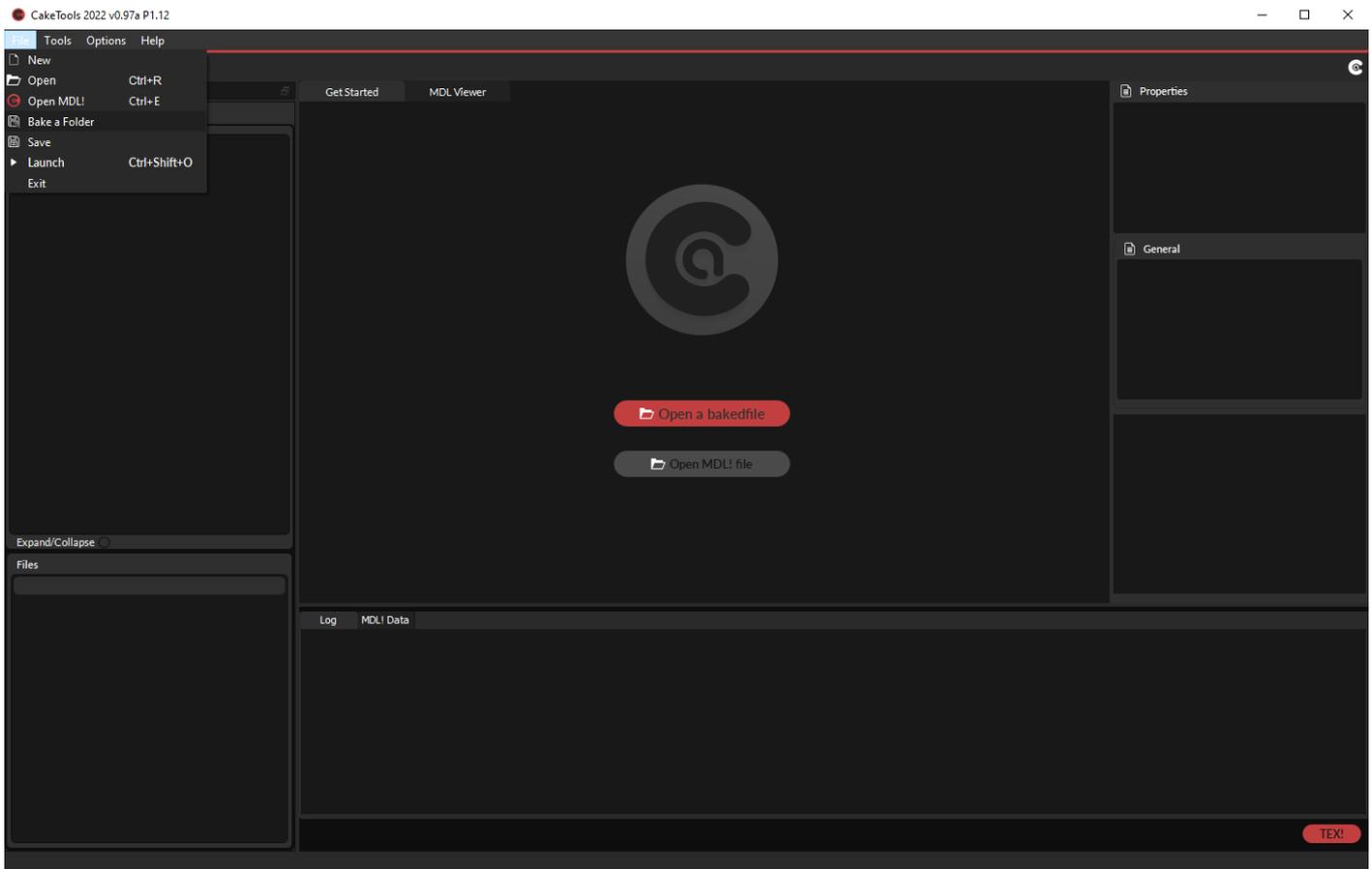
When we extracted Dimma's mod, inside we see an existing **_mods** folder. Copy and paste this to merge with your existing folder that is located in your WWE 2K22 game directory.



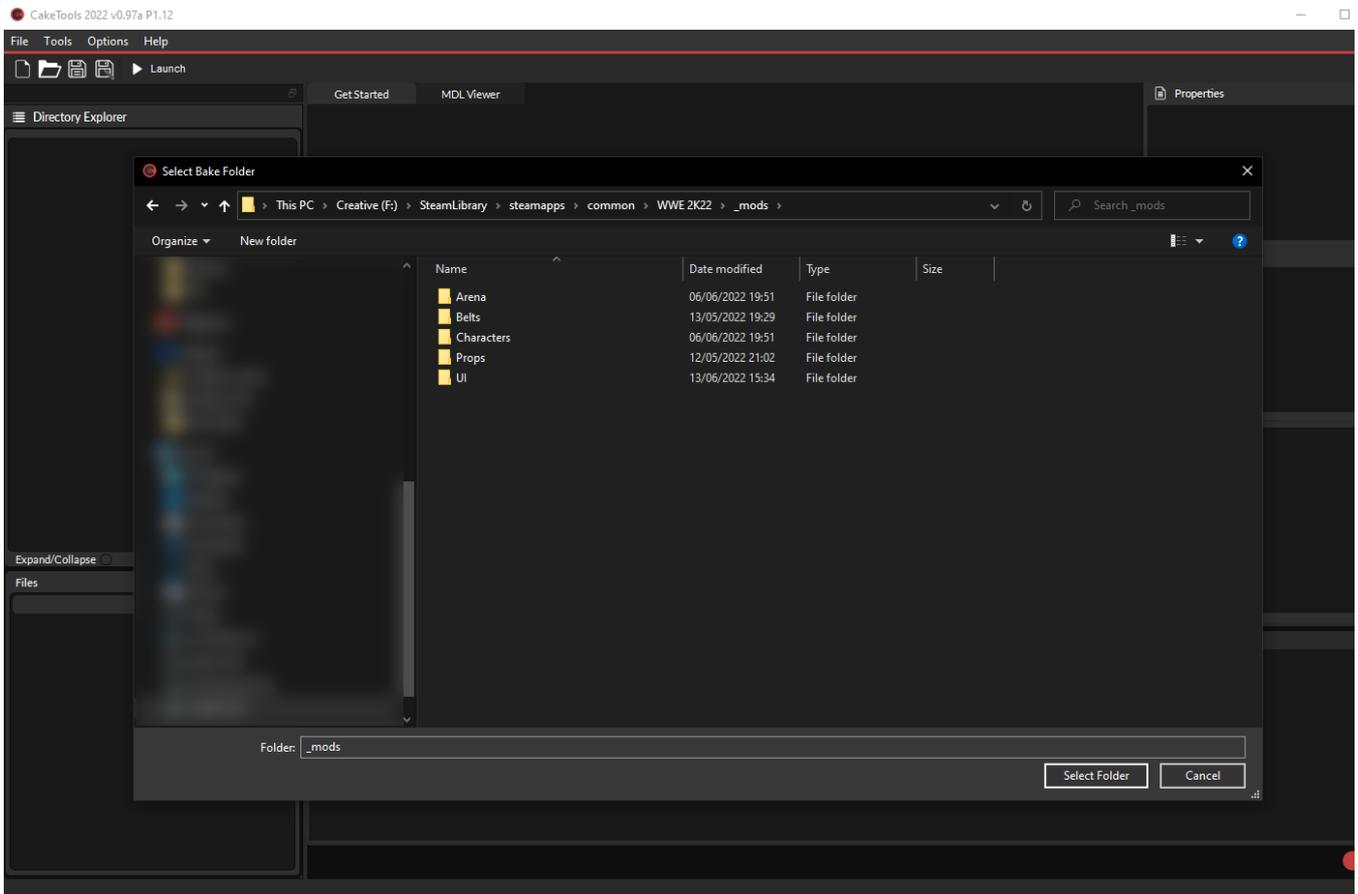
Name	Date modified	Type	Size
UI	13/06/2022 15:34	File folder	

Step #3 |

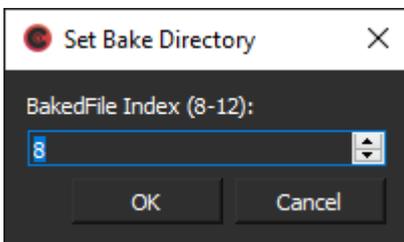
Load CakeTools. Then choose **'File > Bake a Folder'**.



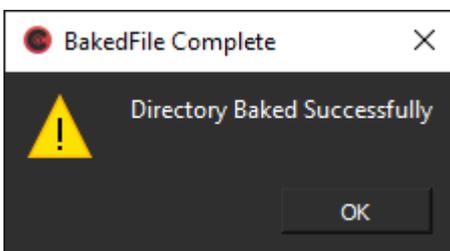
- Locate your `_mods` folder.
- Click to go through to your `_mods` folder and select **'Select Folder'**.



- You will be asked what index number you would like for your CAK. For unexperienced modders, the default 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.



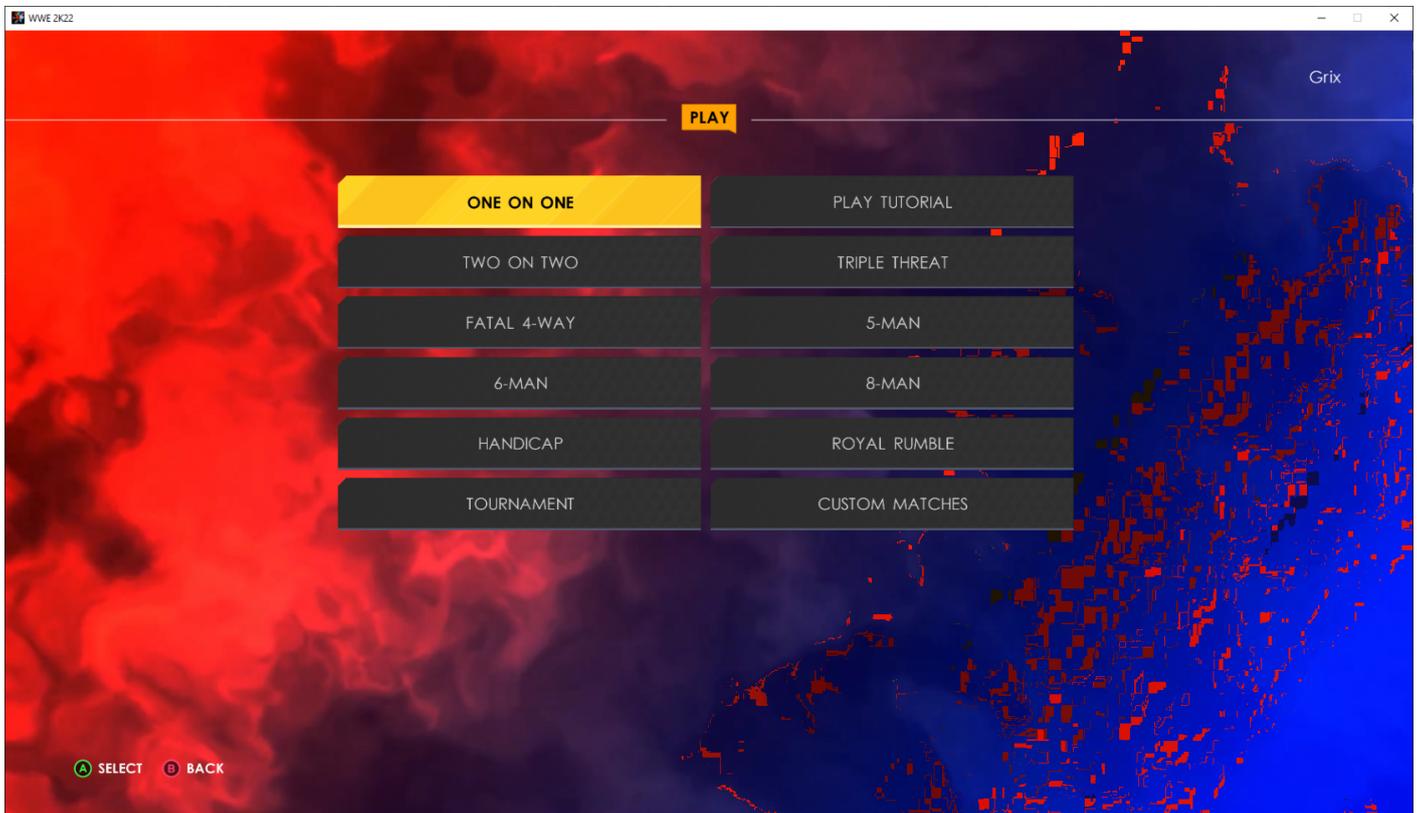
Inside your WWE 2K22 game directory, you will now see a bakedfile08.cak. This is your new CAK file that contains the mod you installed.



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

Step #4 |

Well done! If you followed the steps correctly, your mod will now be visible the next time that you load the game.



Revision #4

Created 13 June 2022 14:02:15 by ProWrestlingMods

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