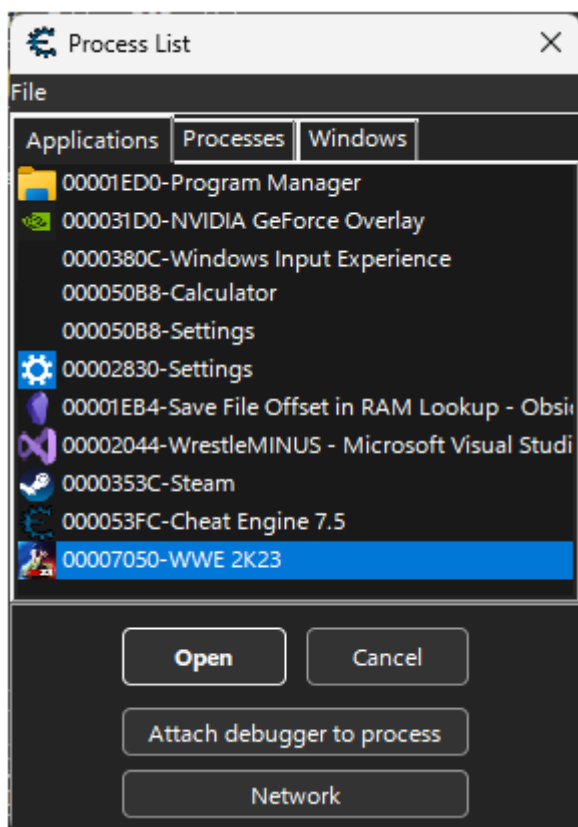


# Save Data Offset Location

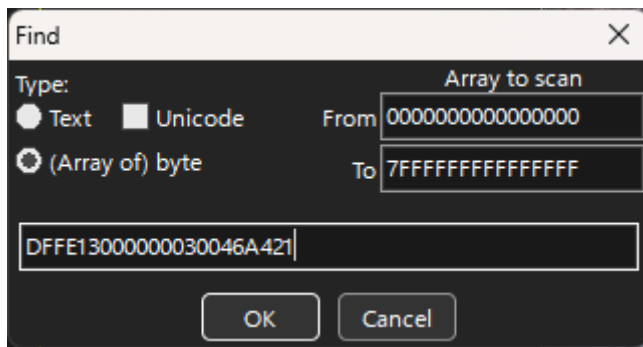
In order to successfully locate the save data offset, it's important to disable **Memory Integrity within Core Isolation under Windows Security**. Failure to do so may result in encountering unknown values (denoted as '??'). You can re-enable Memory Integrity once you've completed the process, if possible.

Grix and Haruto have created a SAVEDATA blob that allows you to unlock various elements without the need for additional tools. If you prefer this approach, you can request the binary blob file from them. Please be aware that this method has not been tested with the 1.05 version, and its effectiveness may vary. [NOT TESTED]

1. Begin by launching Cheat Engine and loading the game's process. You can do this by navigating to 'File' => 'Open Process' or simply clicking the first icon.



2. Locate and click on '**Memory View**,' situated just above the cheat table list.
3. To initiate a search, hold [CTRL] and press [F] to bring up the Find window. Change the type to '(Array of) byte' and input the following value: **DFFE13000000030046A421**. Afterward, click/tap 'OK.'



4. Take note of both the **Address** offset and the **AllocationBase** address, ensuring you record them accurately.

Address	Bytes	Opcode	Comment
WWE2K23_x64.exe+4CEF310	E8 00000000	call	WWE2K23_x64.exe+4CE
WWE2K23_x64.exe+4CEF315	50	push	rax
WWE2K23_x64.exe+4CEF316	53	push	rbx
WWE2K23_x64.exe+4CEF317	51	push	rcx
WWE2K23_x64.exe+4CEF318	52	push	rdx
WWE2K23_x64.exe+4CEF319	56	push	rsi
WWE2K23_x64.exe+4CEF31A	57	push	rdi
WWE2K23_x64.exe+4CEF31B	55	push	rbp
WWE2K23_x64.exe+4CEF31C	41 50	push	r8
WWE2K23_x64.exe+4CEF31E	41 51	push	r9
call procedure			

Protect:Read/Write	AllocationBase=7FF7E7DA0000	Base=7FF7EBC2C000	Size=43B000	Module=
address	D8 D9 DA DB DC DD DE DF	E0 E1 E2 E3 E4 E5 E6 E7	89 ABCDEF	01234567
7FF7EBC2C0D8	0F FE 13 00 00 00 03 00	46 A4 21 00 00 00 03 00	.....	F !.....
7FF7EBC2C0E8	7E 91 22 00 00 00 03 00	E6 17 24 00 00 00 03 00	~ ".....	.\$.....
7FF7EBC2C0F8	07 0E 25 00 00 00 03 00	DC B2 2A 00 00 00 03 00	..%.....	*.....
7FF7EBC2C108	70 8F 2C 00 00 00 03 00	91 96 2D 00 00 00 03 00	p ,.....	7.....
7FF7EBC2C118	19 FC 34 00 00 00 03 00	35 03 3C 00 00 00 03 00	. 4.....	5.<.....
7FF7EBC2C128	F2 28 3F 00 00 00 03 00	78 7C 3F 00 00 00 03 00	(?.....	x ?.....
7FF7EBC2C138	77 E9 46 00 00 00 03 00	71 5F 47 00 00 00 03 00	w F.....	q_G.....
7FF7EBC2C148	2E 67 52 00 00 00 03 00	96 7C 52 00 00 00 03 00	.gR.....	R.....
7FF7EBC2C158	14 D4 58 00 00 00 03 00	C3 30 59 00 00 00 03 00	. X.....	0Y.....
7FF7EBC2C168	6F 1B 5B 00 00 00 03 00	22 E0 63 00 00 00 03 00	o.[.....	" c.....
7FF7EBC2C178	63 9C 6A 00 00 00 03 00	28 C8 6D 00 00 00 03 00	c j.....	( m.....
7FF7EBC2C188	DD 0B 73 00 00 00 03 00	9C 77 7A 00 00 00 03 00	.s.....	wZ.....
7FF7EBC2C198	A1 8B 91 00 00 00 03 00	01 EE 99 00 00 00 03 00	.....	.....
7FF7EBC2C1A8	84 B3 9A 00 00 00 03 00	15 17 A0 00 00 00 03 00	.....	.....
7FF7EBC2C1B8	B1 54 A7 00 00 00 03 00	40 5B AB 00 00 00 03 00	T.....	0[.....
7FF7EBC2C1C8	27 CC AF 00 00 00 03 00	F4 82 B4 00 00 00 03 00	'.....	.....
7FF7EBC2C1D8	84 75 B9 00 00 00 03 00	00 89 C3 00 00 00 03 00	u.....	.....
7FF7EBC2C1E8	B6 68 CE 00 00 00 03 00	FD FA D0 00 00 00 03 00	h.....	.....
7FF7EBC2C1F8	C3 5A D2 00 00 00 03 00	B0 85 D3 00 00 00 03 00	Z.....	.....
7FF7EBC2C208	84 65 D7 00 00 00 03 00	F1 10 DB 00 00 00 03 00	e.....	.....
7FF7EBC2C218	5C 95 E1 00 00 00 03 00	27 DB E6 00 00 00 03 00	\.....	'.....
7FF7EBC2C228	0B 24 F8 00 00 00 03 00	3D 78 FB 00 00 00 03 00	\$.....	=x.....

7FF7EBC2C045 : byte: 127 word: 127 integer: 536871039 int64: -582303273088712577 float: 0.00 double: -4.5E+269

5. Calculate the Offset by subtracting the **Address** offset from the **AllocationBase** address. For example, in the case of WWE 2K23 v1.09:

- The result will be the Offset. In the future, you can simply hold [CTRL] and press [G], then input **WWE2K23\_x64.exe+**. For example, **WWE2K23\_x64.exe+3E8C0D8**.

By following these steps, you'll be able to precisely determine the save data offset, enabling you to manipulate game data as needed.

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