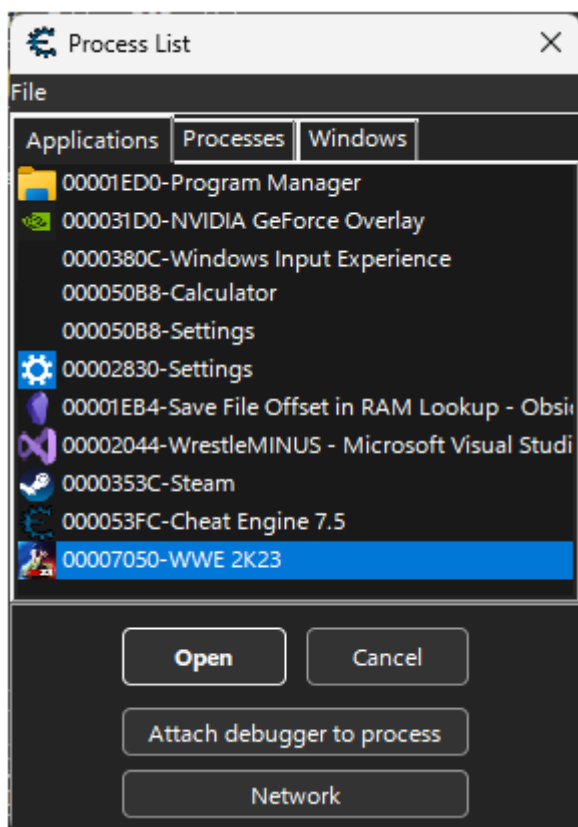


Save Data Offset Location

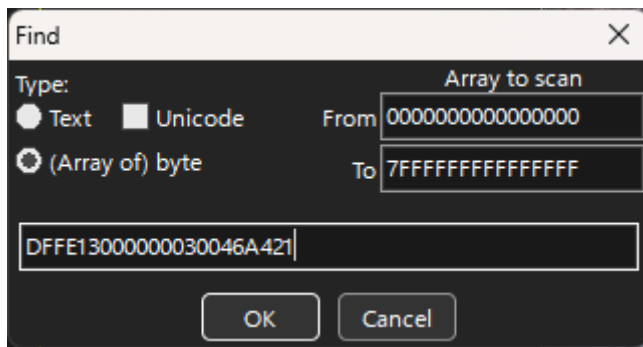
In order to successfully locate the save data offset, it's important to disable **Memory Integrity within Core Isolation under Windows Security**. Failure to do so may result in encountering unknown values (denoted as '??'). You can re-enable Memory Integrity once you've completed the process, if possible.

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.

Memory Viewer

File Search View Debug Tools Kernel tools

WWE2K23_x64.exe+4CEF310

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	,.....	~.....
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	08	24	F8	00	00	00	03	00	3D	78	FB	00	00	00	03	00	\$		=x.....

7FF7EBC2C045 : byte: 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.

Revision #4

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