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New to Tekken modding? Here's a brief overview of what you should know to get started:

Asset Prefixes

SK - Skeleton Mesh

SKT - Skeleton

SM - Static Mesh

BP - Blueprint

EI - Extra Item (Sets)

ECI - Effect Item

ACI - Aura item

PA - Physics Asset

CS - Character Sets

M - MasterShader

MI - MaterialInstance

CCI - CustomizeCharacterItem

CI - CharacterItem

T – Texture

Texture Suffixes

D – Diffuse

N – Normal/Bump

R – Refractive

L – Light (Baked Light)

O – Ambient Occlusion (Baked Shadows)

E – Emissive

M – Mask

Character names

AKI - Armor King

ANN - Anna

ARB - Shaheen

ASA - Alisa

ASK - Asuka

BOB - Bob

BRY - Bryan

BS7 - Devil Kazumi [Boss]

CRZ - Gigas

DEK - Practice Dummy

DNC - Lucky Chloe

DRA - Dragunov

DVJ - Devil Jin

EDD - Eddy

ELZ - Eliza

FEN - Feng

FRV - Master Raven

GAN - Ganryu

HEI - Heihachi

HWO - Hwoarang

ITA - Claudio

JA4 - Jack-4

JA6 - Jack-6

JAC - Jack-7

JIN - Jin

KAZ - Kazuya

KIN - King

KUM - Kuma

KZM - Kazumi

LAR - Lars

LAW - Law

LEE - Lee

LEI - Lei

LEO - Leo

LIL - Lili

LTN - Katarina

MAR - Marduk

MIG - Miguel

MRX - Akuma

MRY - Geese

MRZ - Noctis

MUT - Josie

NIN - Nina

NSA - Negan

NSB - Leroy

NSC - Fahkumram

PAN - Panda

PAU - Paul

STE - Steve

XIA - Xiaoyu

YHE - Young Heihachi

YKZ - Kid Kazuya

YOS - Yoshimitsu

ZAK - Tekken Force Soldier

Stage names

stg00 - Mishima Dojo

stg00sty - Story version of Mishima Dojo (Heihachi V.S. Akuma)

stg01 - Forgotten Realm

stg02 - Jungle Outpost

stg03 - Arctic Snowfall

stg04 - Twilight Conflict

stg05 - Dragons Nest

stg06 - Souq

stg06 - Story version of Souq (While Lars has a weapon)

stg07 - Devil's Pit

stg08 - Mishima Building Elevator

stg08a - Mishima Building Top

stg09 - Abandoned Temple

stg10 - Duomo Di Sirio

stg11 - Arena

stg12 - G.Corp Helipad Day

stg12a - G.Corp Helipad Night

stg13 - Undamaged Mishima Dojo (Heihachi V.S. Kazumi)

stg13a - Undamaged Mishima Dojo (Kazuya & Heihachi V.S. Jack-5s)

stg14 - Brimstone and Fire

stg15 - Precipice of Fate

stg16 - Violet Systems

stg16sty - Violet Systems (Lee V.S. Alisa)

stg17 - Deleted Stage, includes assets of stgChr\_cust

stg18 - Violet Industries Hallway (Storystage)

stg19 - Kinder Gym

stg20 - Infinite Azure

stg21 - Geometric Plane

stg22 - Warm Up

stg23 - Howard Estate

stg24 - Hammerhead

stg26 - Jungle Outpost 2

stg27 - Twilight Conflict 2

stg28 - Last Day On Earth

stg30 - Cave Of Enlightenment

stg80 / stg29 - Infinite Azure 2

stg81 - Unused infinite only version of Devils Pit

stg90 - Bowling Alley

stgChr\_cust - Customization stage

stgChr\_view - Colorchanging part of the Customization stage

WallStage - Teststage

Stage Suffix Meanings

stg??\_debug - include debug information used by the developers

stg??\_demo - can include various files

stg??\_edit - can include various files

stg??\_effect - adds effects to a map/stage

stg??\_geom - main map/stage files that include the geometry/mesh data

stg??\_light - the map's/stage's light

stg??\_lightstatic - can include light-information to brighten up map/stage

stg??\_mob - can include various files

stg??\_reload - include desctructable meshes

stg??\_sound - include sound effects

Files Locations

Character assets - quickbms\out\TekkenGame\Content\Character

Stages - quickbms\out\TekkenGame\Content\Maps

Stage assets - quickbms\out\TekkenGame\Content\Stage

UI assets - quickbms\out\TekkenGame\Content\UI\_common

Sound assets - quickbms\out\TekkenGame\Content\WwiseAudio

Any updated files - quickbms\out\... (before TekkenGame)

Tool List

HxD Hex Editor

<https://mh-nexus.de/en/hxd/>

Texture Editor

<https://dennisstanistan.com/blog/207/tekken-7-toolkit-v0-2-0-0-new-feature-texture-editor/>

CompareIt

<https://dennisstanistan.com/blog/207/tekken-7-toolkit-v0-2-0-0-new-feature-texture-editor/>

UE Viewer

<https://www.gildor.org/en/projects/umodel>

QuickBMS

<https://aluigi.altervista.org/quickbms.htm>

FluffyQuack’s renaming tool

<https://www.deviantart.com/users/outgoing?http://www.fluffyquack.com/tools/UassetRenamer.rar>

Tekken7 Modding Tools

<http://www.mediafire.com/file/y8d2lods3ydgs39/Tekken7_ModdingTools.7z/file>

U4Pak

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Tekken 7 Custom Mesh Editor

<https://www.deviantart.com/dragon-paul/art/Tekken-7-Custom-Mesh-770371412>

CheatEngine

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Blendr – 3d editing software (Free)

<https://www.blender.org/>

Gimp – Image Editor software (Free)

<https://www.gimp.org/>

Credit: ModdingZaibatsu Community on Discord