

UAssetGUI in ITR2

Updated with newest retoc release links: should work with ITR2 0.14 Beta

Needed Programs

Note: Github download links will immediately initiate a download. This is the version of these programs intended to be used with this guide.

Retoc : may or may not get flagged by windows defender.

Github Download Link: [retoc-x86_64-pc-windows-msvc.zip](https://github.com/trumank/retoc/releases/tag/v0.1.3)

Releases page: <https://github.com/trumank/retoc/releases/tag/v0.1.3>

Repak : Needed for packing config files IE any file not a uasset.

Github Download Link: [repak_cli-x86_64-pc-windows-msvc.zip](https://github.com/trumank/repak/releases/tag/v0.2.2)

Releases page: <https://github.com/trumank/repak/releases/tag/v0.2.2>

Retoc&Repak Scripts : Easy way to pack and unpack the Utocs, as opposed to using the command line. Guide is written assuming you are using these.

Google Drive Link: [Google Drive Link](#)

UAssetGUI : Requires a version of UAssetGui that is not in the releases tab of the github yet, this one is built from source. Renamed it to UAssetGUI_ITR2 so it can be easily distinguished.

Includes the current mapping file as of time of writing this guide.

Google Drive Link : [Google Drive Link](#)

Assembly of Tools

Download all of these and extract them. Copy the contents of the extracted Retoc and Repak folders into the extracted Retoc&Repak_Scripts folder.

Extracting files from the game

NOTE: This only produces a full extract of the game files, so make sure the drive you are doing this on has at least 50-60 gb of free space. You can go through and delete things to free up some of that space afterward.

Go into your ITR2 install's pak folder and copy the .pak, .ucas, and .utoc files that reside there. Paste them into your Retoc&Repak_Scripts folder.

Delete any mod .pak, .ucas, or .utoc files that might have gotten copied over in the previous step.

Once you have done that, double click the AA_Untoc.bat file. This will take a second to run, you might see some things in the powershell window that look like errors on certain Uassets but it should produce a folder that contains all the extracted Uassets from the game.

Using UAssetGui

To make things as easy as possible, you may want to set the new UAssetGui_ITR2.exe as the default program for opening .uasset files. This version of the program is not specific to ITR2, it should work for any uasset from any game (that the standard UAssetGui program in the releases tab of the github would do).

Open the UAssetGui_ITR2 program and import the mapping file that is included in the same folder that the UassetGui_ITR2 program resides in. Set the unreal version (in the top right of the program window) to 5.4

You should just be able to use UAssetGui_ITR2 on any of the Uassets you extracted in the last step like you normally would. If you don't know how to use UAssetGui, you should go read one of the ITR1 guides on it, that is out of the scope of this guide.

Packing a mod

Open the Retoc&Repak_Scripts folder, duplicate and rename the ModTemplate folder. Name is what you want your pak file to be named, if you are replacing vanilla Uassets, you will want to name it with _P on the end.

Put your modded Uassets (or cooked from the editor Uassets) in this new folder you made. This should be done just like it would be done in ITR1, you need to match the folder hierarchy and put your Uassets in the right folders.

To pack the mod, click and drag the folder you made and added the Uassets to. Drop it on top of the AA_PackUtoc.bat file. It should produce a .pak, .ucas, and .utoc of your mod.

Packing non Uassets

To pack an ini file, such as those found in the config folder, that will require some extra steps.

If you want to pack it alongside a mod with Uassets in it follow these steps exactly, if it is gonna be in its own mod, only do the relevant steps. From here forward the guide will be written as if you want to pack alongside Uassets.

Preparation

Temporarily rename your mods folder, just add a 1 to the end or something.

Duplicate this renamed folder, remove the temp name change, so that this duplicated folder is named the same as your original mod name.

Remove all Uassets from this folder, if you are changing something in Config you can just delete the content folder.

Add in your ini (or whatever) file in the directory it's supposed to be in. If it's in the config folder the path should be "MyMod_P/IntoTheRadius2/Config"

Packing

Go back to the Retoc&Repak_Scripts folder. Click and drag your MyMod_P folder and drop it on top of the AA_PackPak.bat file.

This should produce a MyMod_P.pak file. If you already had one in this folder it should have changed it, check the time of the file.

You can include this alongside the .ucas and .utoc produced from the AA_packUtoc.bat file.

If you want to pack Uassets again, you shouldn't need to back up this pak file, if Retoc already sees a pak file of the same name, it will not overwrite it. The pak files Retoc produces is a dummy pak file, it's just there because without it, I believe the mod wouldn't load.