

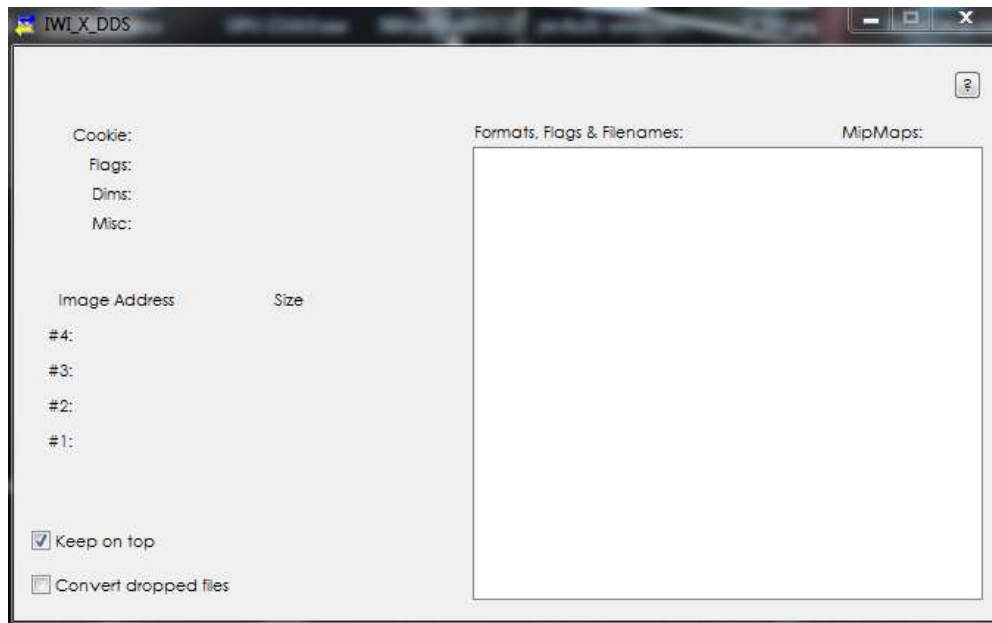
Saving an edited loadscreen / title texture the right way!

Go to C:\Program Files (x86)\Steam\steamapps\common\call of duty modern warfare 3\main

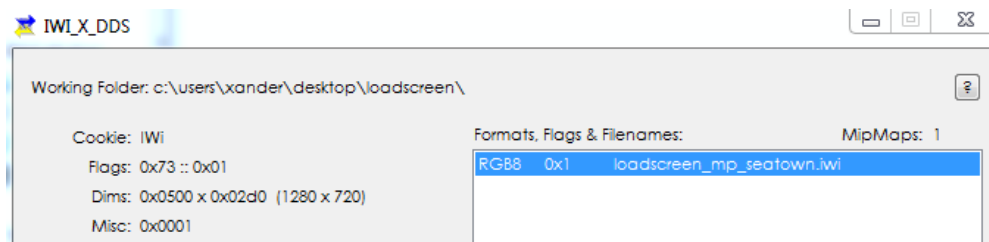
And grab the .iwi files you want (.iwd is opened with WinRAR) (loadscreens are in iw\_02.iwd)

Use IWI\_X\_DDS to convert to .dds

After that just open IWI\_X\_DDS it normally

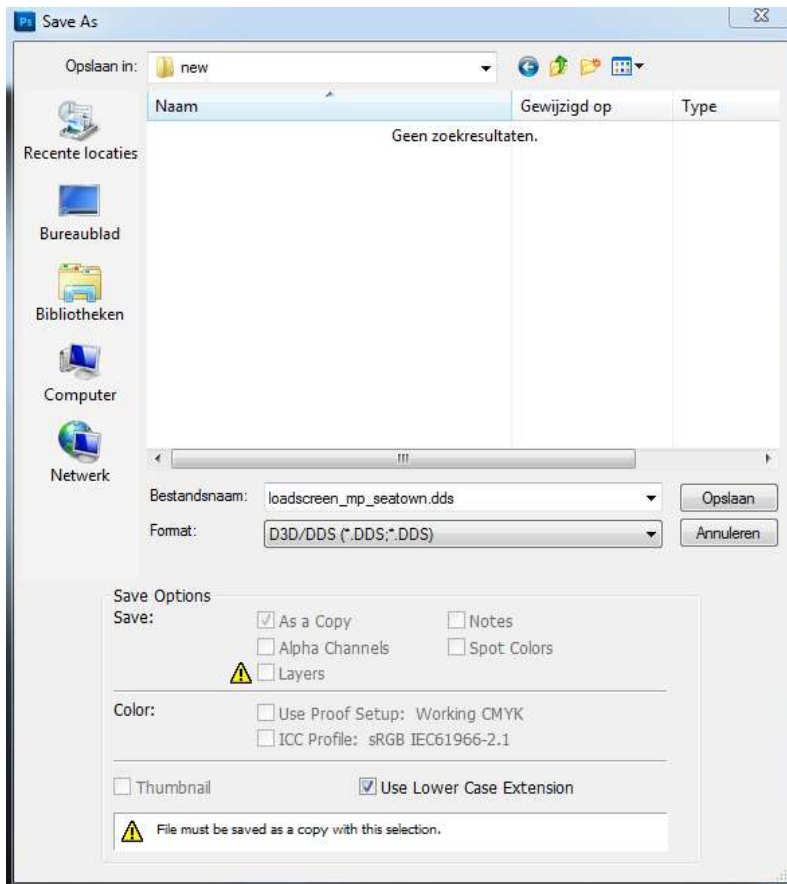


Drag the file on there you want to edit, in this case I edit loadscreen\_mp\_seatown.iwi



We can see that the format of this image is RGB8, this is important to save it the correct way

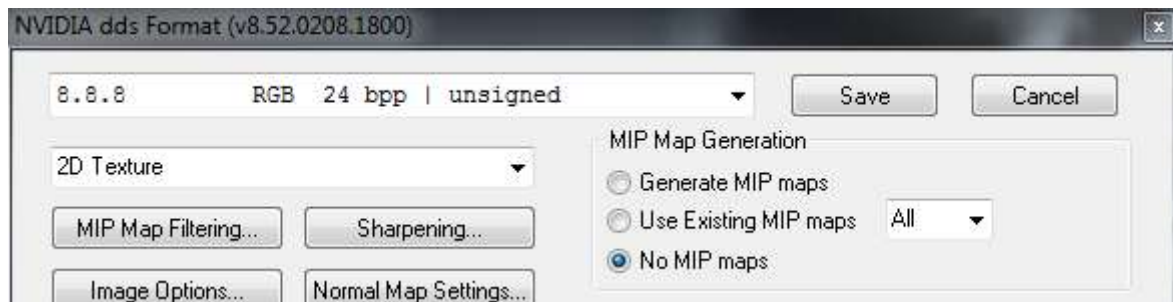
Now you can just edit the image in Photoshop



Now we are going to save it in Photoshop

Select file, save as

And select dds



Save with these settings (8.8.8. RGB and No MIP maps)

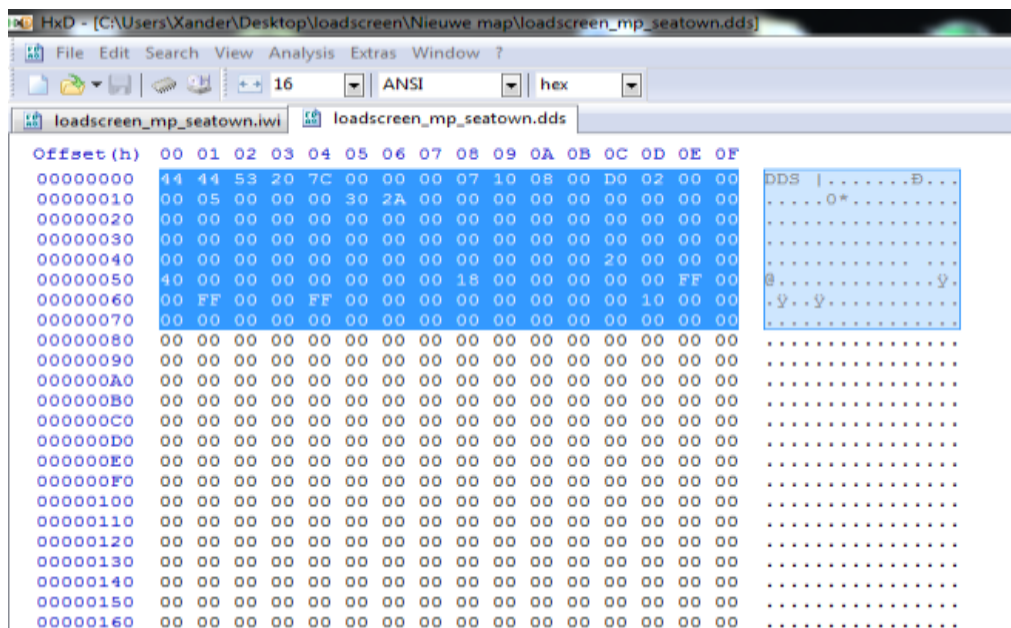
(for loadscreen files with the size 2,701mb use 8.8.8 RGB/No MIP maps)

for loadscreen files with the size 3,6mb use 8.8.8.8 RGB/No MIP maps)

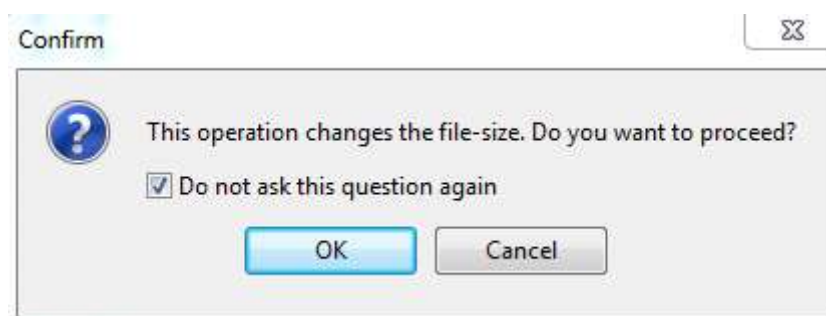
Now open the program



Drag in the original .iwi texture file and the new edited .dds file we just saved.



Select the first 8 rows of bytes and press delete



OK

Copy the first 2 rows from the original .iwi texture file

HxD - [C:\Users\Xander\Desktop\loadscreen\loadscreen\_mp\_seatown.iwi]

File Edit Search View Analysis Extras Window ?

16 ANSI hex

loadscreen\_mp\_seatown.iwi loadscreen\_mp\_seatown.dds

| Offset (h) | 00 | 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | 0A | 0B | 0C | 0D | 0E | 0F |                  |
|------------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|------------------|
| 00000000   | 49 | 57 | 69 | 08 | 73 | 01 | 00 | 00 | 02 | 00 | 00 | 05 | D0 | 02 | 01 | 00 | IWi.s.....D...   |
| 00000010   | 20 | 30 | 2A | 00 | 20 | 30 | 2A | 00 | 20 | 30 | 2A | 00 | 20 | 30 | 2A | 00 | 0*. 0*. 0*. 0*.  |
| 00000020   | 0B | 0E | 11 | 0A | 0D | 0F | 09 | 0B | 0E | 0B | 0E | 11 | 0B | 0E | 12 | 0B | .....            |
| 00000030   | 0D | 0F | 0A | 0B | 0E | 0A | 0C | 0E | 0A | 0C | 0E | 0A | 0B | 0D | 0A | 0B | .....            |
| 00000040   | 0E | 0C | 10 | 12 | 0F | 14 | 17 | 13 | 1B | 1D | 22 | 2A | 2A | 3B | 3E | 3B | ....."           |
| 00000050   | 3B | 3E | 3B | 3C | 3F | 3D | 3D | 41 | 3F | 3C | 40 | 3E | 3B | 3E | 3B | 3B | ;>;<?==A?<@>;>;  |
| 00000060   | 3E | 3B | 3B | 3E | 3C | 3A | 3E | 3B | 39 | 3E | 3B | 38 | 3E | 3B | 37 | 3E | >;>;<:>;9>;8>;7> |
| 00000070   | 3A | 36 | 3D | 3A | 37 | 3E | 3A | 39 | 3E | 3B | 3A | 3E | 3B | 3B | 3E | 3B | :6=:7>;9>;:>;>;  |
| 00000080   | 3B | 3E | 3B | 3B | 3E | 3C | 3A | 3E | 3B | 3A | 3E | 3B | 3A | 3E | 3B | 3A | >;>;<:>;:>;>;    |

Now paste insert it into the new edited just saved .dds file (@ the beginning of the file)

HxD - [C:\Users\Xander\Desktop\loadscreen\new\loadscreen\_mp\_seatown.iwi]

File Edit Search View Analysis Extras Window ?

16 ANSI hex

loadscreen\_mp\_seatown.iwi

| Offset (h) | 00 | 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | 0A | 0B | 0C | 0D | 0E | 0F |                 |
|------------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|-----------------|
| 00000000   | 49 | 57 | 69 | 08 | 73 | 01 | 00 | 00 | 02 | 00 | 00 | 05 | D0 | 02 | 01 | 00 | IWi.s.....D...  |
| 00000010   | 20 | 30 | 2A | 00 | 20 | 30 | 2A | 00 | 20 | 30 | 2A | 00 | 20 | 30 | 2A | 00 | 0*. 0*. 0*. 0*. |
| 00000020   | 01 | 01 | 01 | 00 | 01 | 01 | 00 | 00 | 01 | 00 | 01 | 01 | 00 | 01 | 01 | 00 | .....           |
| 00000030   | 01 | 01 | 00 | 00 | 01 | 00 | 01 | 01 | 00 | 01 | 01 | 00 | 00 | 01 | 00 | 00 | .....           |
| 00000040   | 01 | 01 | 01 | 01 | 01 | 01 | 01 | 01 | 01 | 01 | 01 | 02 | 02 | 03 | 03 | 03 | .....           |
| 00000050   | 03 | 03 | 03 | 03 | 03 | 03 | 03 | 03 | 03 | 03 | 03 | 03 | 03 | 03 | 03 | 03 | .....           |
| 00000060   | 03 | 03 | 03 | 03 | 03 | 03 | 03 | 03 | 02 | 03 | 03 | 02 | 03 | 03 | 02 | 03 | .....           |
| 00000070   | 03 | 02 | 03 | 03 | 02 | 03 | 03 | 02 | 03 | 03 | 03 | 03 | 03 | 03 | 03 | 03 | .....           |

(red is just pasted)

HxD - [C:\Users\Xander\Desktop\loadscreen\new\loadscreen\_mp\_seatown.dds]

File Edit Search View Analysis Extras Window ?

16 ANSI hex

loadscreen\_mp\_seatown.dds

| Offset (h) | 00 | 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | 0A | 0B | 0C | 0D | 0E | 0F |       |
|------------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|-------|
| 002A2F20   | 01 | 01 | 01 | 01 | 01 | 01 | 01 | 01 | 01 | 01 | 01 | 01 | 01 | 01 | 01 | 01 | ..... |
| 002A2F30   | 01 | 01 | 01 | 01 | 01 | 01 | 01 | 01 | 01 | 01 | 01 | 01 | 01 | 01 | 01 | 01 | ..... |
| 002A2F40   | 01 | 01 | 01 | 01 | 01 | 01 | 01 | 01 | 01 | 01 | 01 | 01 | 01 | 01 | 01 | 01 | ..... |
| 002A2F50   | 01 | 01 | 01 | 01 | 01 | 01 | 01 | 01 | 01 | 01 | 01 | 01 | 01 | 01 | 01 | 01 | ..... |
| 002A2F60   | 01 | 01 | 01 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | ..... |
| 002A2F70   | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | ..... |
| 002A2F80   | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | ..... |
| 002A2F90   | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | ..... |
| 002A2FA0   | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | ..... |
| 002A2FB0   | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | ..... |
| 002A2FC0   | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | ..... |
| 002A2FD0   | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | ..... |
| 002A2FE0   | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | ..... |
| 002A2FF0   | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | ..... |
| 002A3000   | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | ..... |
| 002A3010   | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | ..... |
| 002A3020   | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | ..... |
| 002A3030   | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | ..... |
| 002A3040   | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | ..... |
| 002A3050   | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | ..... |
| 002A3060   | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | ..... |
| 002A3070   | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | ..... |

(Scroll down to the end)

Now delete the last 4 bytes of the edited dds

(Select the 4 bytes and press delete)

Now press 

And close the hexeditor

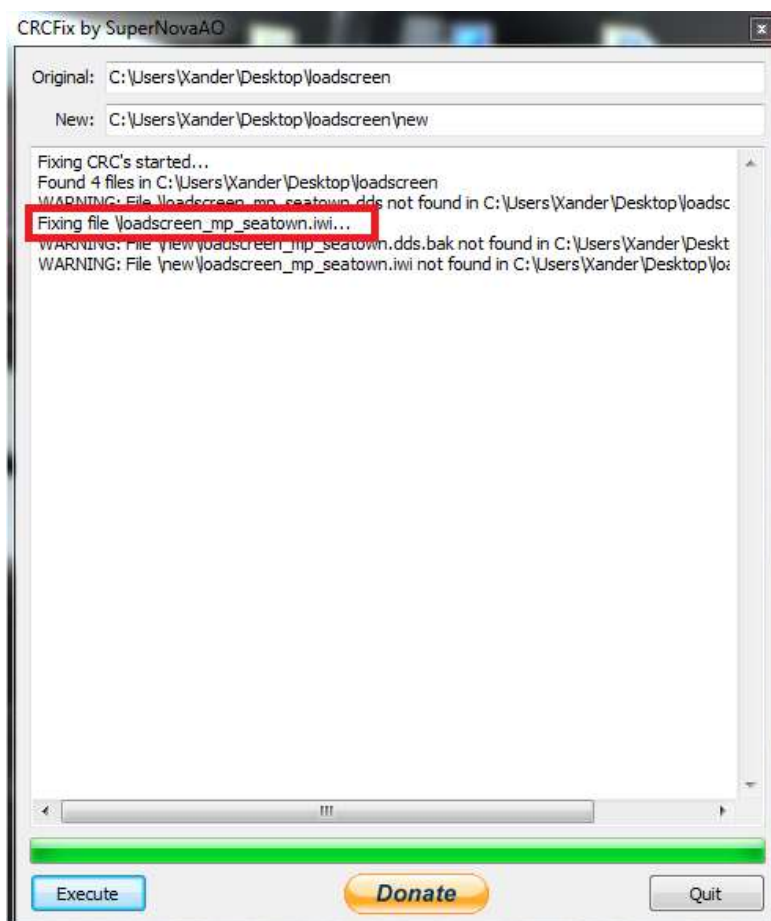
Now we need to change the extension of our just saved .dds file

 `loadscreen_mp_seatown.dds` to  `loadscreen_mp_seatown.iwi` and click yes

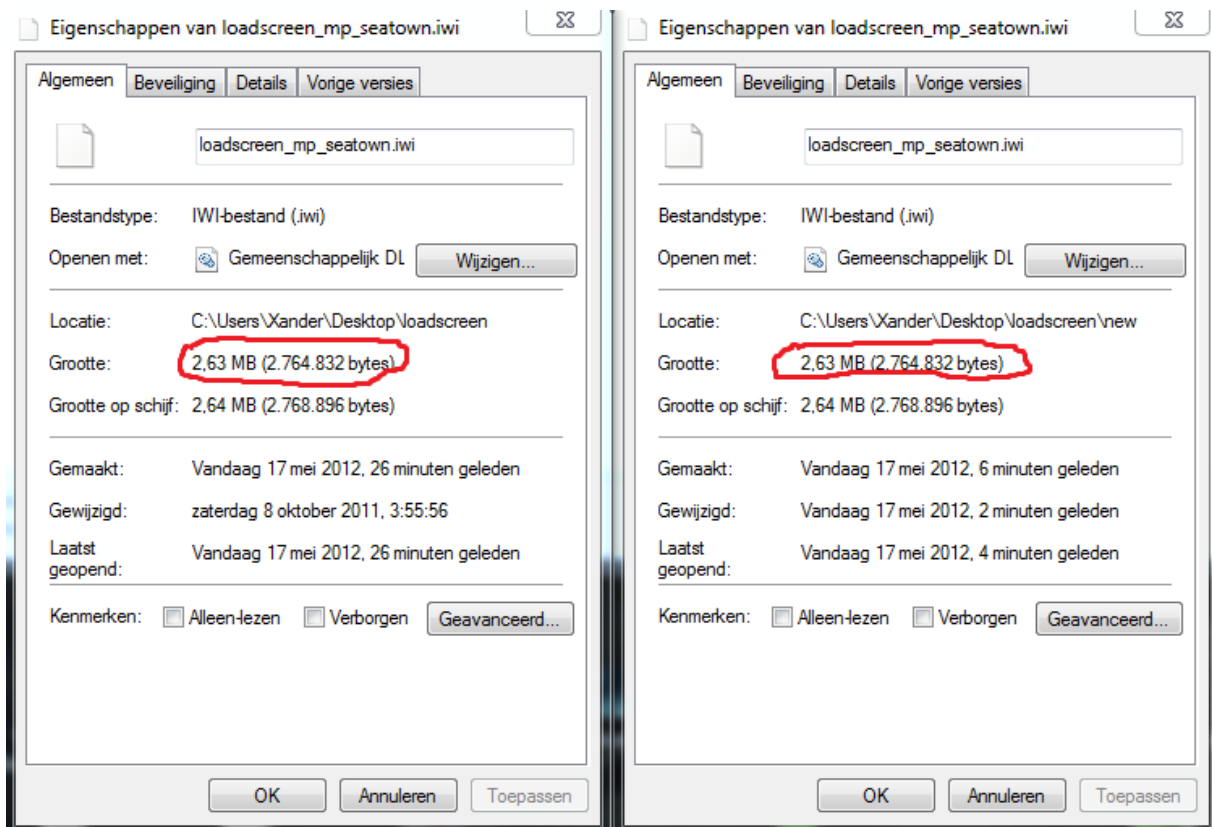
To make it work in Multiplayer (and not get files different from server error)

Use  CRCFixer.exe

- Put in the original file path
- Put in the new file path
- Click Execute



Last check :



Right click the original and the edited .iwi file and click properties, and check if they have the same file size

Now your file has been fixed and you can use the edited .iwi

Result:

