

Tutorial: Dumping game data for modders

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(original by Senko)

It is highly recommended that you read the guide at least once before executing what's written here.

This guide covers everything you need to know to dump data you need from Escape From Tarkov.

For a more detailed guide, please check

["Tutorial: Dumping game data for devs"](#) which also contains this information.

1 Requirements

- Escape From Tarkov (Live)
- [AssetStudio](#)

1.1 Dumping asset data

1. Open AssetStudio.
2. AssetStudio > File > Load File > %gamedir%/EscapeFromTarkov_Data/sharedassets2.assets.
3. Switch from Scene Hierarchy to Asset List.
4. AssetStudio > Filter Type > what you look for (example: TextAsset).
5. Select the map files you want (example: bigmap2, RezervBase6).
6. AssetStudio > Export > Selected Assets.

2 Conclusion

Congratulations, you've successfully dumped Escape From Tarkov's data.

In order to use it in Aki's database, you have 2 options:

- Manually convert the data.
- Use a tool like senko-debug to convert the data into a format the server accepts.

3 Appendix: Obtaining specific data

This discusses how you can obtain certain data with the dumper installed.

Code

****Type****

Startup locales		Start the game in the locale you want to dump.
Game locales		Select the locale in game settings.
Common data		Start
Assort		Open the trader you want to
Bots		Do an offline raid on a map containing that
Item events		Do the specific item
aining game files to C:\Program Files\Battlestate Games\EscapeFromTarkov\files`.		
Location (loot)		Rip from game files OR do an offline raid on that map.
Models		
Textures		
Audio		Rip from game files.
Display More		
Additional information		
Technical knowledge requirement		No programming skills required