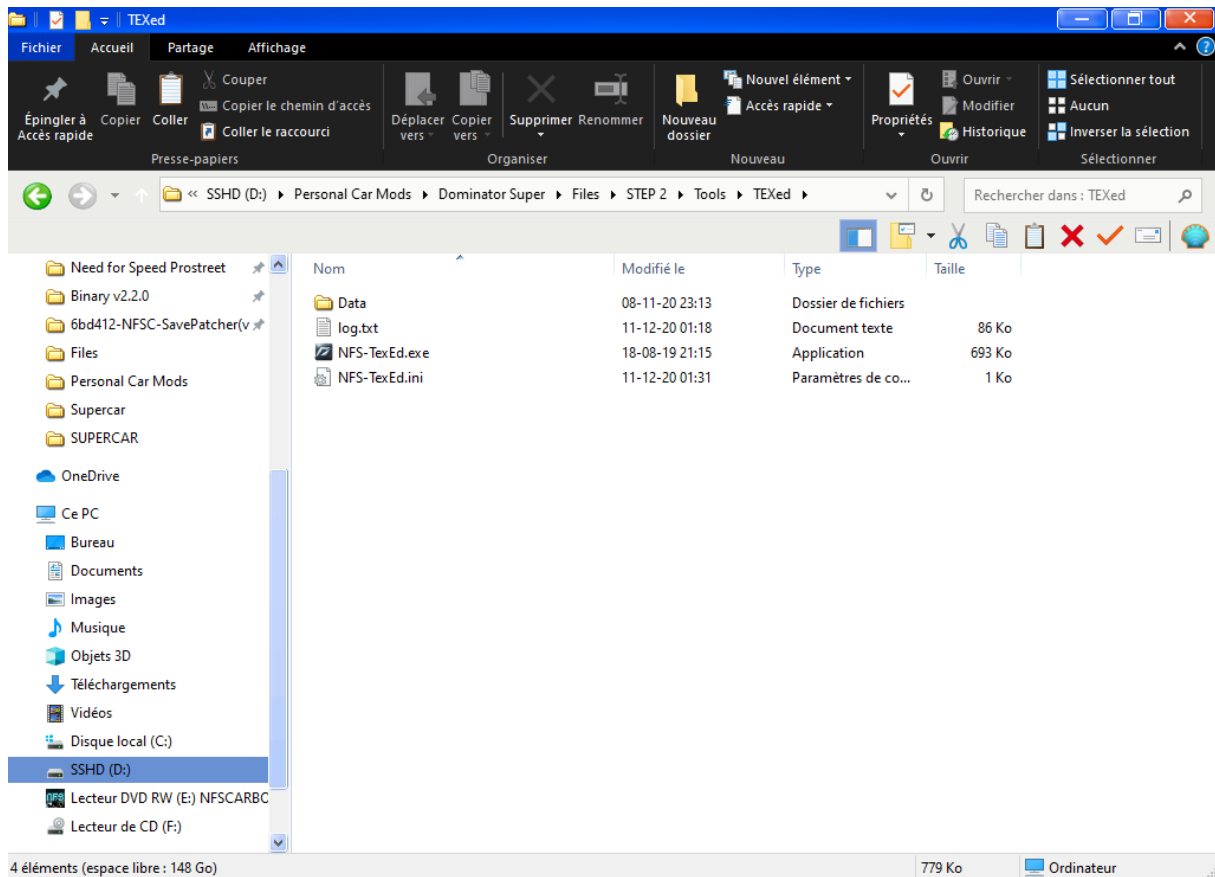


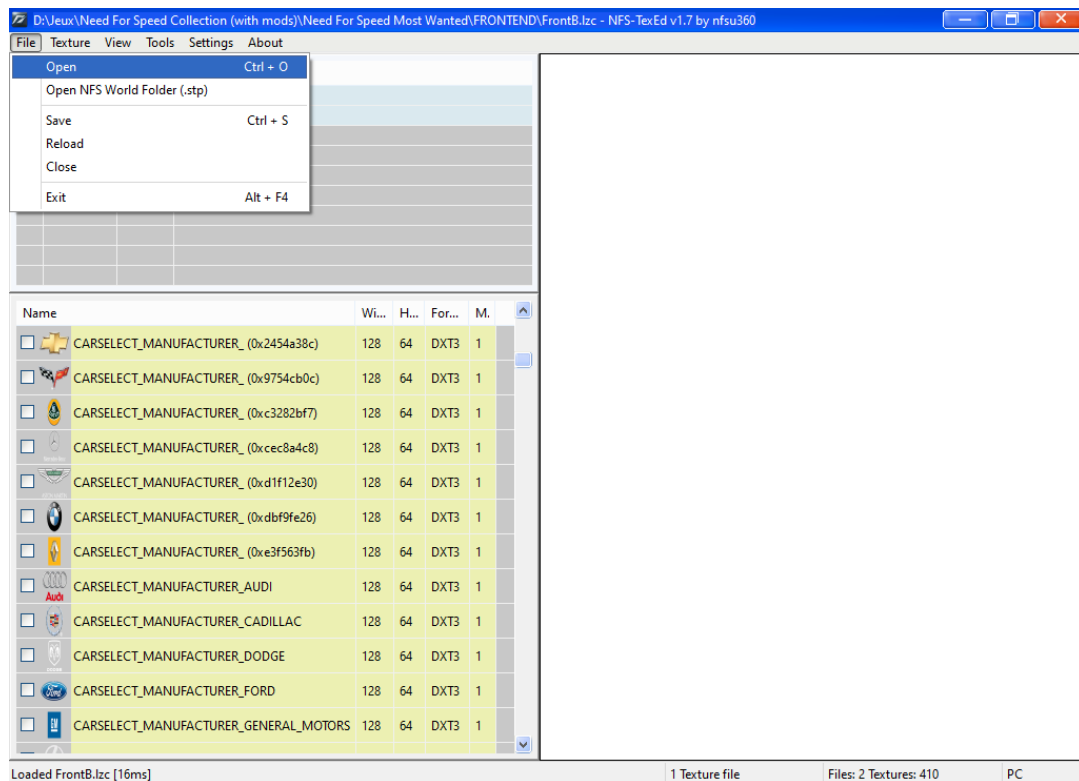
TexEd tutorial

This one should be easier than the binary part

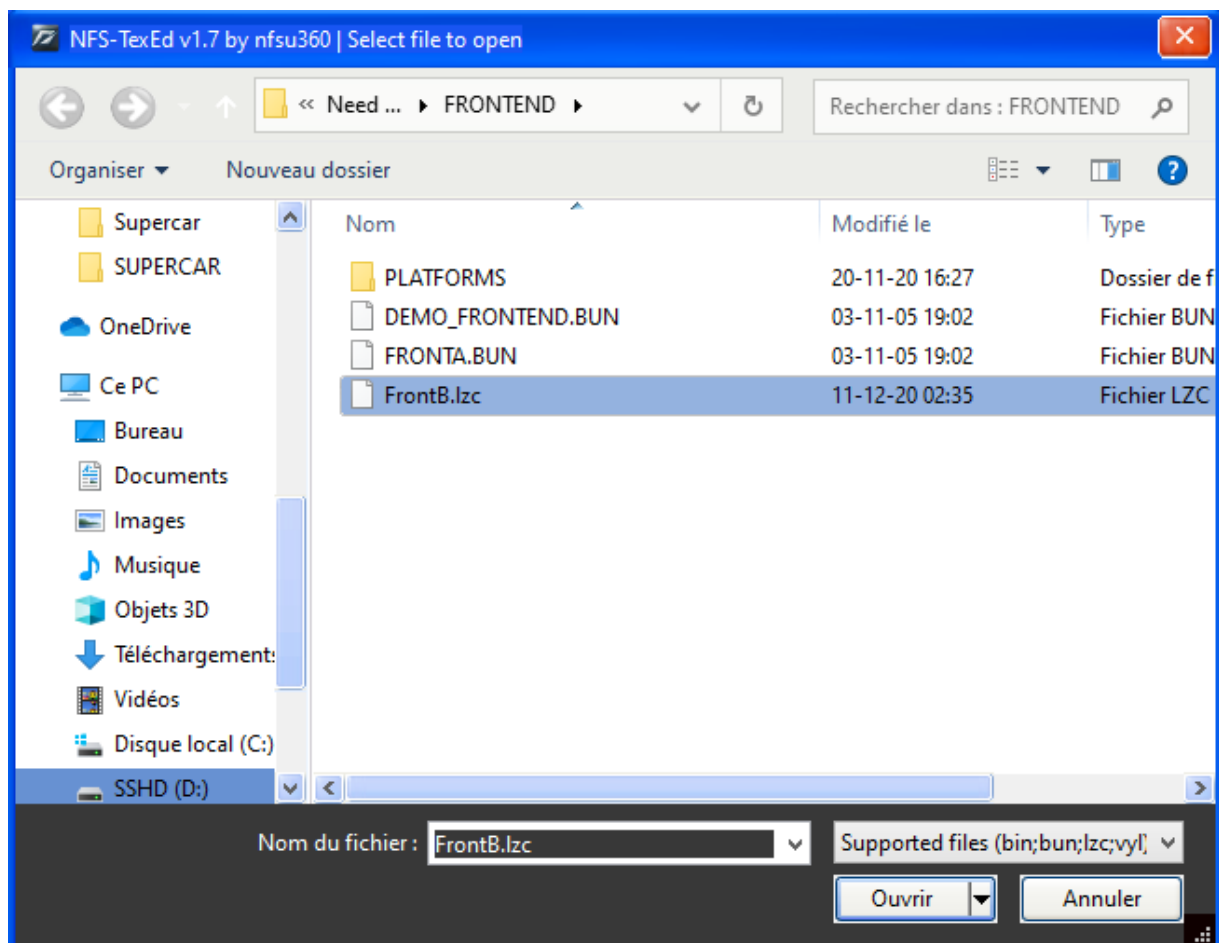
First open TexEd in the tools folder



Then click on File then open



Locate and open the frontB.lzc in your most wanted game



The screenshot shows the Texture Editor interface for the file FrontB.lzc. The 'Texture' menu is open, displaying various actions. The main window shows a list of car manufacturers with the following columns: Name, Width, Height, Format, and Mipmap levels.

Name	Width	Height	Format	Mipmap
CARSELECT_MANUFACTURER_ (0x2454a38c)	128	64	DXT3	1
CARSELECT_MANUFACTURER_ (0x9754cb0c)	128	64	DXT3	1
CARSELECT_MANUFACTURER_ (0xc3282bf7)	128	64	DXT3	1
CARSELECT_MANUFACTURER_ (0xccec8a4c8)	128	64	DXT3	1
CARSELECT_MANUFACTURER_ (0xd1f12e30)	128	64	DXT3	1
CARSELECT_MANUFACTURER_ (0xdbf9fe26)	128	64	DXT3	1
CARSELECT_MANUFACTURER_ (0xe3f563fb)	128	64	DXT3	1
CARSELECT_MANUFACTURER_AUDI	128	64	DXT3	1
CARSELECT_MANUFACTURER_CADILLAC	128	64	DXT3	1
CARSELECT_MANUFACTURER_DODGE	128	64	DXT3	1
CARSELECT_MANUFACTURER_FORD	128	64	DXT3	1
CARSELECT_MANUFACTURER_GENERAL_MOTORS	128	64	DXT3	1

Loaded FrontB.lzc [16ms] | 1 Texture file | Files: 2 Textures: 410 | PC

Click on the first one then do it again for the second image



And voila, you are done with adding the textures, now you will have the car and the logos for the car