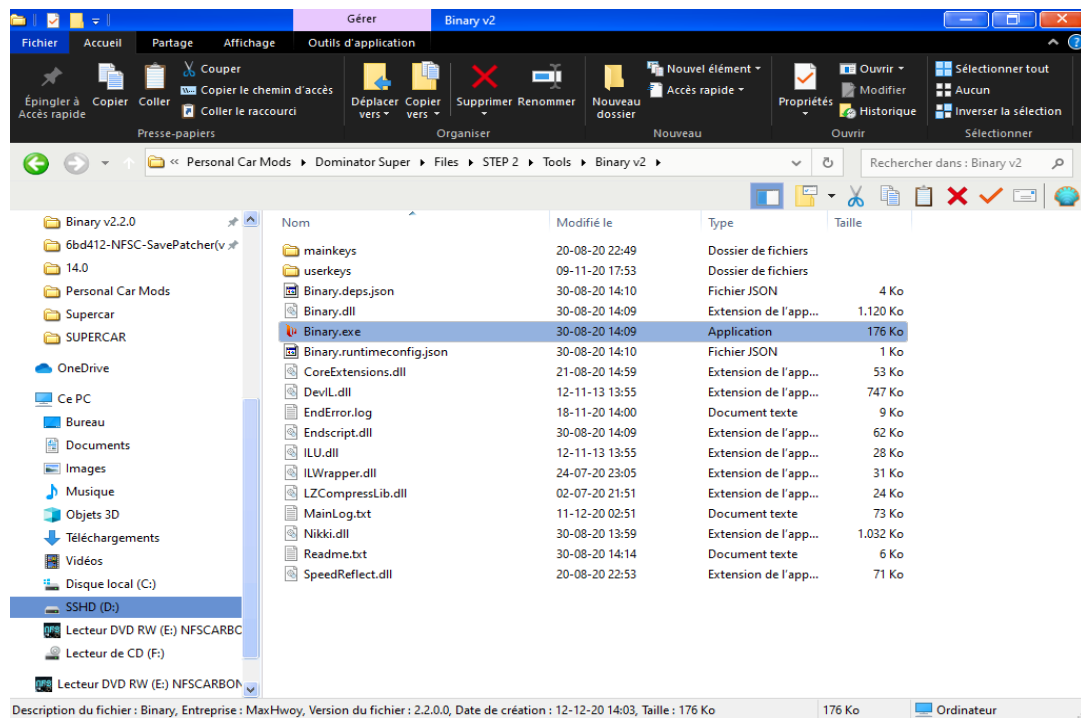


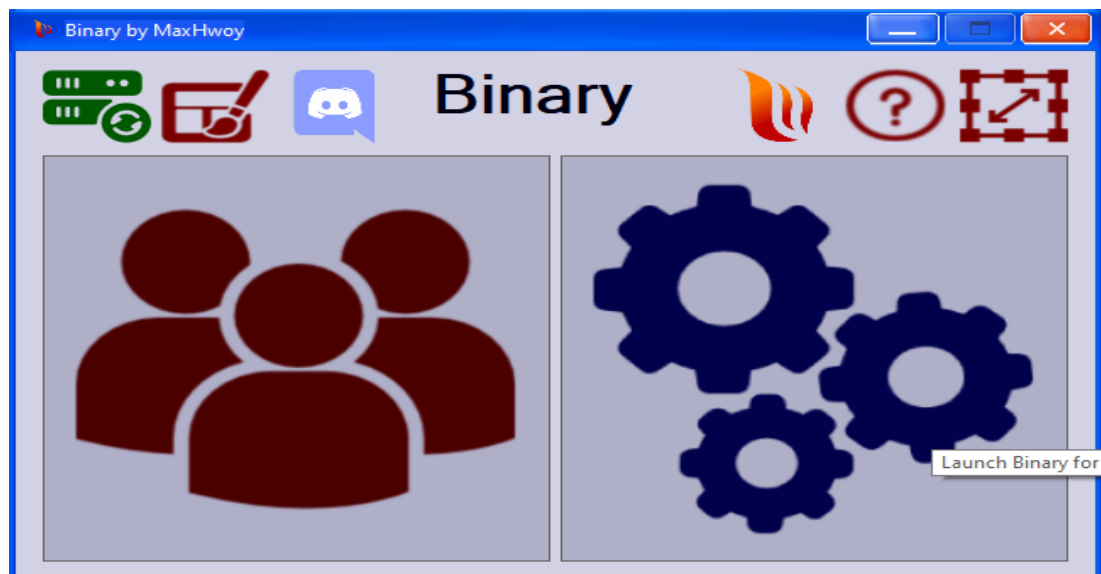
### STEP 3 : The Binary Setup

I will guide you into the binary setup, which i did myself because i am too inexperienced with making a script

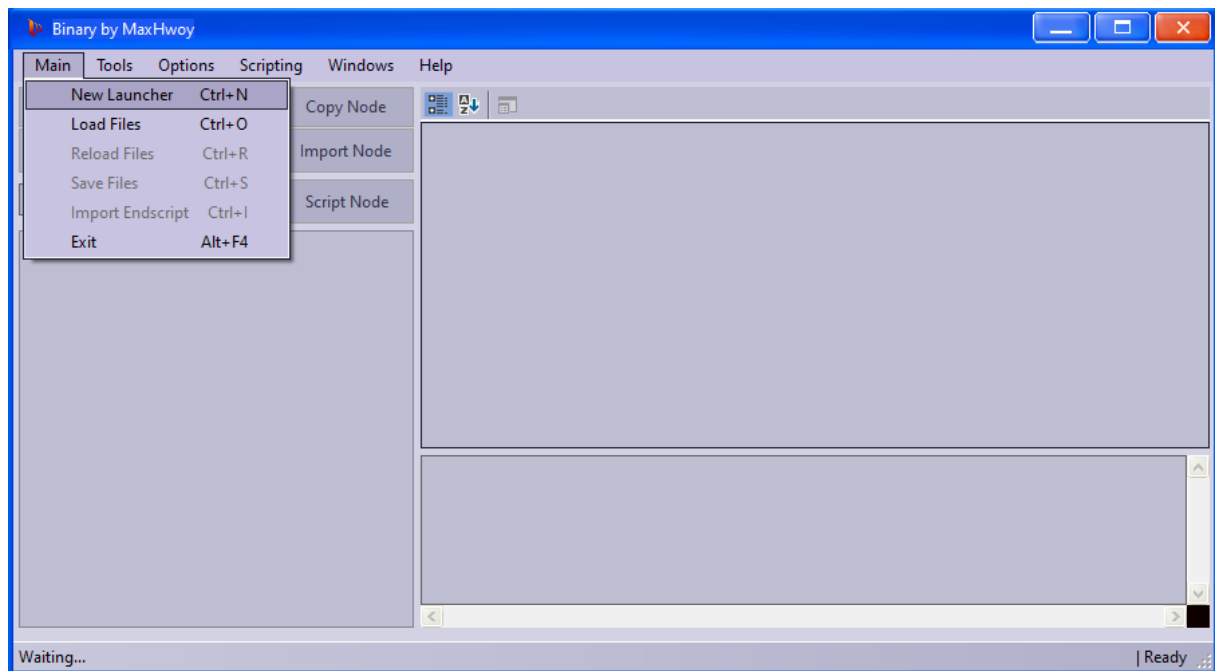
First Open Binary (which is the latest version)



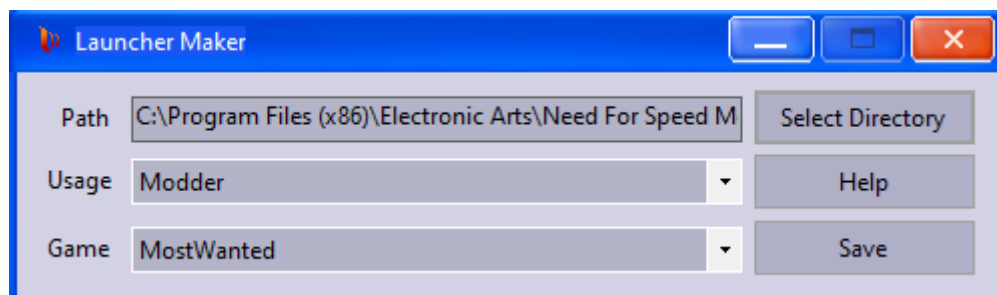
Then after binary launched, click on the gear icon



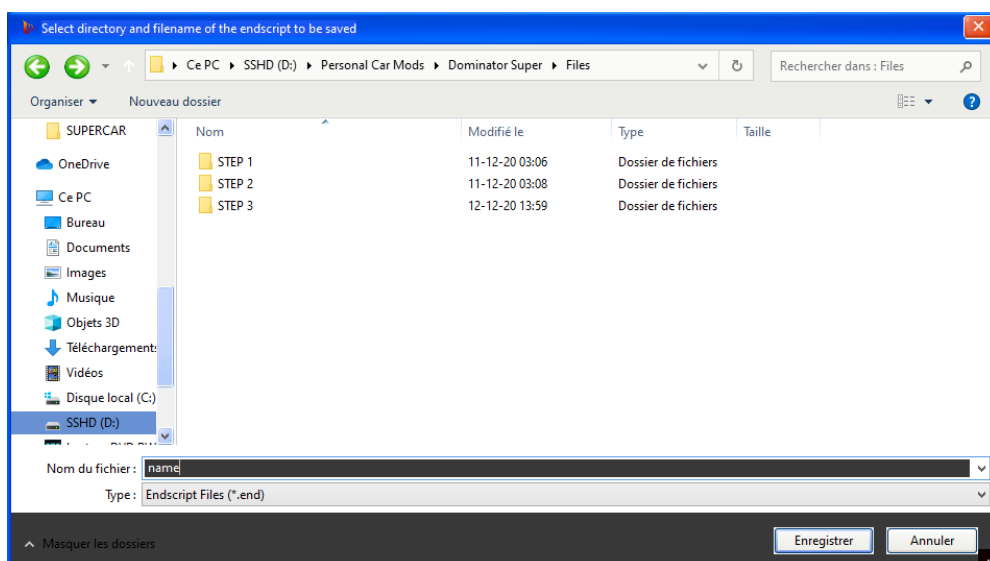
After that click on main, then on new launcher



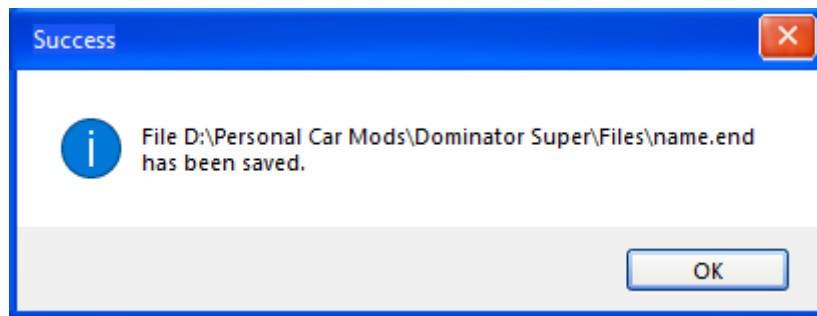
After that it will tell you which path the game is, which is where the need for speed most wanted game is in your pc, click on usage and put it in modder, then in the game section, click on most wanted



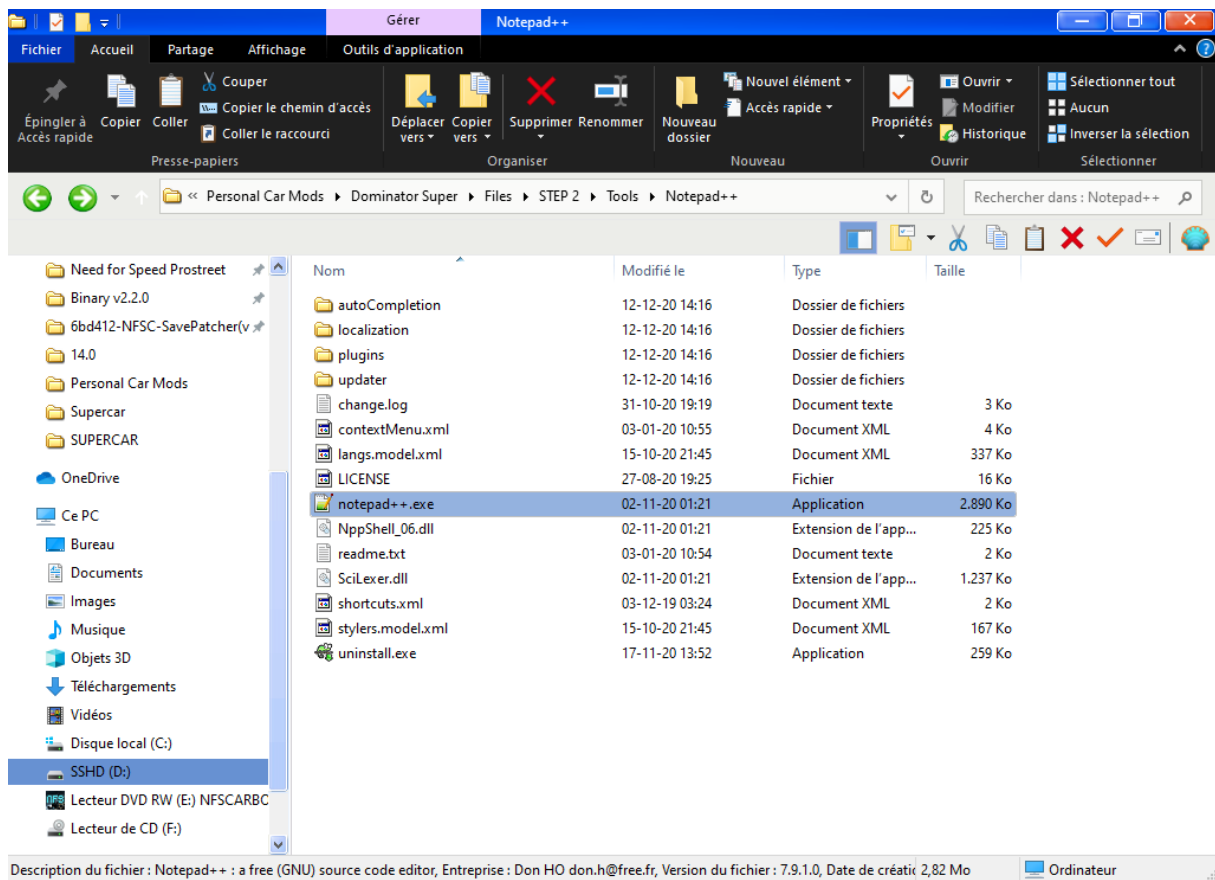
And click save, after that, it will tell you where you want to save your binary launcher file, name it whatever you want



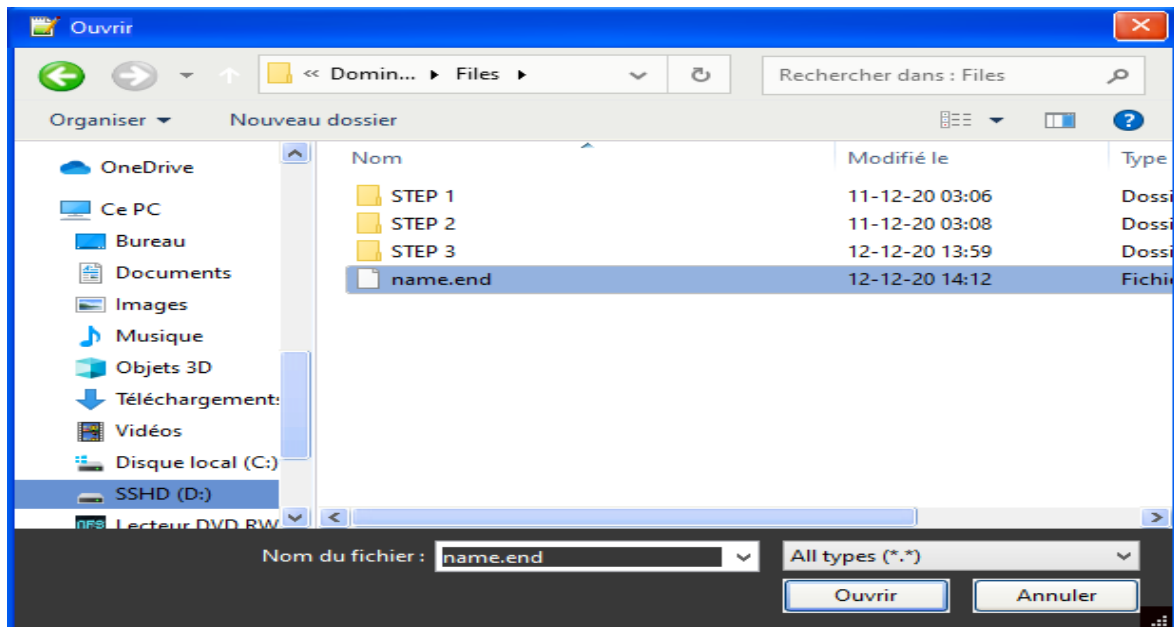
After that you have created a launcher file for binary



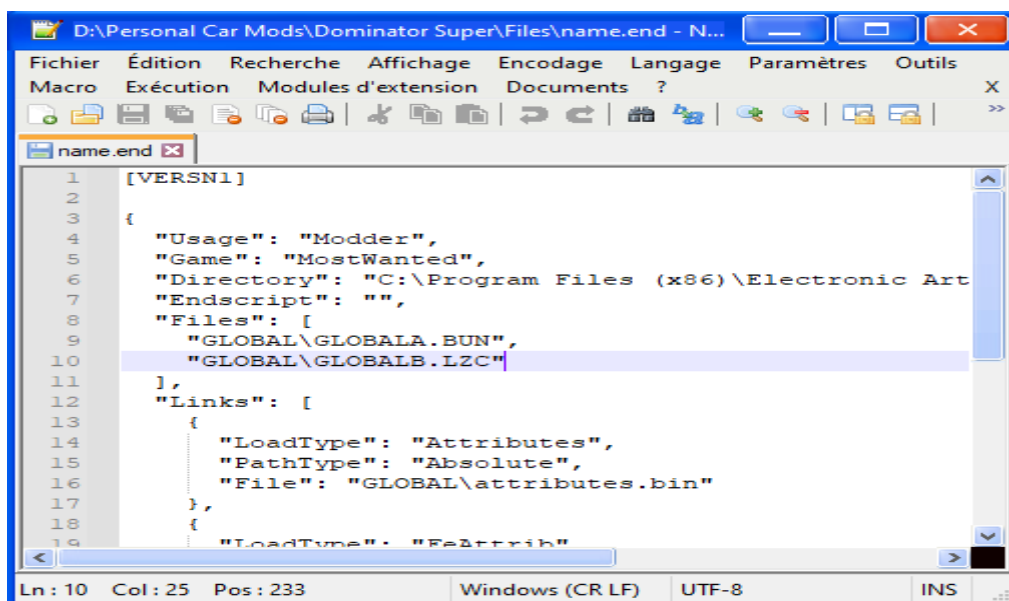
Close the new launcher tab and now you need to modify the endsript, which is simple, first open Notepad++



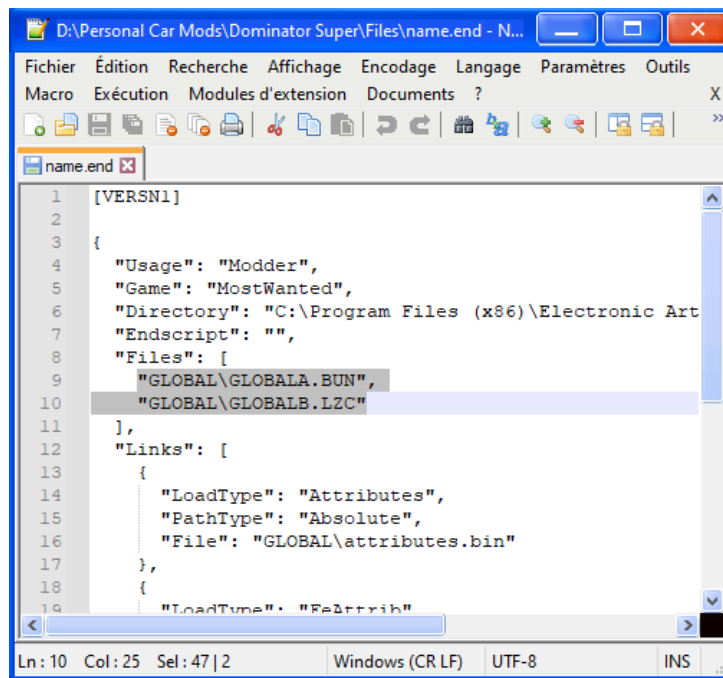
Then click on file then open and search your endscript (for me its located in the files folder but for you it can be located anywhere else)



After that it will take you to this



Replace all this



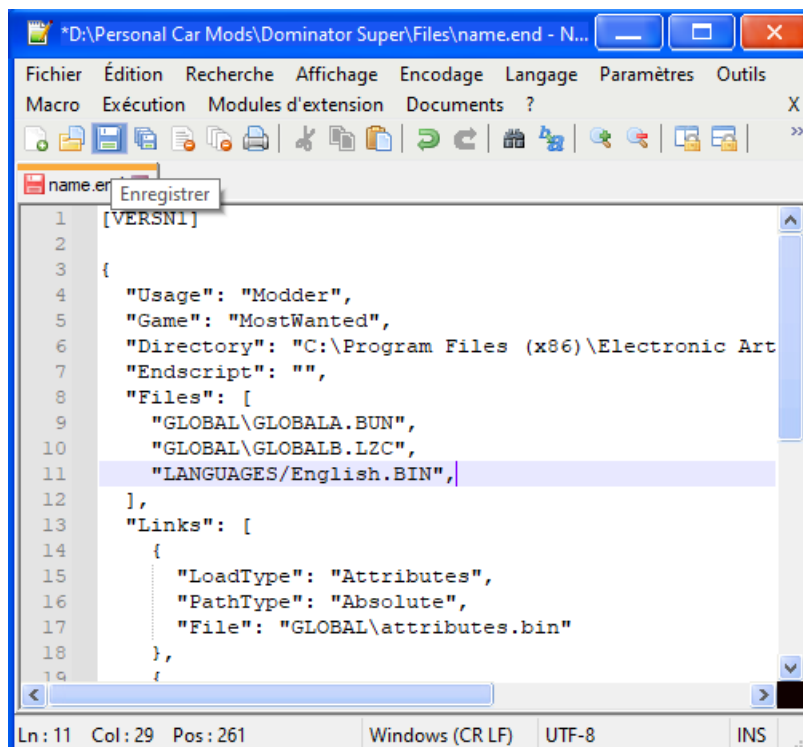
```
1 [VERSN1]
2
3 {
4   "Usage": "Modder",
5   "Game": "MostWanted",
6   "Directory": "C:\Program Files (x86)\Electronic Art
7   "Endscript": "",
8   "Files": [
9     "GLOBAL\GLOBALA.BUN",
10    "GLOBAL\GLOBALB.LZC"
11  ],
12  "Links": [
13    {
14      "LoadType": "Attributes",
15      "PathType": "Absolute",
16      "File": "GLOBAL\attributes.bin"
17    },
18    {
19      "LoadType": "FeAttrib"
```

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With this

"GLOBAL\GLOBALA.BUN",  
"GLOBAL\GLOBALB.LZC",  
"LANGUAGES/English.BIN"

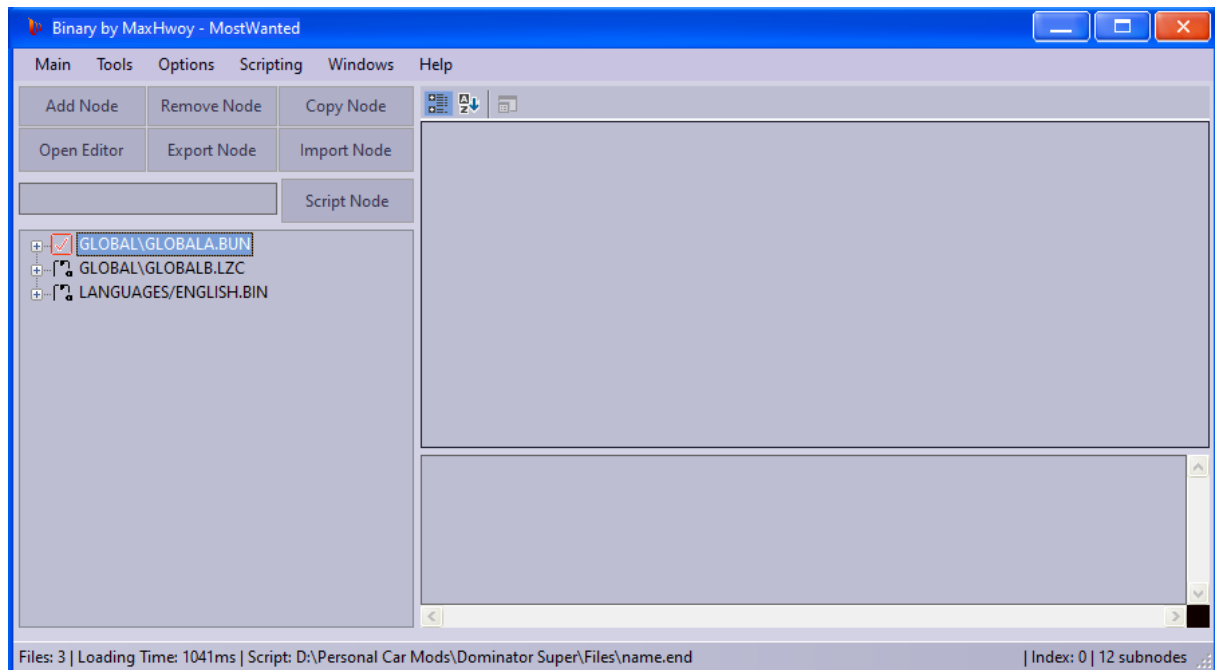
After that save the file and close notepad++



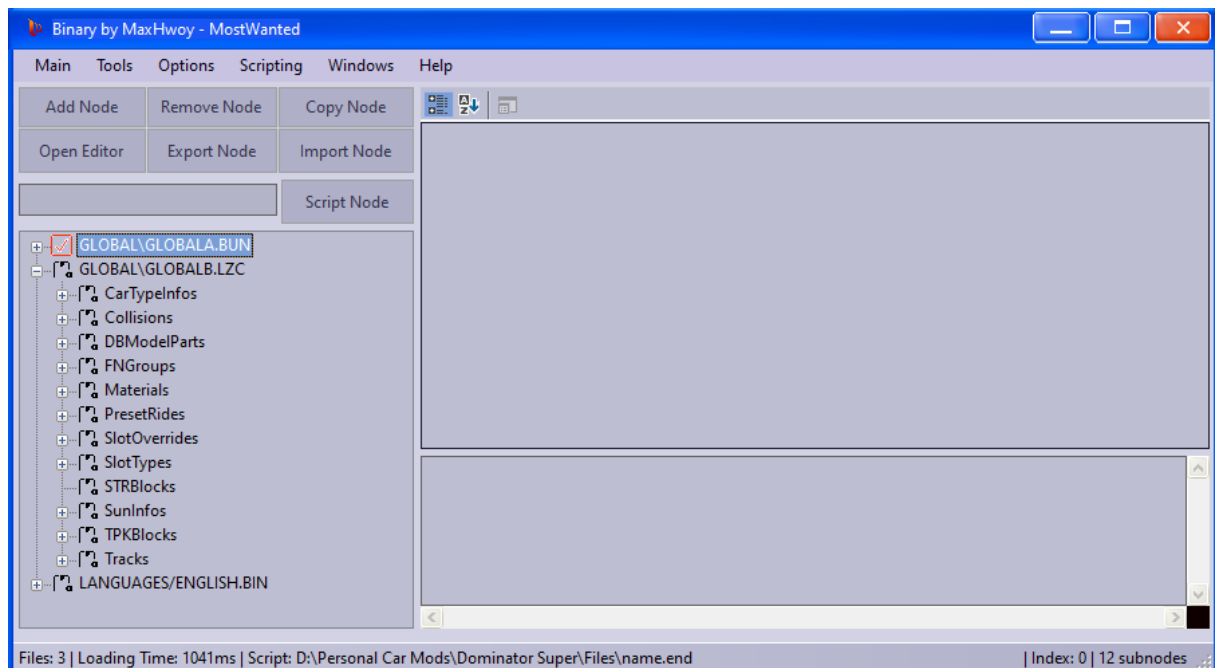
```
1 [VERSN1]
2
3 {
4   "Usage": "Modder",
5   "Game": "MostWanted",
6   "Directory": "C:\Program Files (x86)\Electronic Art
7   "Endscript": "",
8   "Files": [
9     "GLOBAL\GLOBALA.BUN",
10    "GLOBAL\GLOBALB.LZC",
11    "LANGUAGES/English.BIN",
12  ],
13  "Links": [
14    {
15      "LoadType": "Attributes",
16      "PathType": "Absolute",
17      "File": "GLOBAL\attributes.bin"
18    },
19    {
20      "LoadType": "FeAttrib"
```

Ln: 11 Col: 29 Pos: 261 Windows (CR LF) UTF-8 INS

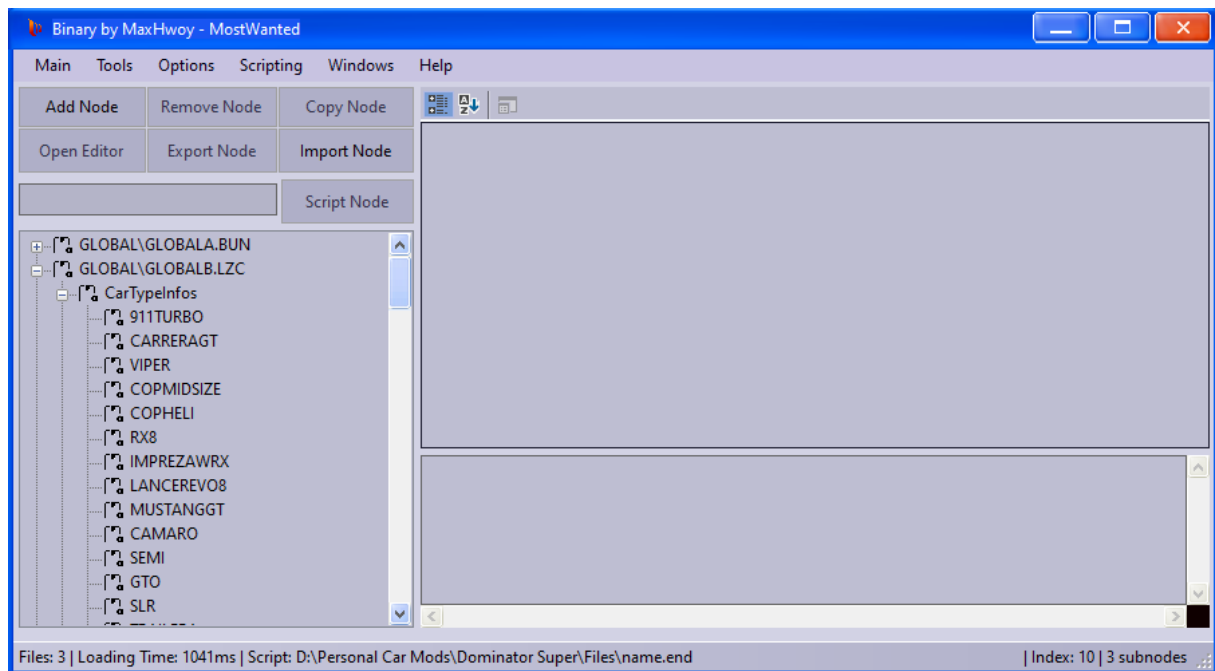
Now onto the hardest part, reopen binary (if you closed it) click on main then on load files, open your endsript, it should look like this



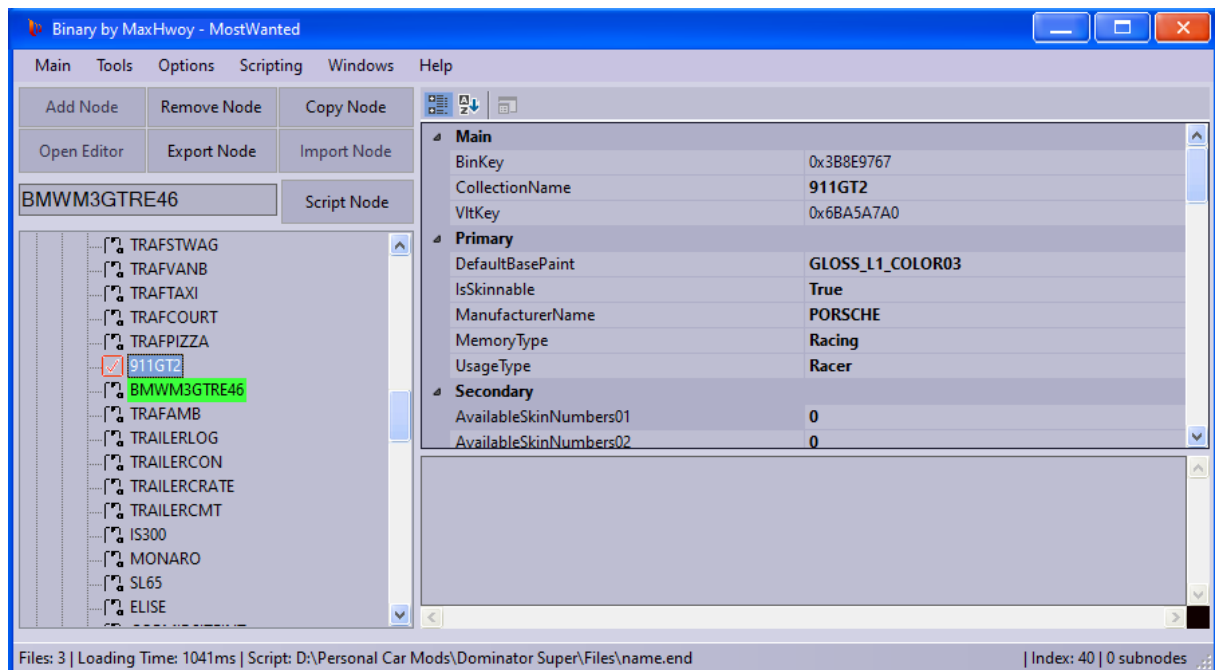
Click on the + in globalb and ONLY MODIFY CARTYPEINFOS, COLLISIONS and DBMODELPART, these 3 files contains most of the cars to run the game properly



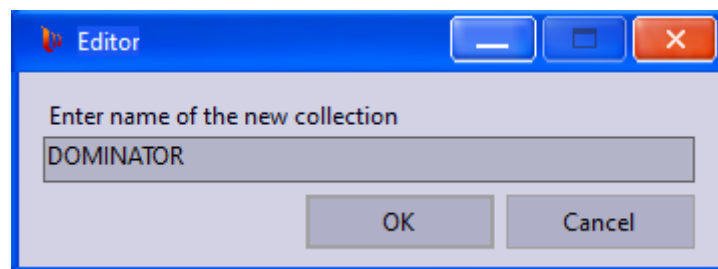
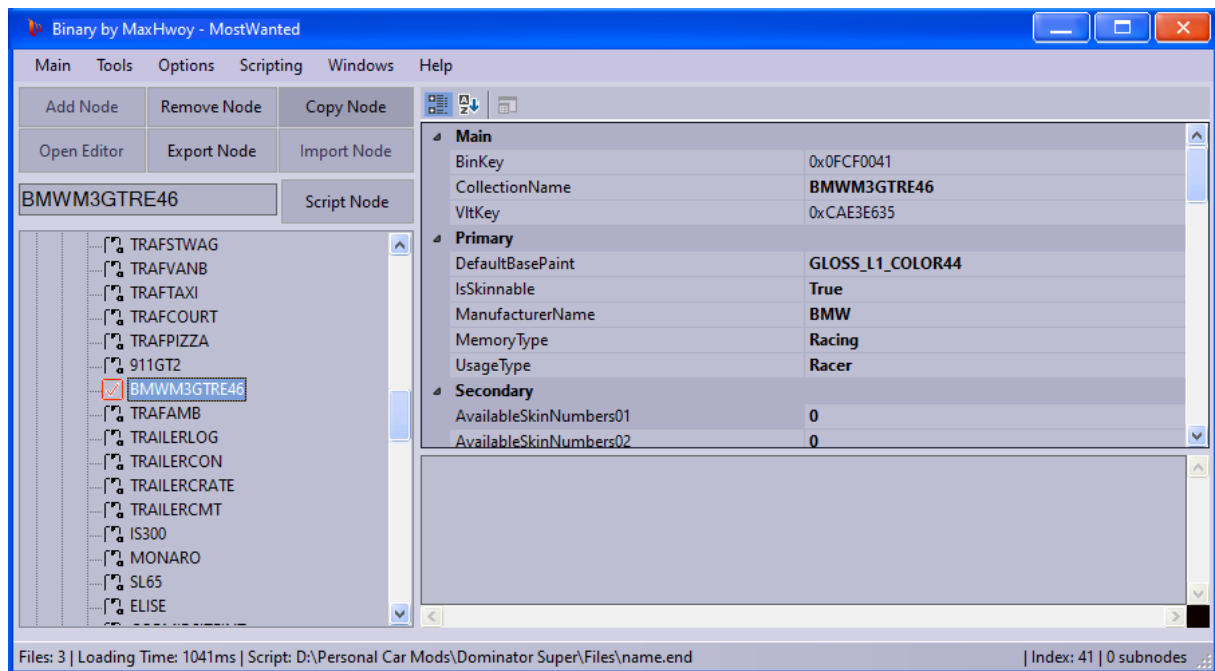
## Extend cartypeinfos



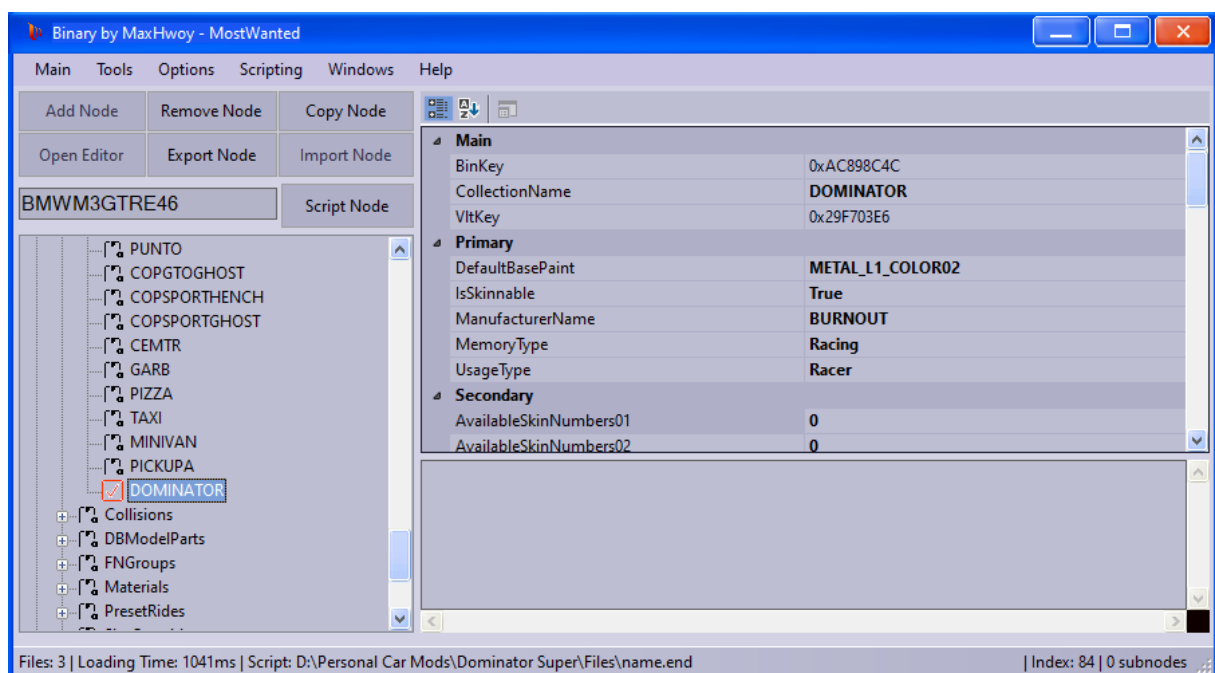
Then on the bar click on it, that's the search tab for the models, type BMW3GTRE46, it should search the folder in binary (it's marked as a green color)



Click on the folder and in the 6 icons, click on Copy Node and Type DOMINATOR



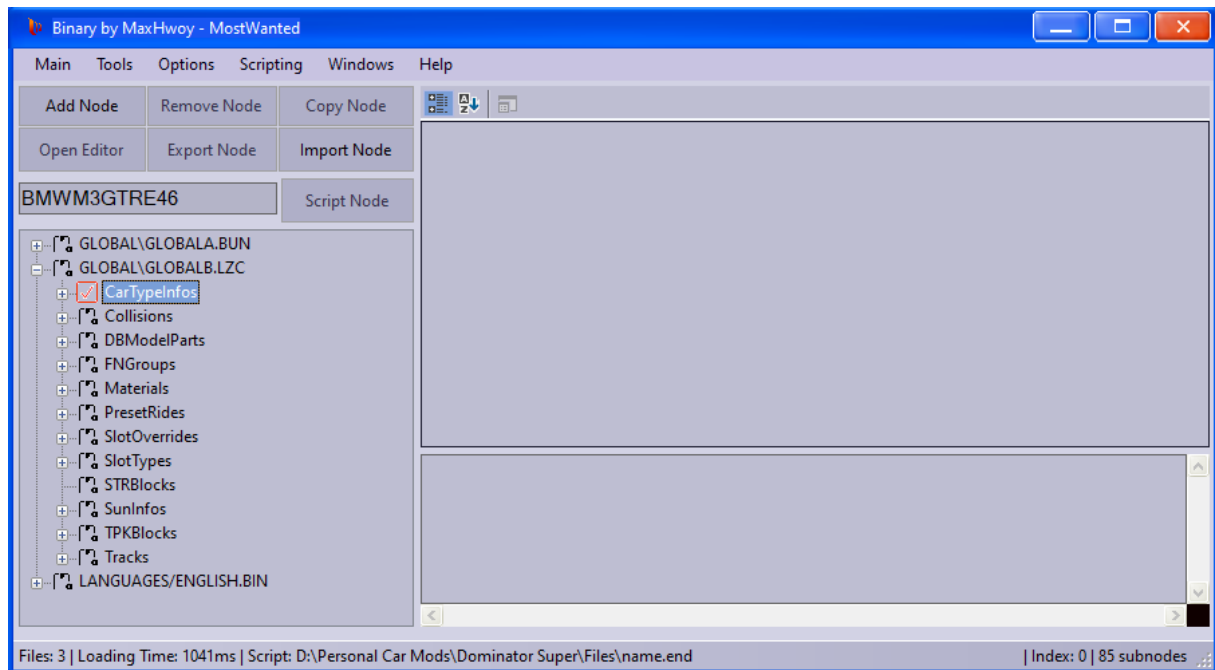
Click on ok and go to the folder you copied from



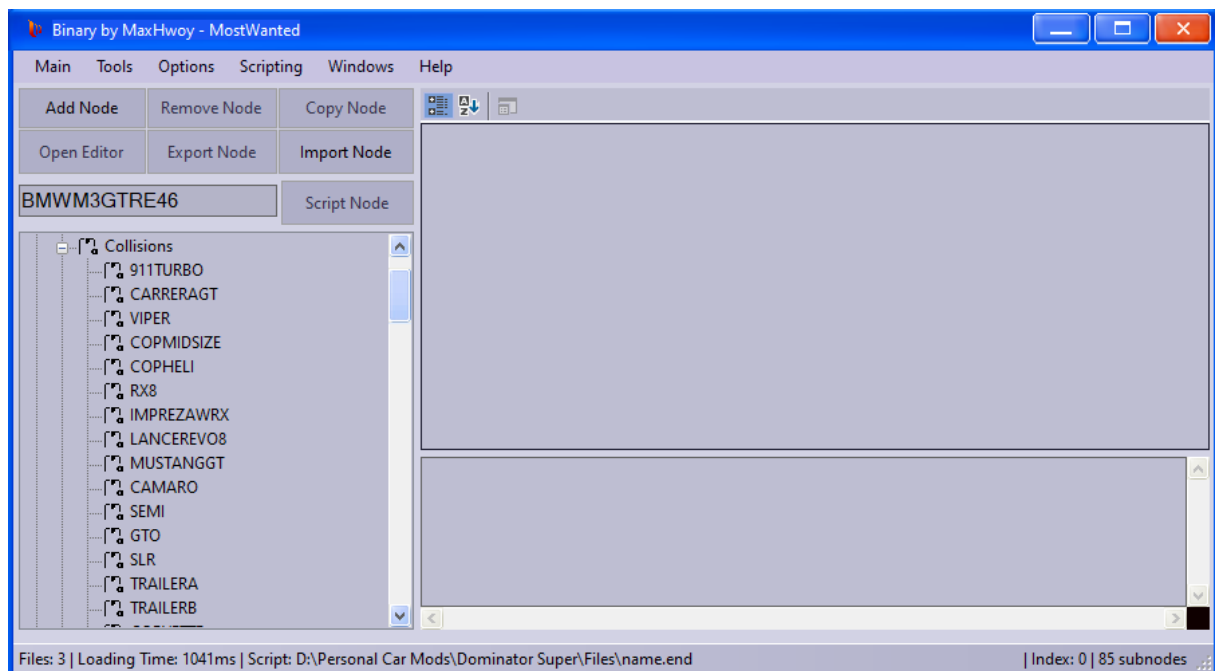


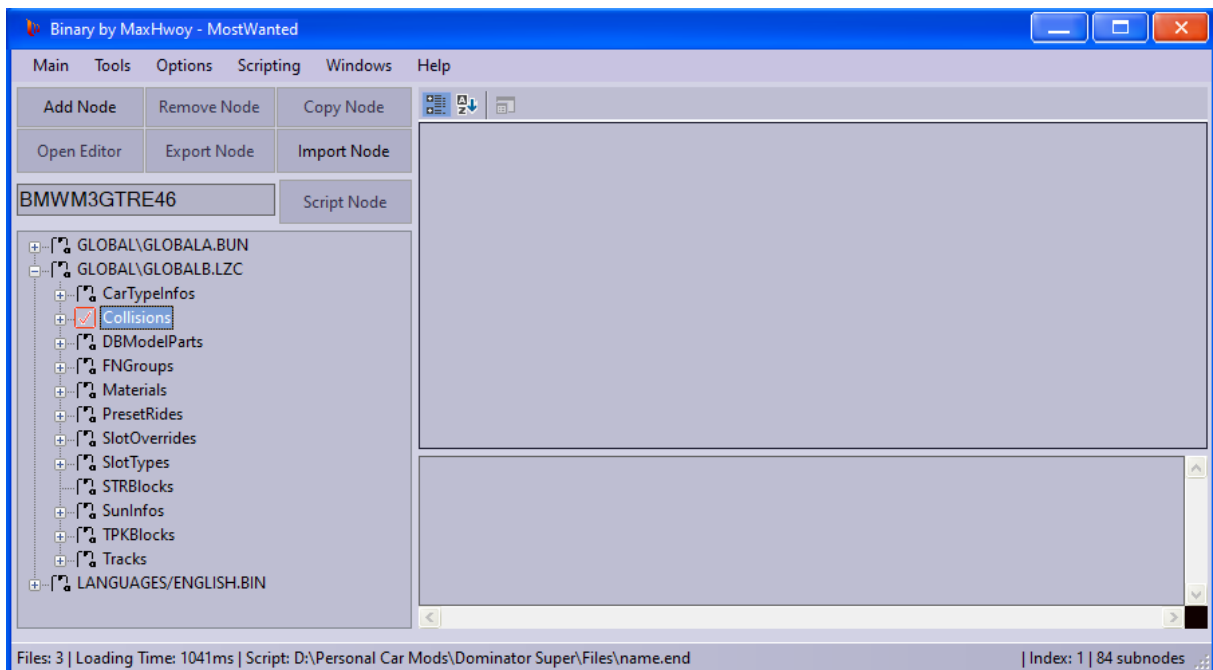
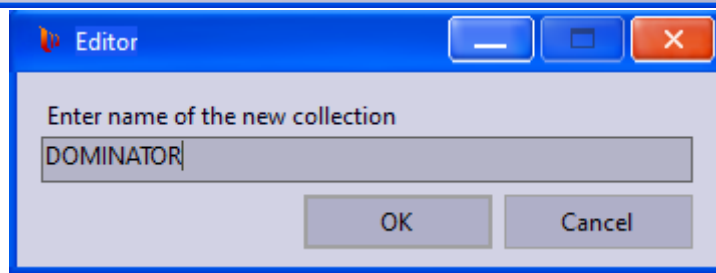
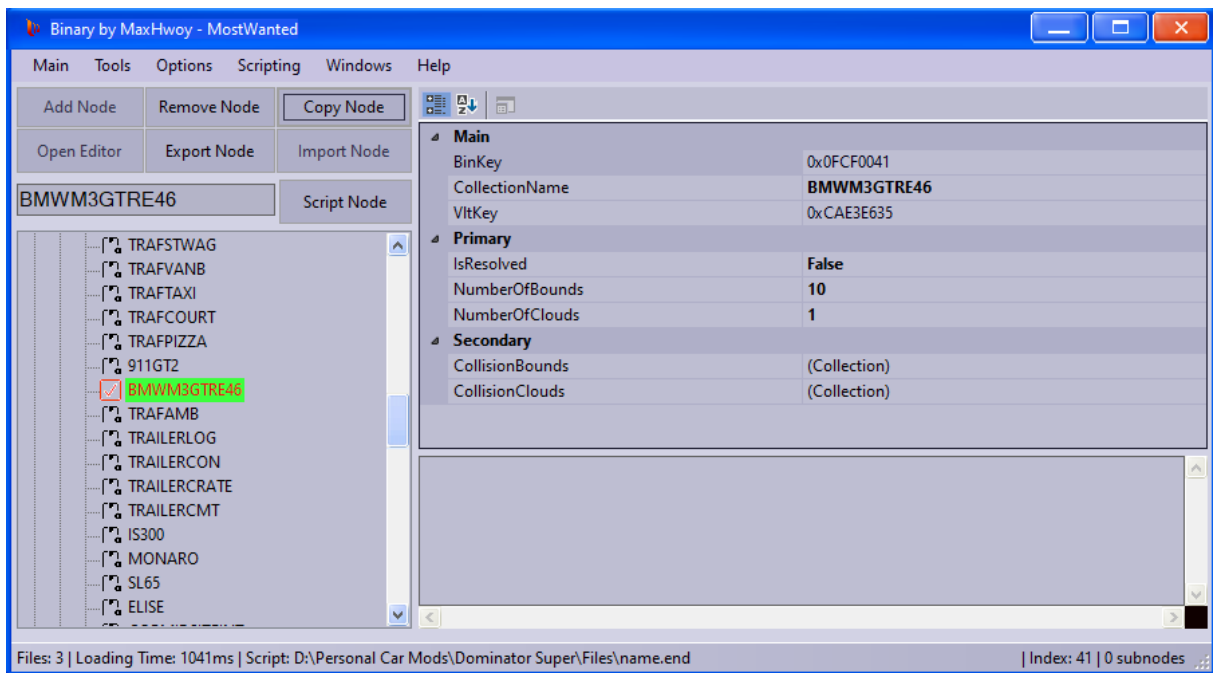
On the ManufacturerName, replace BMW to BURNOUT (its on the picture so that should be easy)

Now close the cartypeinfos folder by scrolling higher and click the – in the left of the name



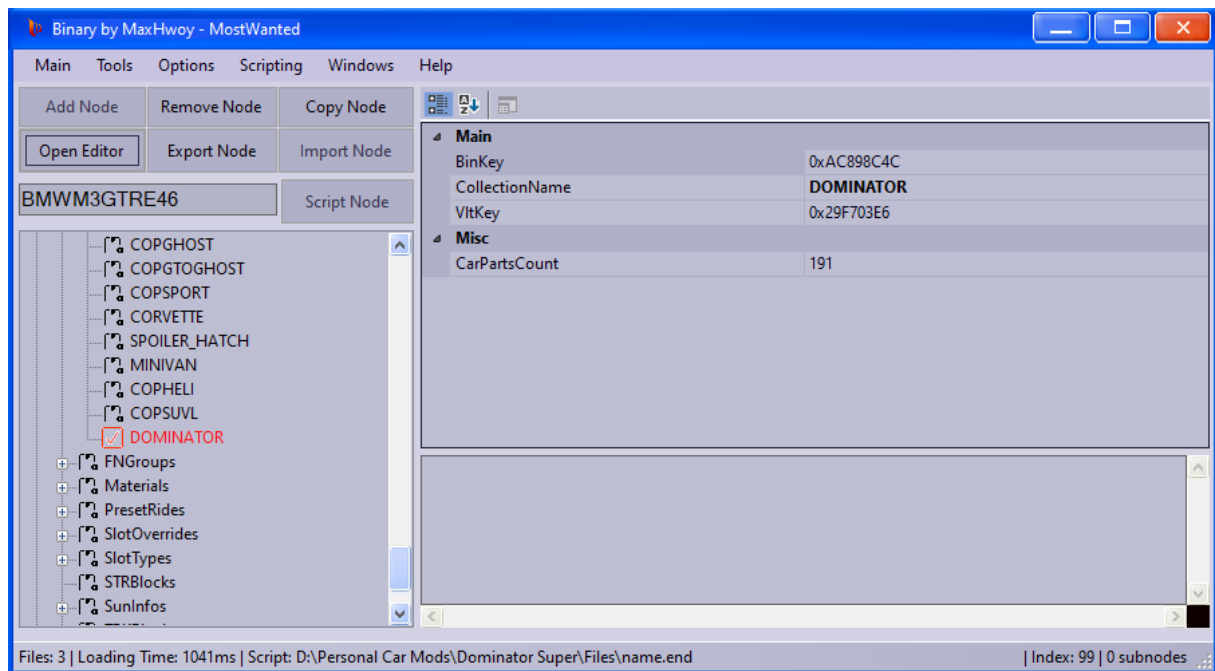
Do the same thing for the collisions and dbmodelpart folder



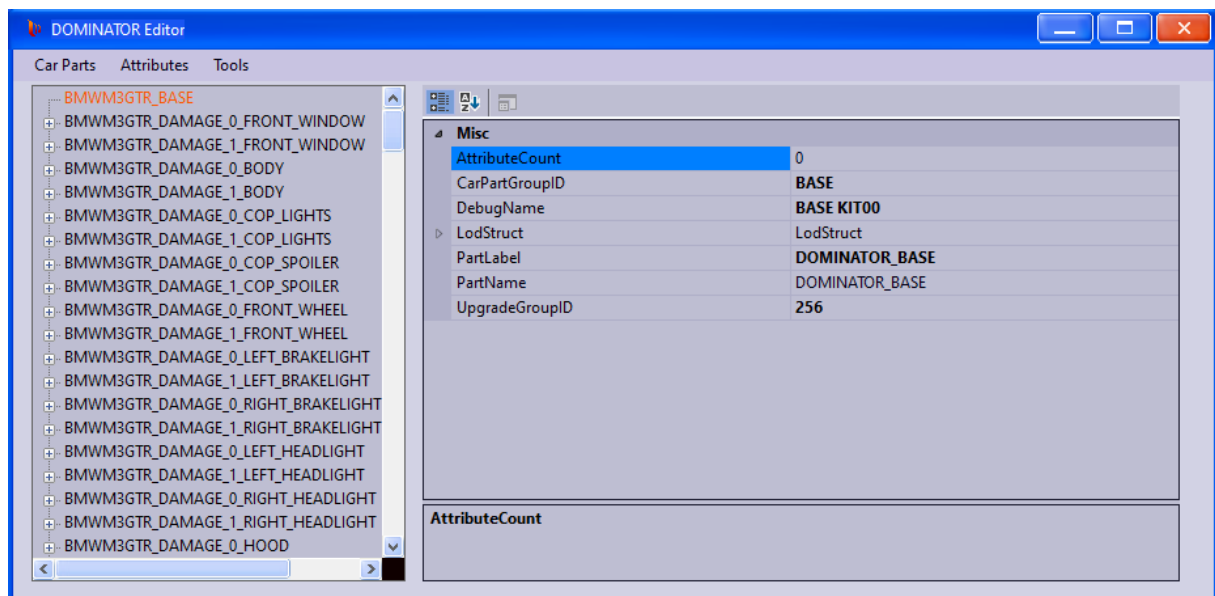




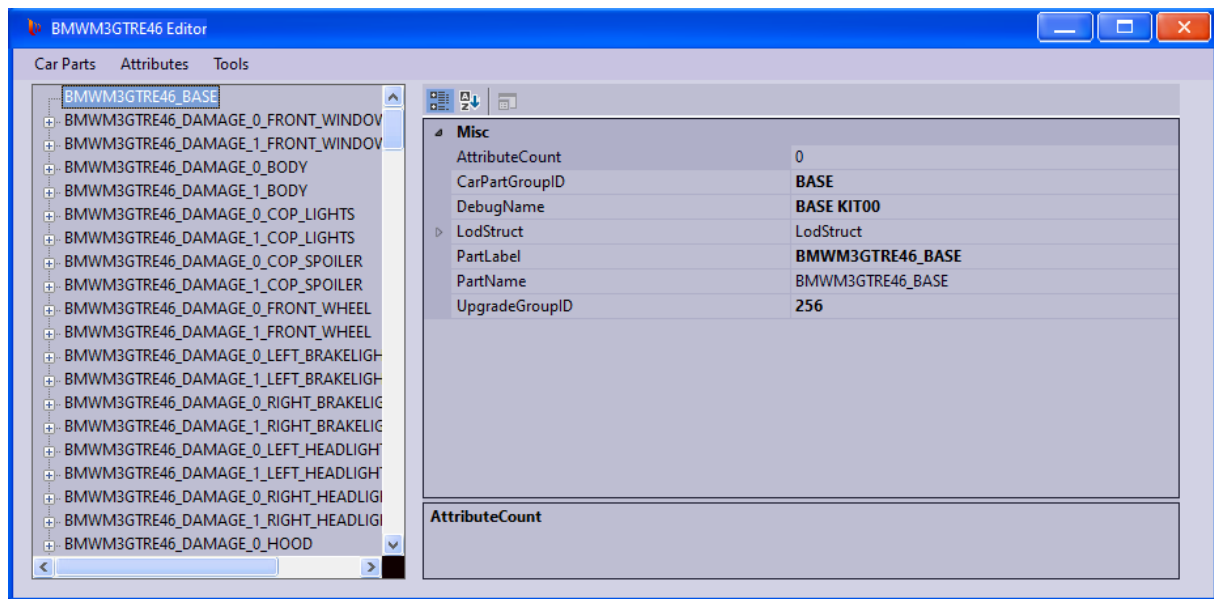
After that scroll down to the DOMINATOR folder and open the Open Editor tab



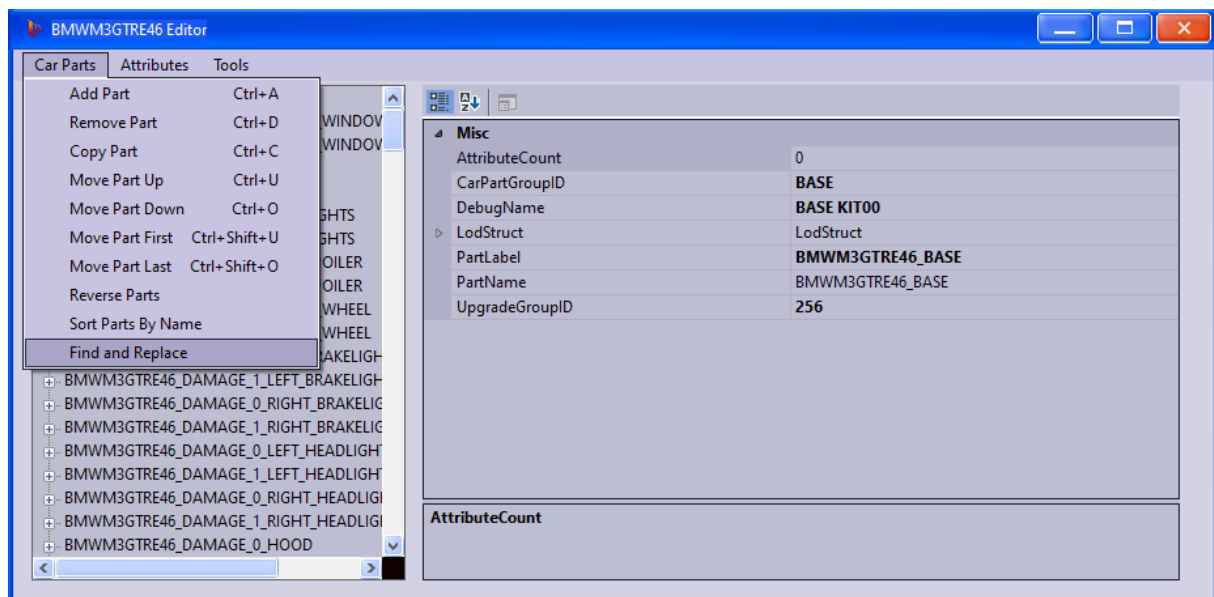
After that it will take you to a different window (ive done it already but i'll give you the way to do it)



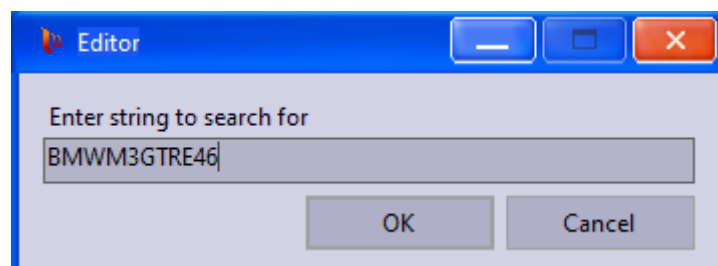
Click on Car Parts



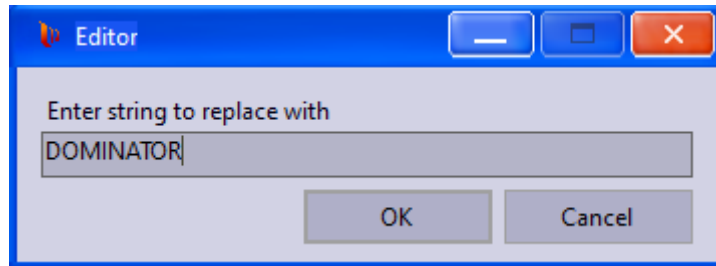
Then on Find and replace



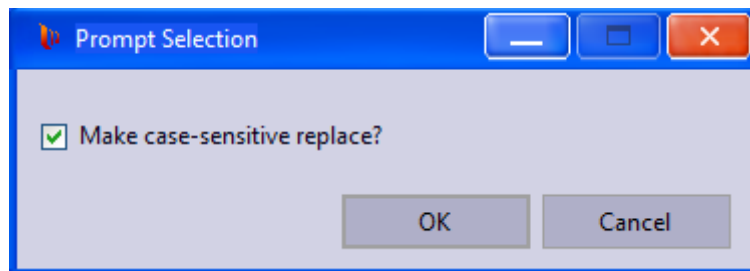
Name it BMW3GTRE46 (its the name of the model for the folder)



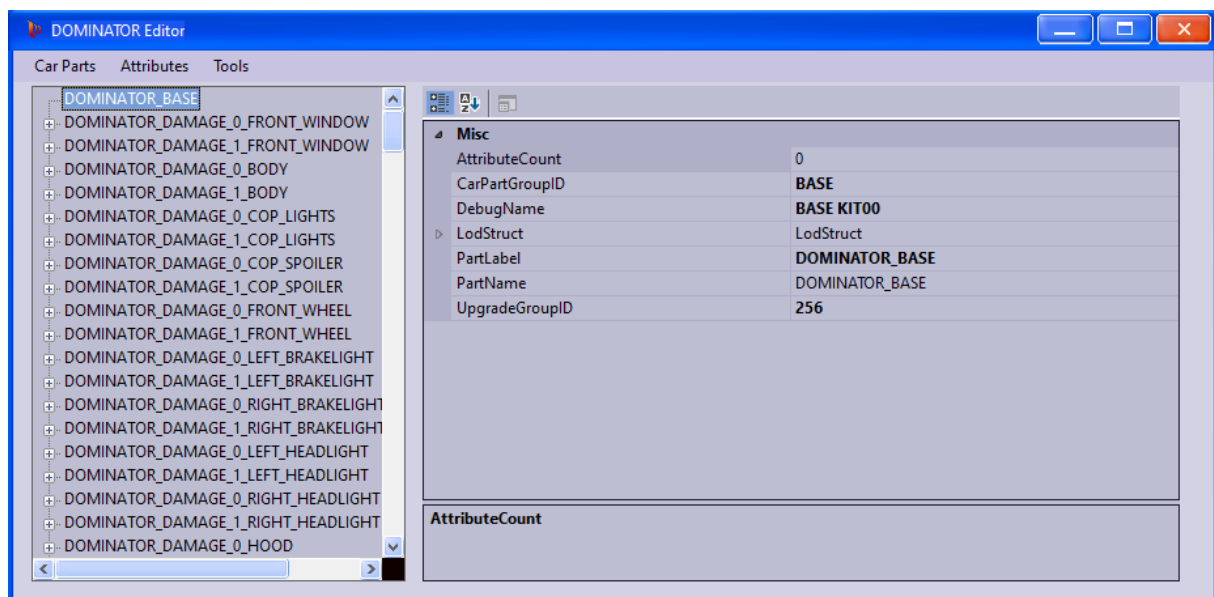
And then replace it by DOMINATOR (it will replace the original name with all of the files attributed for the name you put)



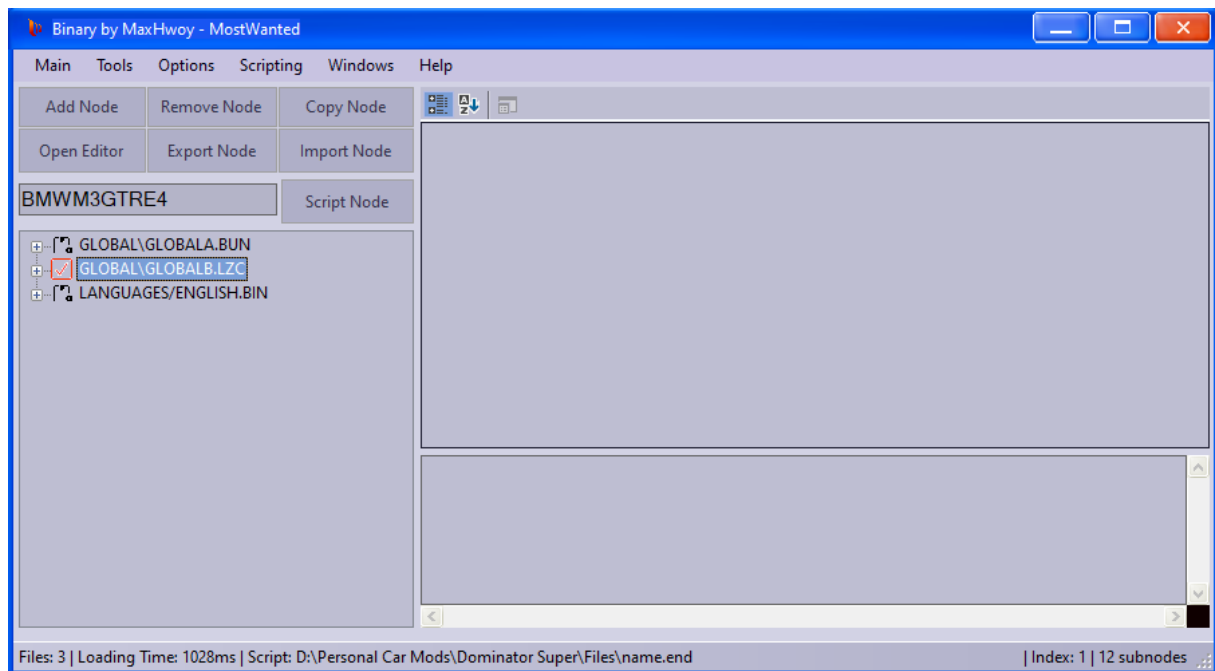
Check the make case-sensitive replace icon



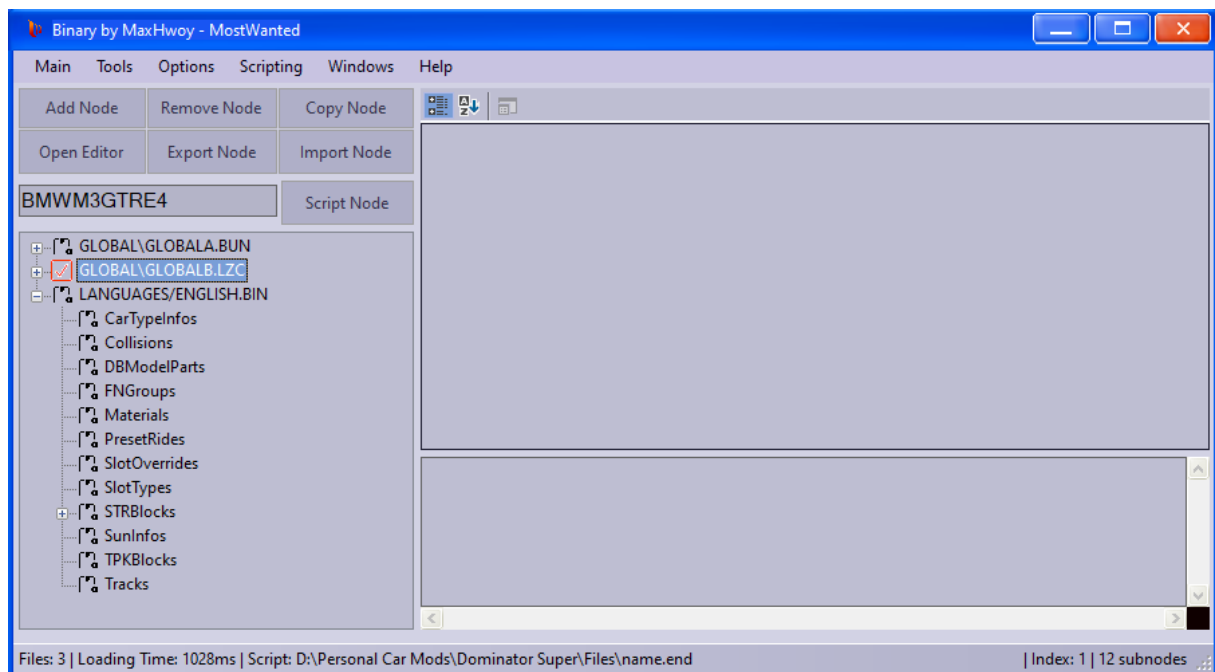
And you have replaced the m3gtre46 with the dominator text



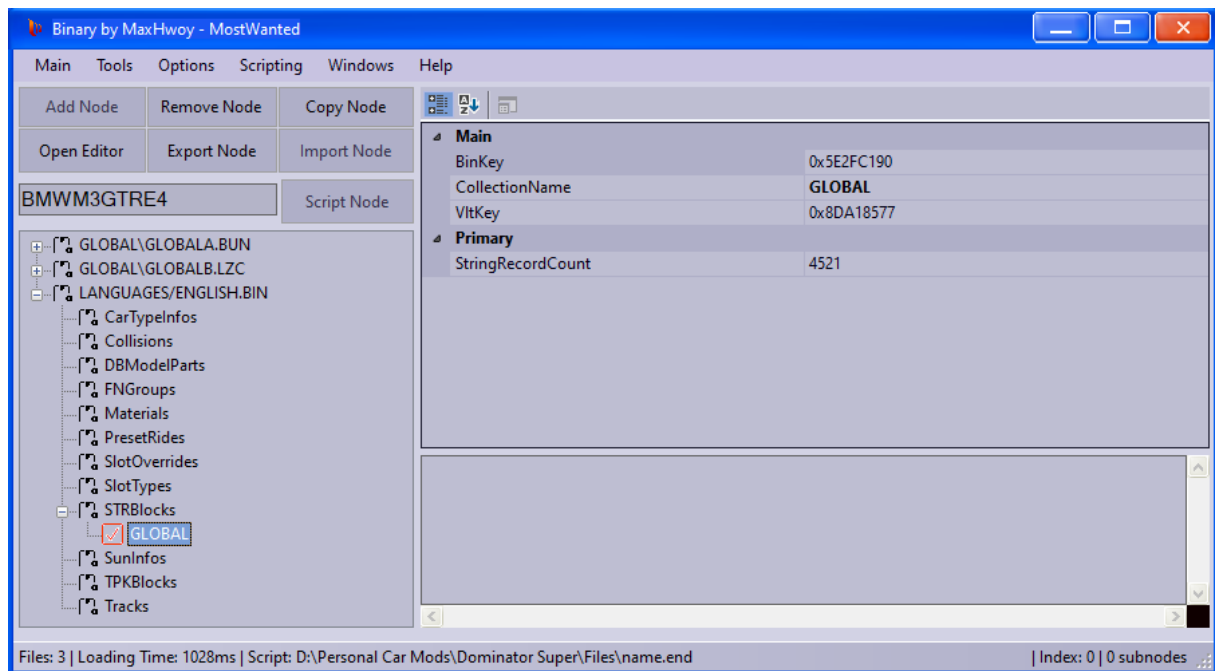
Close the window, it will reload the binary window, scroll higher and close the globalb folder



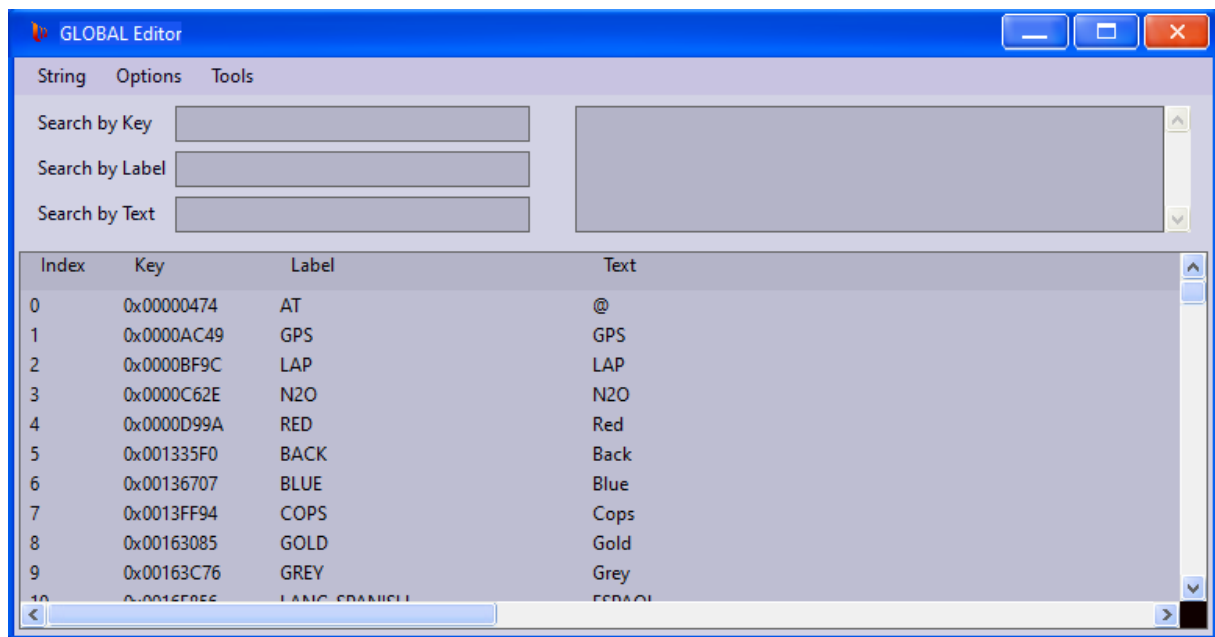
Click on the + icon on the english.bin



Click on the + icon on the strblocks folder

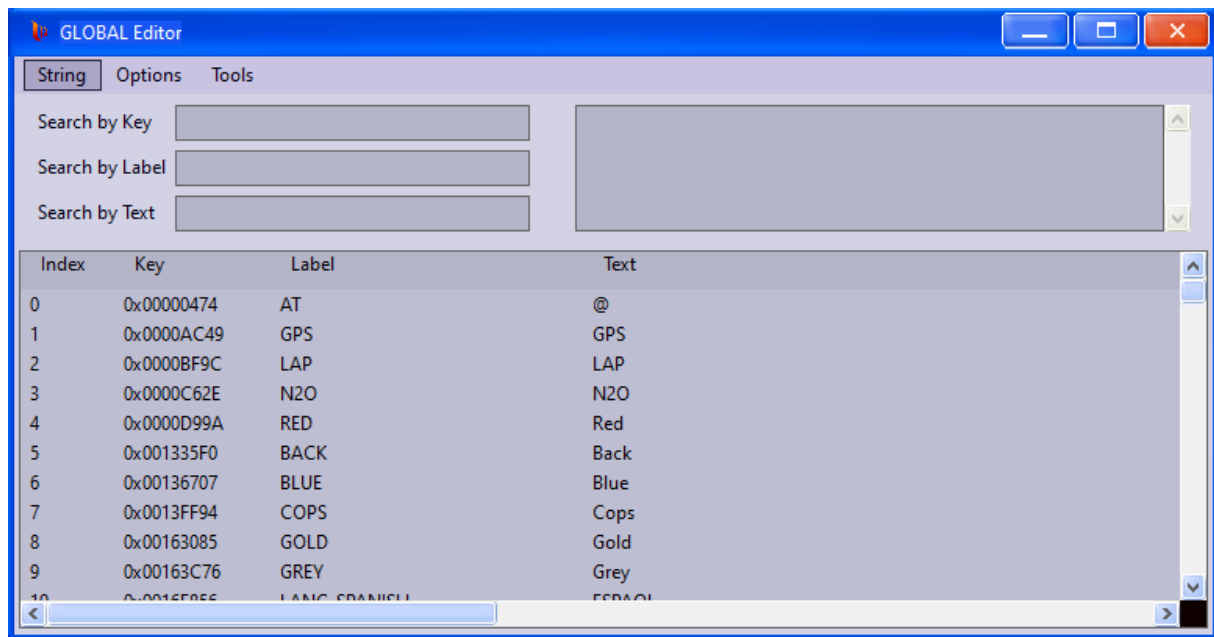


Open the folder by clicking on the open editor tab, it will redirect you in a new window

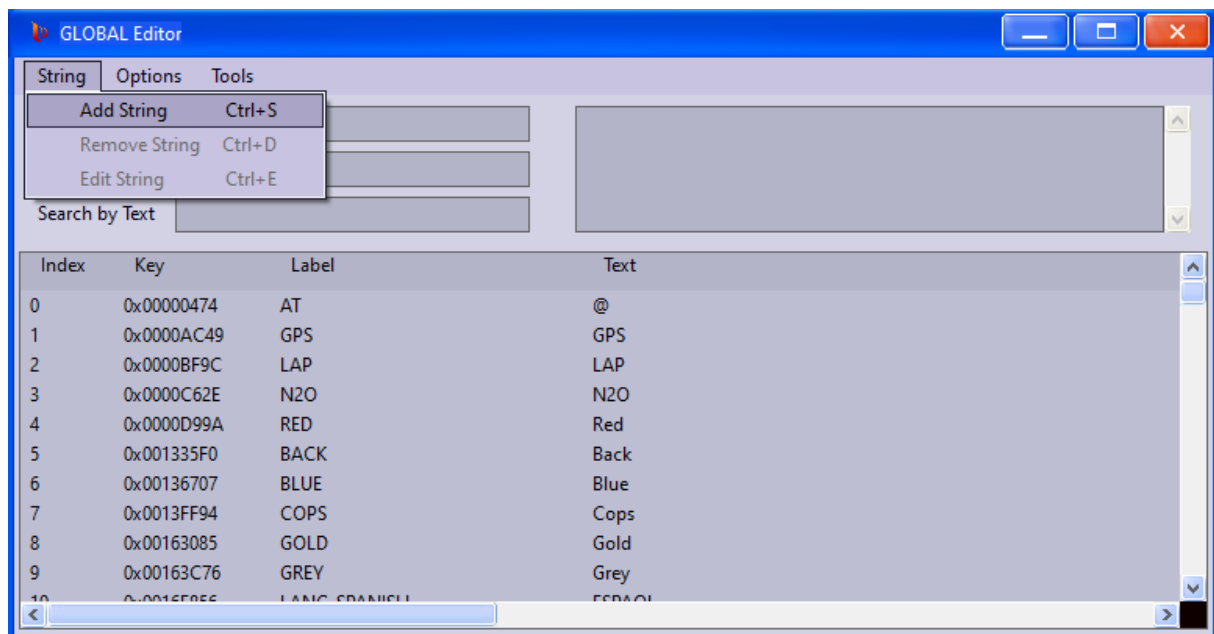




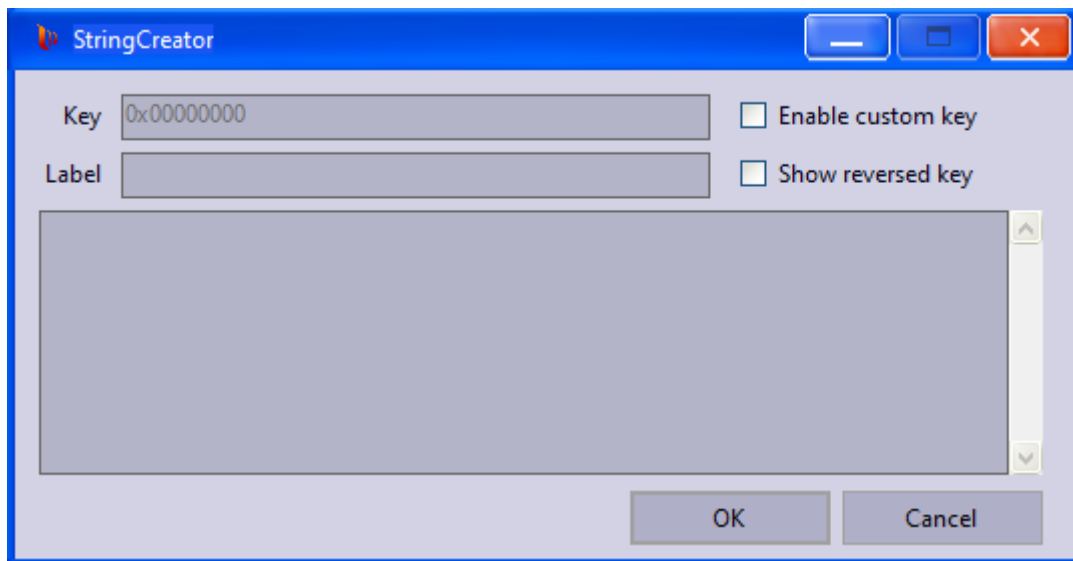
Click on string



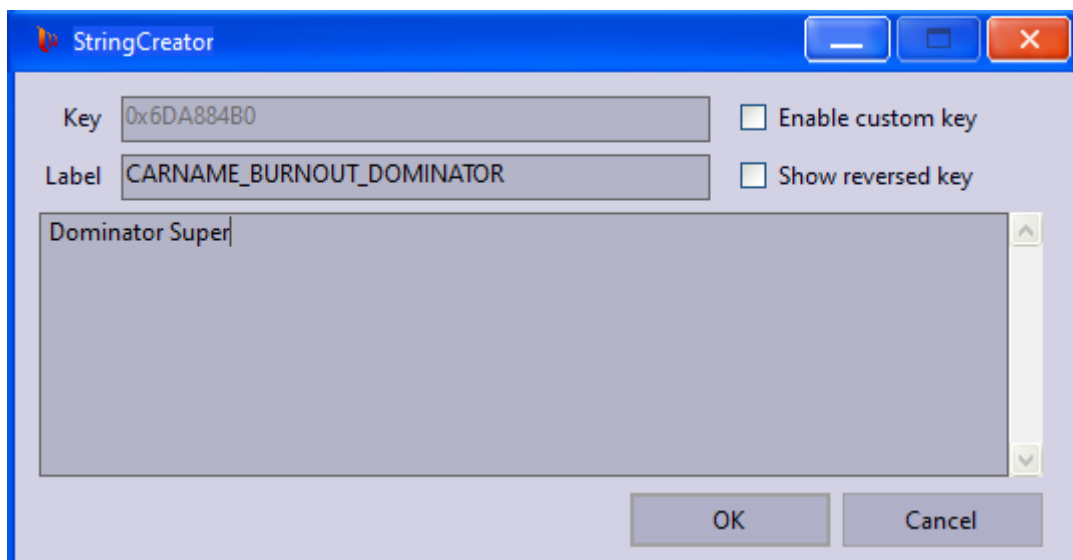
Then click again on New String



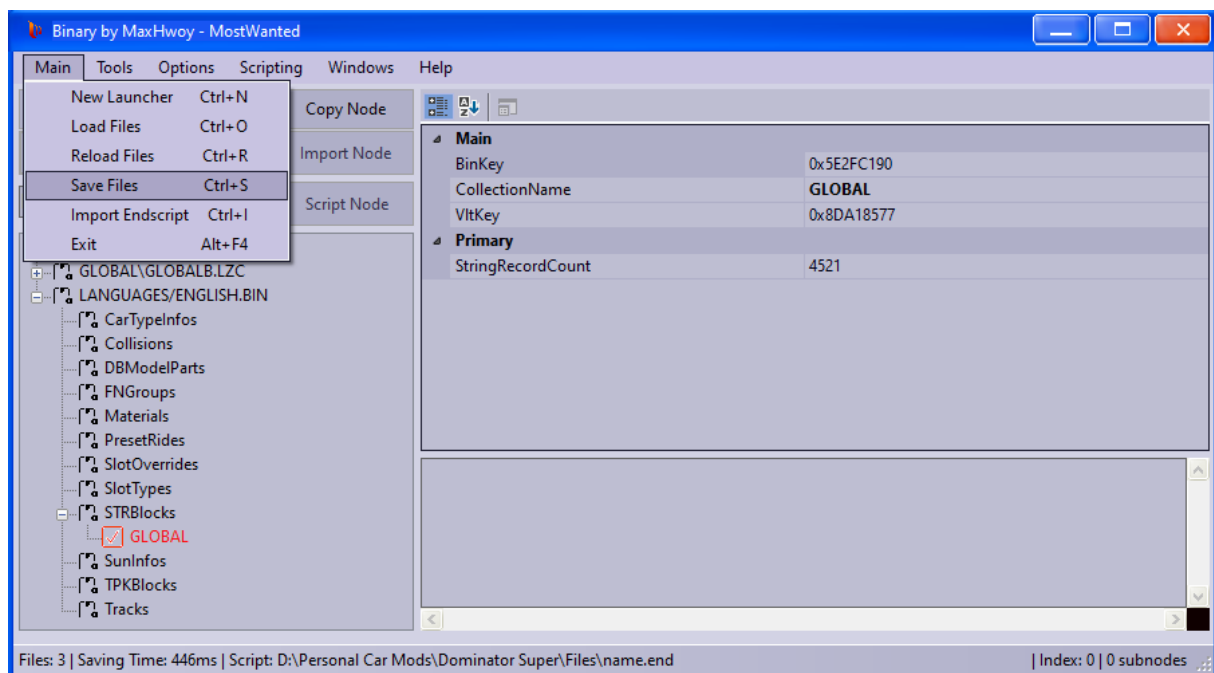
It will redirect you on a new window again



On the label rename it CARNAME\_BURNOUT\_DOMINATOR then on the big rectangle, name it Dominator Super (or whatever name you want)



Click on ok and close the window, then close the window again then click on Main and then Save Files



And you're done, here is a cookie



Launch the game and Create a new Save File

now, go to the step 4 folder and follow the tutorial on how to put the logos onto the game