TexEd tutorial

This one should be easier than the binary part

First open TexEd in the tools folder
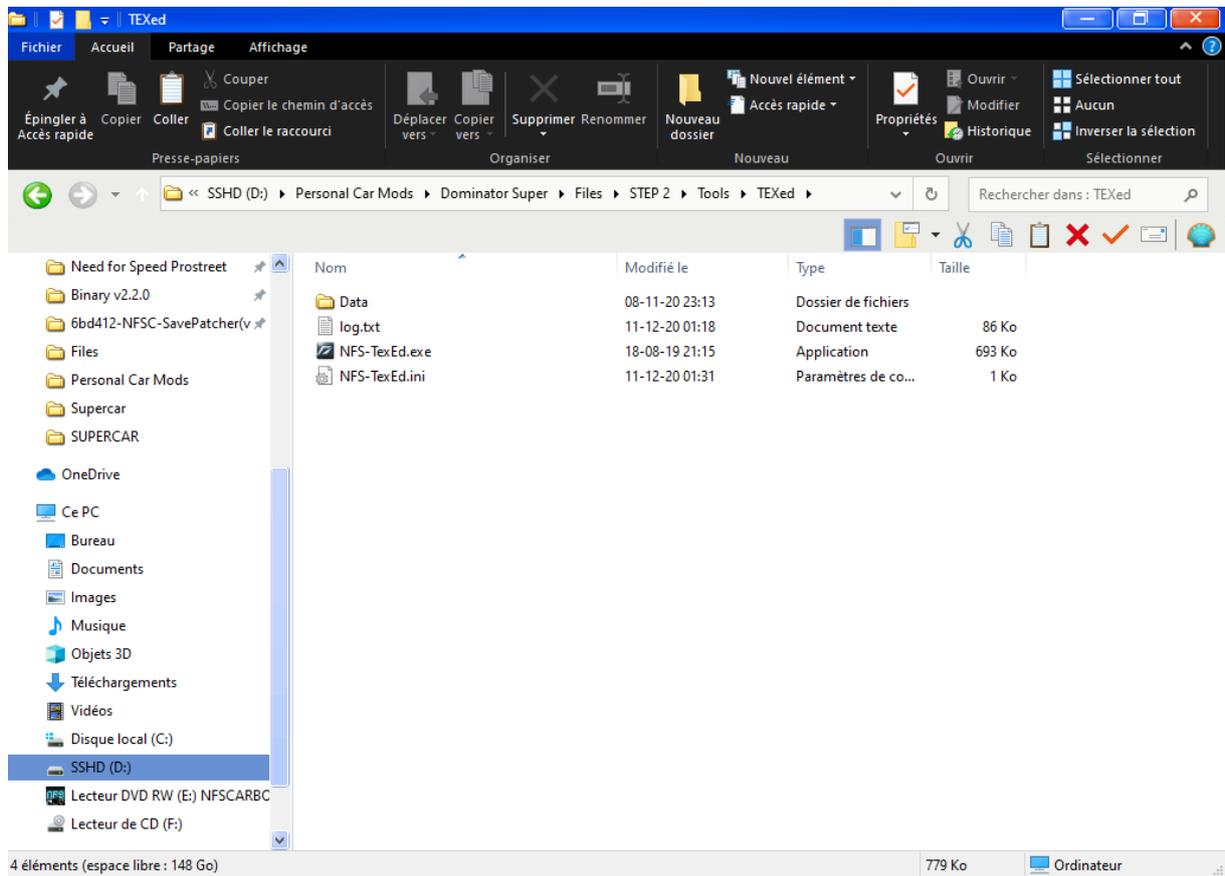
Then click on File then open
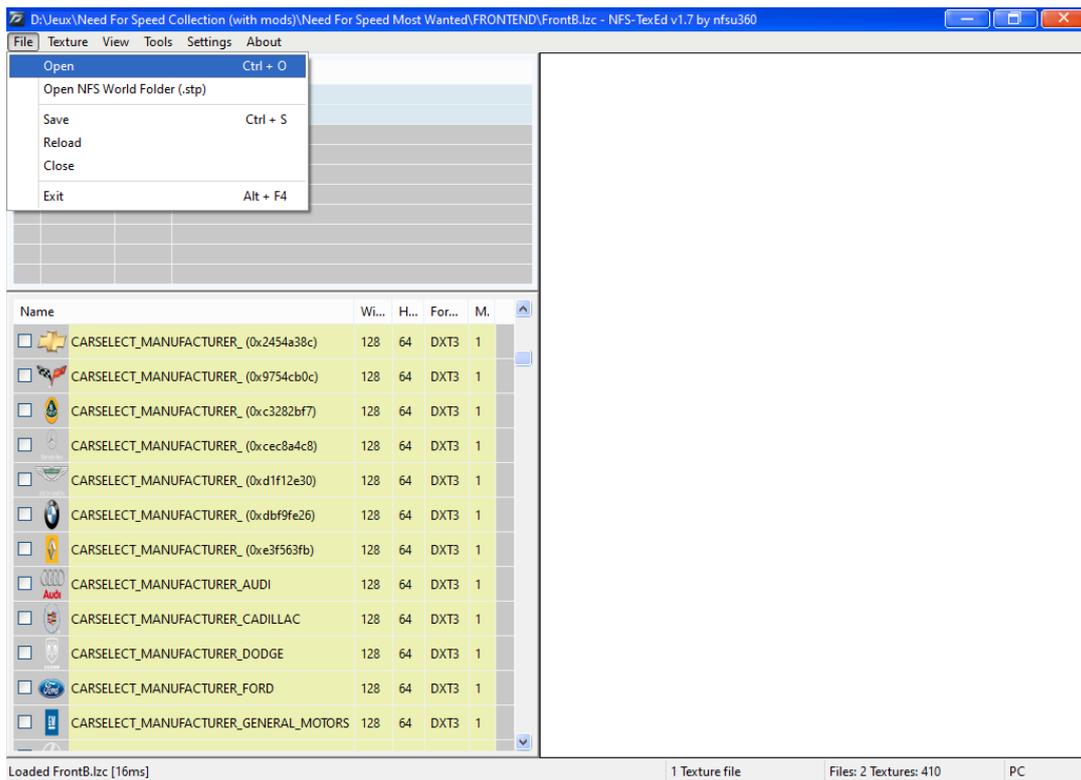
Locate and open the frontB.lzc in your most wanted game
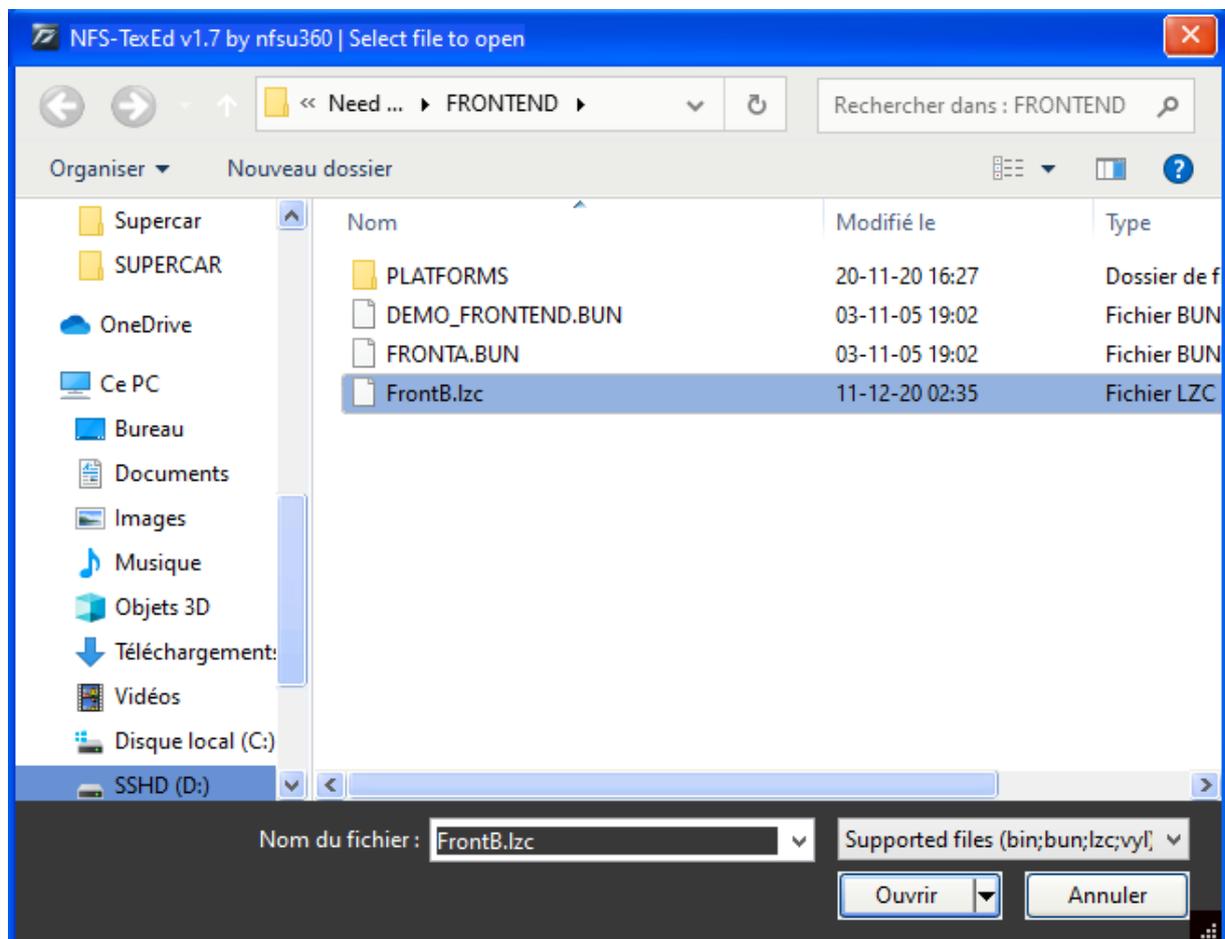
Now after that click on texture and click on add
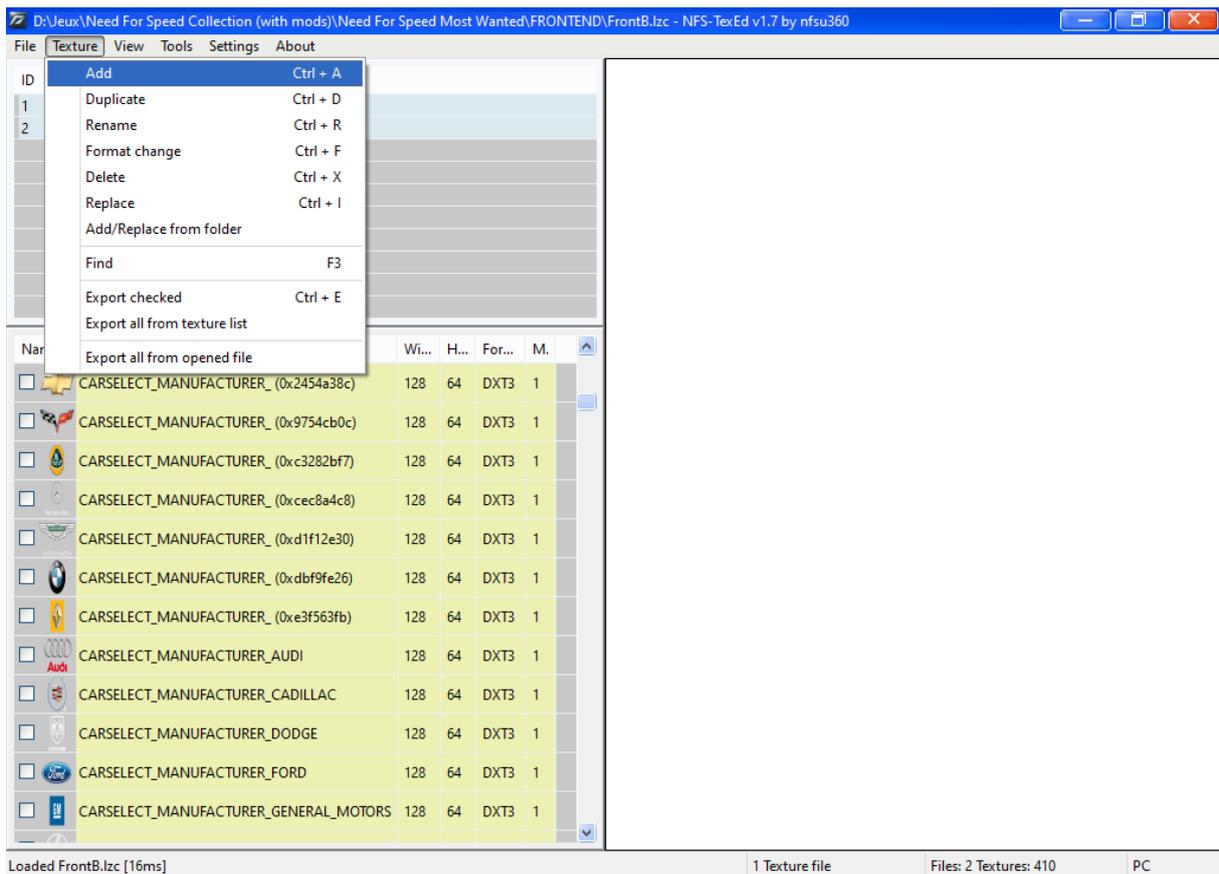
It will tell you which texture you want to add

Click on the first one then do it again for the second image
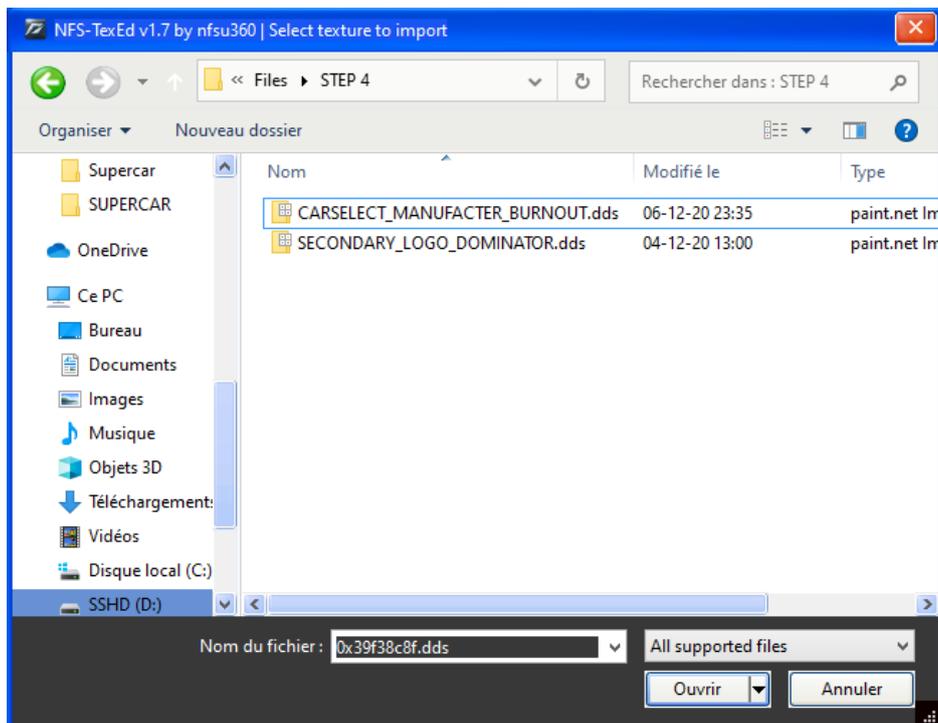
It will add the necessary files for the logos

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