

UNITE UNIVERSAL INSTALL TUTORIAL V2.0

by UNITE Team

CONTENTS

FBPACK METHOD.....2

INSTALLATION PROCESS.....2

LEGACY METHOD.....7

INSTALLATION PROCESS.....7

RESTRICTIONS & CONFLICTS12

NFS HEAT12

NFS PAYBACK.....12

FBPACK METHOD

The FBPACK method is a new method of applying mods to your game by simply dragging and dropping them into your Frosty Mod Manager, it saves your time by already applying the correct loading order which will minimize any chances of crashing or conflict with other mods. This method is going to be the standard installation procedure for the UNITE mods going forward.

INSTALLATION PROCESS

1. Join our Discord server at: <https://discord.gg/3F6vEyP>
2. Head over to #frosty-updates and download the latest Frosty Mod Manager, click on the latest Mod Manager link (not the Editor) and download the file.
3. Unzip the Frosty Mod Manager with the help of WinRAR or other file extraction software.
4. Launch the Mod Manager, you will be greeted with a screen where you can either "Scan For Games" or select "New" to locate the game you wish to apply mods for. In case you cannot use the scan option, the games should be located in your Steam or Origin library and proceed to select the .exe file.

Steam: C:\Program Files (x86)\SteamLibrary\steamapps\common

Origin: C:\Program Files (x86)\OriginGames

- **NOTE:** For NFS Heat, the Mod Manager will ask you for an encryption key:

0B0E04030409080C010708010E0B0B02

5. When you have selected the .exe file, select the game that popped up in your Mod Manager and click on select on the right, bottom side of the window. You now should have the Mod Manager interface before you.
6. Now it is time to download one of our mods you wish to apply to your selected game, from one of our Discord channels. Depending on the game you will have a selection of either a "Standard" .fbpack or "Story Compatible" .fbpack. If you have not yet finished the storyline within the game you should use the "Story Mode Compatible" .fbpack, if you have finished the story you are free to use the "Standard" .fbpack

Your choices are:

UNITE Heat (#unite-heat)

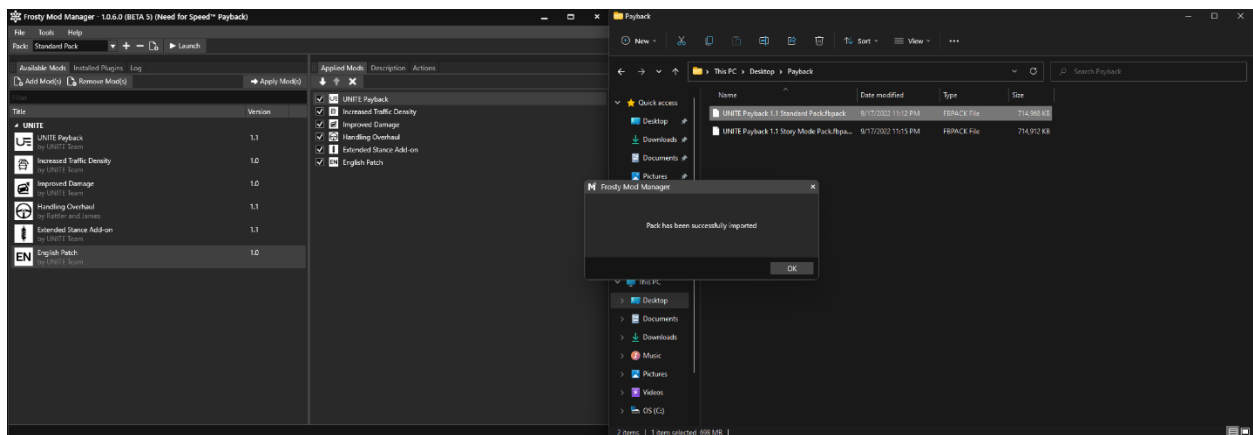
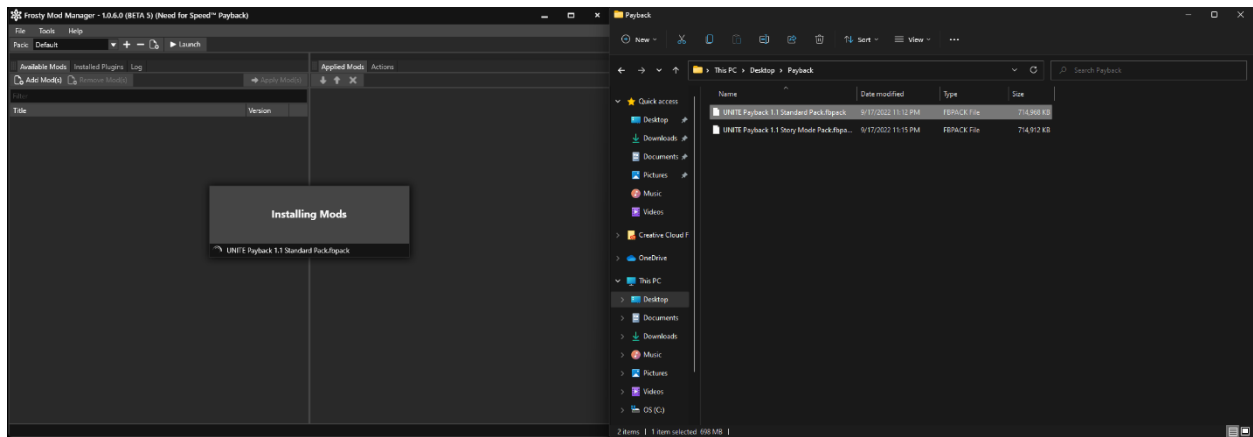
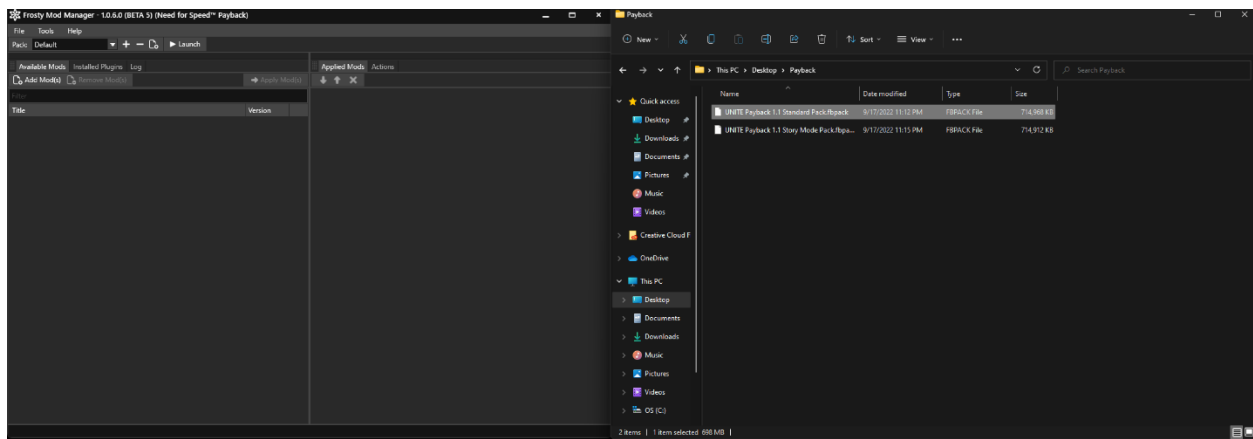
UNITE Payback (#unite-payback)

UNITE 2015 (#unite-nfs2015)

UNITE Rivals (#unite-rivals) (NOT YET AVAILABLE)

7. In the following example, we will use UNITE Payback. But the procedure remains the same for all the other games.

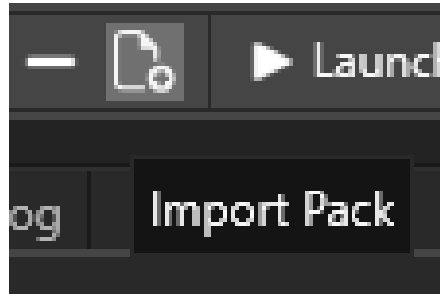
With the Mod Manager interface open, you can simply drag and drop the .fbpack of your choice that you have just downloaded into the Mod Manager.



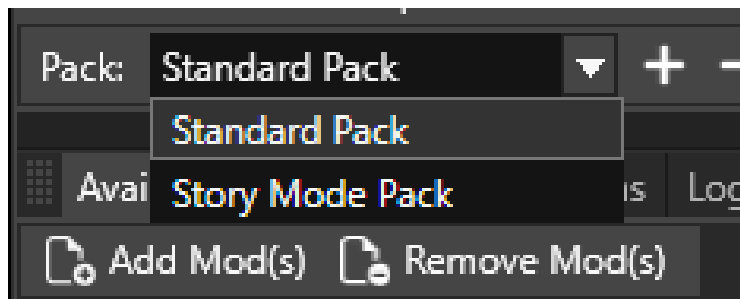
As you can see the .fbpack has automatically applied the mods in the mod manager as well as already placing them in the correct loading order.

If you wish to use any other mods from other creators in combination with UNITE, you will have to figure out the optimal order for them to work properly.

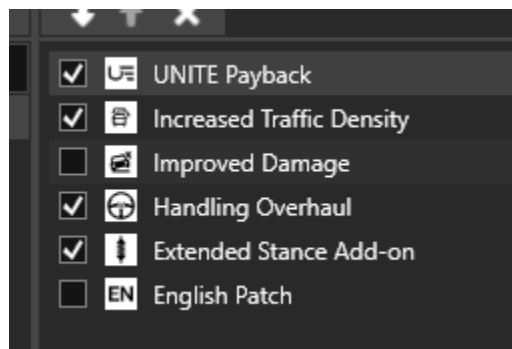
Alternatively, you can also use the Import Pack button within the Mod Manager interface if you do not wish to drag and drop:



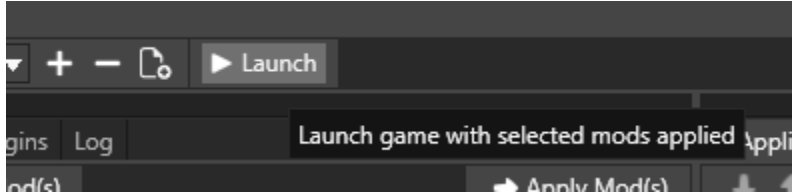
You can also apply the Story Mode Pack if you wish, it will be labeled as a separate pack within the Mod Manager whenever you wish to switch between them:



It is important to note that you can also untick the mods that can possibly cause conflicts or are not to your liking personally within the Mod Manager interface:



8. Now all that is left to do is simply press the Launch button on the top of the Mod Manager interface and enjoy your game!



It is important you agree to any Windows admin prompts that pop up when applying the mods.

LEGACY METHOD

It is not recommended to use this method as it is now obsolete. It should only be used if you are knowledgeable and aware of mod conflicts and similar.

INSTALLATION PROCESS

1. Join our Discord server at: <https://discord.gg/3F6vEyP>
2. Head over to #frosty-updates and download the latest Frosty Mod Manager, click on the latest Mod Manager link (not the Editor) and download the file.
3. Unzip the Frosty Mod Manager with the help of WinRAR or other file extraction software.
4. Launch the Mod Manager, you will be greeted with a screen where you can either "Scan For Games" or select "New" to locate the game you wish to apply mods for. In case you cannot use the scan option, the games should be located in your Steam or Origin library and proceed to select the .exe file.

Steam: C:\Program Files (x86)\SteamLibrary\steamapps\common

Origin: C:\Program Files (x86)\OriginGames

- **NOTE:** For NFS Heat, the Mod Manager will ask you for an encryption key:

0B0E04030409080C010708010E0B0B02

- When you have selected the .exe file, select the game that popped up in your Mod Manager and click on select on the right, bottom side of the window. You now should have the Mod Manager interface before you.
- Now it is time to download one of our mods you wish to apply to your selected game, from one of our Discord channels.

Your choices are:

UNITE Heat (#unite-heat)

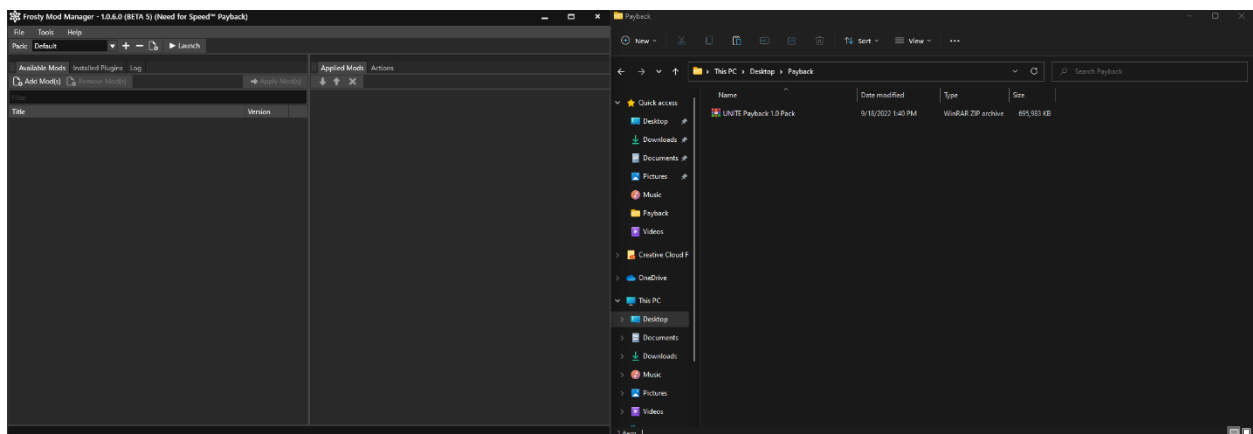
UNITE Payback (#unite-payback)

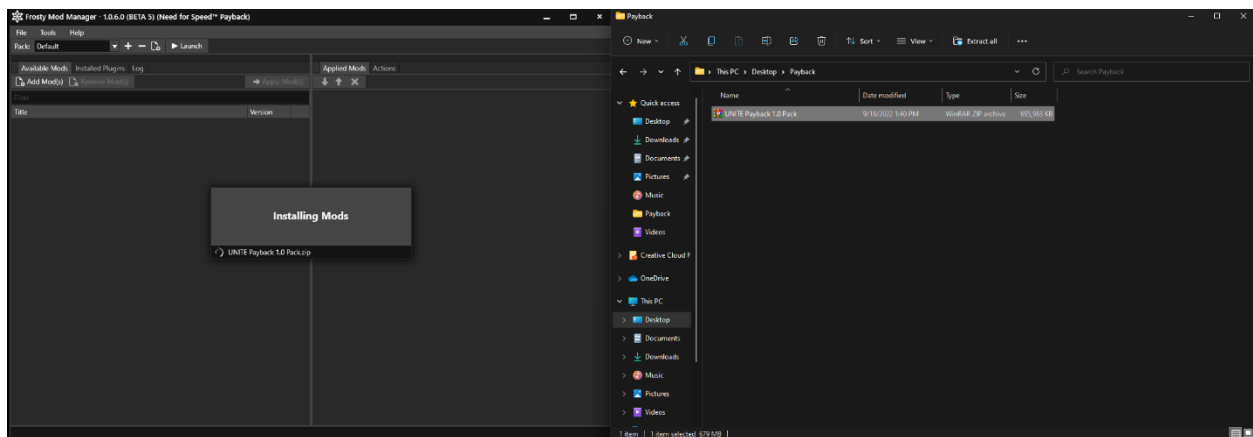
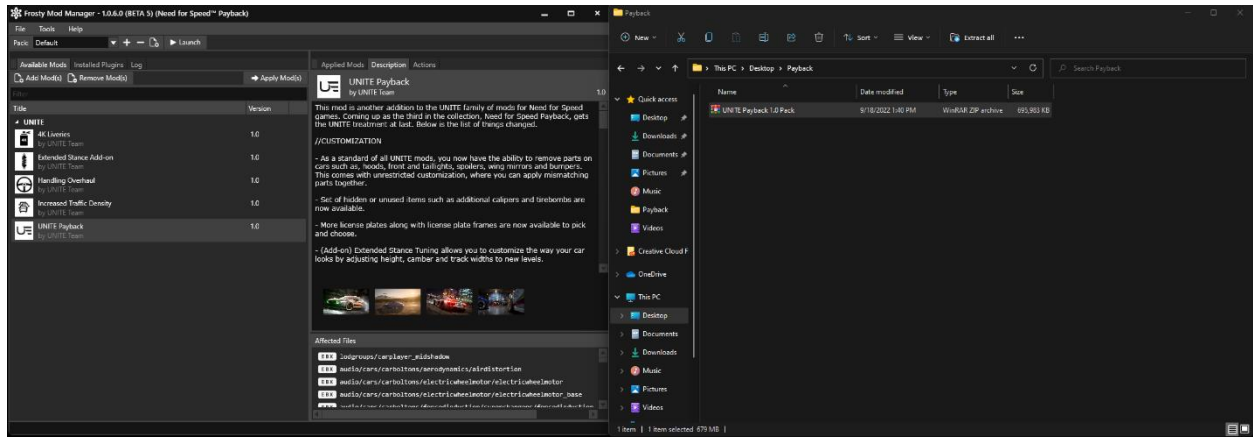
UNITE 2015 (#unite-nfs2015)

UNITE Rivals (#unite-rivals) (NOT YET AVAILABLE)

- In the following example we will use UNITE Payback. But the procedure remains the same for all other games.

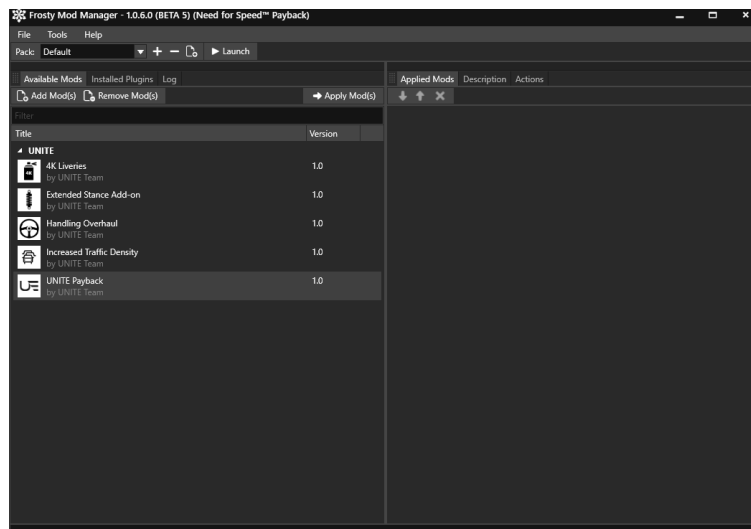
With the Mod Manager interface open, you can simply drag and drop the UNITE Payback 1.0.zip that you have just downloaded into the Mod Manager or open the .zip and insert the mods you would like to use separately.

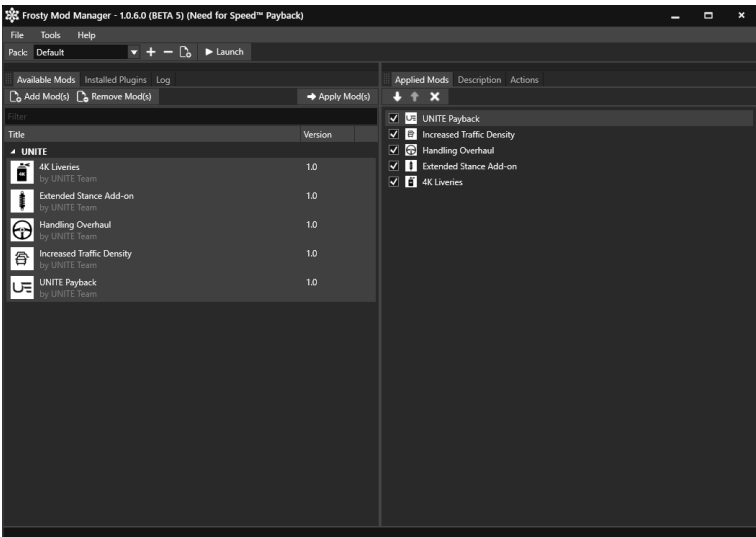
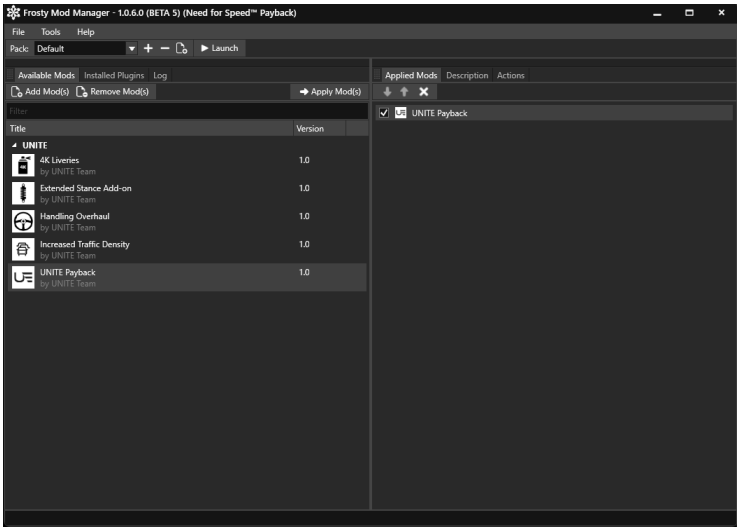
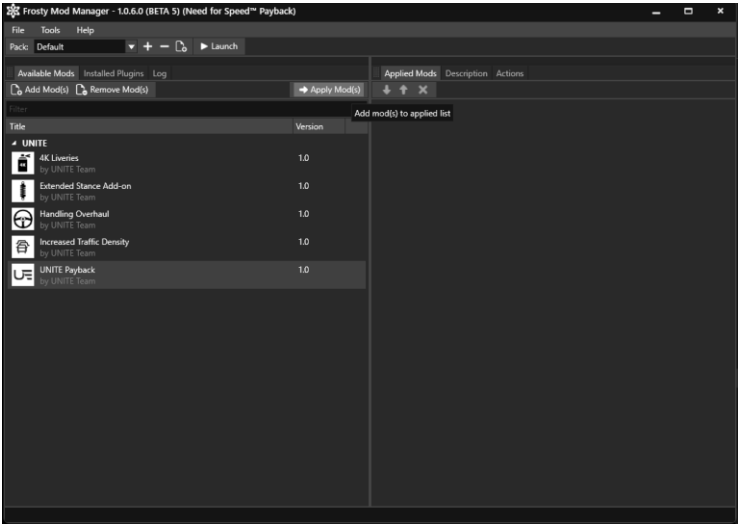




As you can see, all the mods within that .zip have all been automatically extracted and imported by the Mod Manager. You are now ready to apply the mods you wish to use.

8. To apply the mods you wish to use, simply click on them and press “Apply Mods”



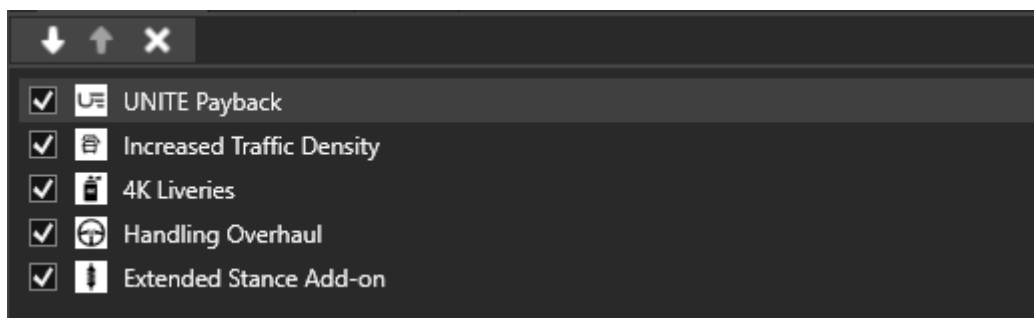


9. It is important you sort the mods correctly before using them, or you may encounter issues. This sorting method applies to mostly all UNITE mods:

The base UNITE mod should always be at the top, because the trop is always the least prioritized when the software applies the mods to your game. And so, in order to overwrite some of the aspects of the UNITE base mod such as the Handling Overhaul, it needs to be place under UNITE.

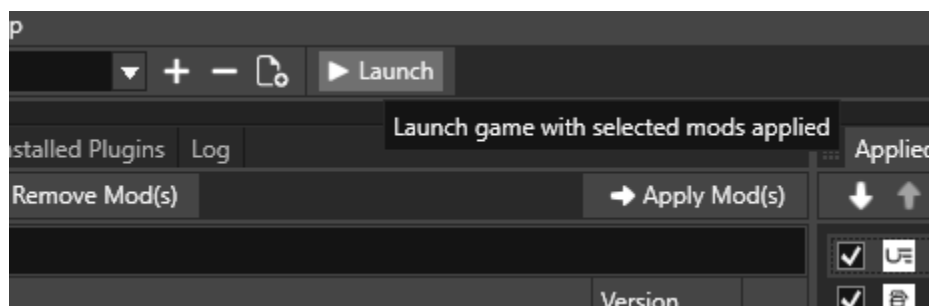
If one mod has the same files that are modified as another, the mod that is placed at the bottom of the list will always overwrite the other.

The correct sorting of mods in the case of UNITE Payback is:



If you wish to use any other mods from other creators in combination with UNITE, you will have to figure out the optimal order for them to work properly.

10. Once you have all the mods you wish to apply to your game in order, you need to click on the Launch button in the top toolbar, and you're good to go!



RESTRICTIONS & CONFLICTS

Sometimes the modified files within the mods can cause crashing in certain situations, such cutscenes or similar. Below is the list of things you should not do:

NFS HEAT

Situations that cause crashing within UNITE HEAT:

- If you use the stance mod without finishing the story (causes crashes on cutscenes and similar)
- If you do not use the Story Mode Compatibility addon while using regular UNITE to play the story

NFS PAYBACK

Situations that cause crashing within UNITE PAYBACK:

- If you use the stance mod while playing through the story.
- If you use increased traffic density while playing through the story.
- If you use English Patch add-on while having the game set in a different language.