# How to use binary replace

This is new type of the replace package. It can be used for replacing binary values in files.

## Structure of info_binary.xml

This type of package also has new info.xml.

This is info_binary.xml of „Disable Low FOV“ package:

```
<?xml version="1.0" encoding="utf-8" standalone="yes"?>
<InfoBinary>
  <DefaultInclude>false</DefaultInclude>
  <Description>Disable Low FOV
  Disables low FOV during actions like climbing, using the wingsuit, etc...

  [color=red]NOTE: This package changes some data in the game DLL file. If you'll experience serious bugs or crashes, disable this package.[/color]

  [color=red][b]NOTE: Tested only on game version 1.014[/b][/color]</Description>
  <Category>2</Category>
  <File>bin\FC_m64.dll</File>
  <BinaryReplaces>
    <BinaryReplace>
      <FindBytes>C384D2741D</FindBytes>
      <ReplaceBytes>C384D27400</ReplaceBytes>
    </BinaryReplace>
  </BinaryReplaces>
</InfoBinary>
```

The info has only two new nodes – *File* and *BinaryReplaces*. Other is the same as in info.xml.

Note: In this type of package you can’t use any other info.xml and you can’t add new files to dat files.

## How does it work?

Before processing the *File* it is created its backup. The *File* is then opened and processed. More below.

### Node File

This defines which file will be processed. Path is relative to the game install directory.

### Node BinaryReplaces

It can contain as many replaces as you want. It has child nodes named as *BinaryReplace.*

### Nodes BinaryReplace

It contains *FindBytes* and *ReplaceBytes*.

### Node FindBytes

Bytes in hexadecimal value, this sequence of bytes will be searched in the *File*.

### Node ReplaceBytes

Bytes in hexadecimal value, this sequence of bytes will replace the sequence defined in *FindBytes*.

## Example of more BinaryReplace

```
<BinaryReplaces>
    <BinaryReplace>
        <FindBytes>7306F30F59DAEB04F30F5ECA</FindBytes>
        <ReplaceBytes>73060F1F4000EB040F1F4000</ReplaceBytes>
    </BinaryReplace>
    <BinaryReplace>
        <FindBytes>40555356574156488DAC24B0FDFFFF</FindBytes>
        <ReplaceBytes>B001C356574156488DAC24B0FDFFFF</ReplaceBytes>
    </BinaryReplace>
</BinaryReplaces>
```