

# Extracting .gin files out of Hot Pursuit 2010 and Most Wanted 2012

Swift stole this tutorial, copied it into a Google Doc and made some updates. The original tutorial by 7ndrew is here:  
<https://7ndrew.blogspot.com/2022/01/extracting-gin-files-out-of-hot-pursuit.html?m=1>

## Before we begin

- This guide applies to both NFS: Hot Pursuit (2010) and Hot Pursuit Remastered.
- Hex-editors often automatically create backups when editing files, ending with a .bak extension. You should keep the backups as they are very useful if you messed up something and need to do it again.

## You will need

- [Bundle Packer Unpacker Script](#)
- A hex-editor of choice (I use [HxD](#))
- [A .gin file decoder](#)
- [Hot Pursuit 2010/Most Wanted 2012 Car-ID spreadsheet](#)

## Installing the .gin decoder

- Download the .gin file decoder and extract the gin.exe file to C:\Windows\System32\
  - (Don't worry, it's not a virus and it will NOT do harm to your PC, this is for convenience later)

## Extracting the .gin files from Hot Pursuit

1. Using the Car-ID spreadsheet as a guide, find the car you want to extract
2. Navigate to your game install folder and open the VEHICLES folder
3. Use the Bundle Packer Unpacker Script to unpack the vehicle file that ends with "\_EN.BIN"  
*Read the tutorial [here](#) to learn how to use the script.*
4. In the extraction folder, delete every folder except "Ginsu" as this folder contains the .gin files
5. Open every .dat file in "Ginsu" with a hex-editor
6. Delete the first 4 bytes of every file like so:

Offset(h)	00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F	Decoded text
00000000	00	00	00	3F	47	6E	73	75	32	30	00	00	9A	E9	30	45	...?Gnsu20...šé0E
00000010	00	10	00	46	30	00	00	00	63	02	00	00	F7	B1	08	00	...F2...c...÷±..
00000020	Remove these bytes				00	00	00	B2	4B	00	00	06	61	00	00	00	«»..Đ...²K...a..
00000030	00	84	00	00	26	93	00	00	74	A6	00	00	83	C0	00	00	...&"...t ...fÀ..
00000040	BE	D3	00	00	00	EC	00	00	42	FC	00	00	BD	13	01	00	¼Ó...i...Bü...¼...
00000050	22	27	01	00	45	6D	01	00	99	9C	01	00	A6	CD	01	00	"'...Em...mte... í...

7. Save every file
8. Optionally you can change the extension of the files from .dat to .gin

## Extracting the .gin files from Most Wanted

1. Using the Car-ID spreadsheet as a guide, find the car you want to extract.
2. Navigate to your game install folder and open the VEHICLES folder
3. Use the Bundle Packer Unpacker Script to unpack the vehicle file that ends with "\_HI.BNDL"  
*Read the tutorial [here](#) to learn how to use the script.*
4. In the extraction folder, delete every folder except "Ginsu" as this folder contains the .gin files
5. Open every .dat file in "Ginsu" with a hex-editor

6. Modify every file like so:

Offset (h)	00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F	Decoded text
00000000	00	00	00	3F	00	00	00	00	47	6E	73	75	33	30	00	00	...?....Gnsu30..
00000010	00	60	06	44	66	7E	D9	45	32	00	00	00	A0	00	00	00	..`Pnf~tE?
00000020	3	Remove these bytes							00	00	00	00	D1	02	00	00	<b Edit this to Gnsu20
00000030	F1	12	00	00	0E	20	00	00	D3	27	00	00	7C	31	00	00	y...ž ..ó'... 1..
00000040	B8	4A	00	00	BD	67	00	00	F7	BE	00	00	0D	FB	00	00	,J...½g...÷¼...û..
00000050	43	23	01	00	D7	37	01	00	C1	3D	01	00	9E	42	01	00	C#...x7..Á=...žB..

7. Save every file
8. Optionally you can change the extension of the files from .dat to .gin

## Using the .gin decoder

1. Open the folder where your .gin files are
2. Type `cmd` in the address bar - a Command Line window should open with the folder you are in selected as the working directory
  - o Alternatively, you can open a Command Line window anywhere and use `cd <path to folder>` command instead
3. In the command line window, type `gin <your file here>` - note: This will not work if you didn't install the .gin encoder as instructed
  - o For example, `gin 83_66_07_00.gin`
4. You should now get the decoded .wav file of the .gin file in the same folder, and see some numbers in the command line window, which are:
  - o RPM1: Minimum RPM
  - o RPM2: Maximum RPM
  - o Samples and sample rate
5. Note: When decoding MW12 files, the decoder will get stuck when finishing the MW12 .gin. Press `Ctrl+C` to unstick it.