

Using modified language file for previous and recent F1 games (F1 2019 - F1 25)

Simple tutorial showing how to use .lng files in previous
Codemasters F1 games, starting from F1 2019

Document Version 1.1

DISCLAIMER

Anything mentioned here in this tutorial is meant to be purely used for modding purposes. Any other potential use you might discover is strongly advised against.

NOTES BEFORE STARTING:

- This involves Hex Editing the game's executable file. If you don't know what Hex Editing is, I suggest exploring some tutorials about it.
 - Any Hex Editing part in this tutorial will use HxD Hex Editor application as an example. It is free and can be downloaded from <https://mh-nexus.de/downloads/HxDSetup.zip> (direct link).
- This works for any previous Codemasters F1 games that do not have language files already available (so starting from F1 2019).
- While F1 24 and F1 25 (and potential future titles) have currently working solutions, it can break at any moment due to EA Javelin Anticheat software (or Codemasters updating certain stuff).
- I am not responsible for any potential issues that may appear. I'm just guiding you to explain how to modify/use the game to allow you to use custom language files. We will not be providing language files in the tutorial at the moment.
 - Backups are always useful to have!
- **NEW: The tutorial was mainly done with the STEAM version of the game. You may have different luck with the EA version of the game - or have no luck at all.**
- A BIG thank you goes to user "Toaster" from EGO Modding Discord who discovered all of this, and helped us with the latest games as well!

Modifying the game's executable file

This part will be split into two different ways since this is a little bit different for some games.

This tutorial will assume that you have the games on Steam.

In any case, you want to get to the main "base" folder of the game you want to edit.

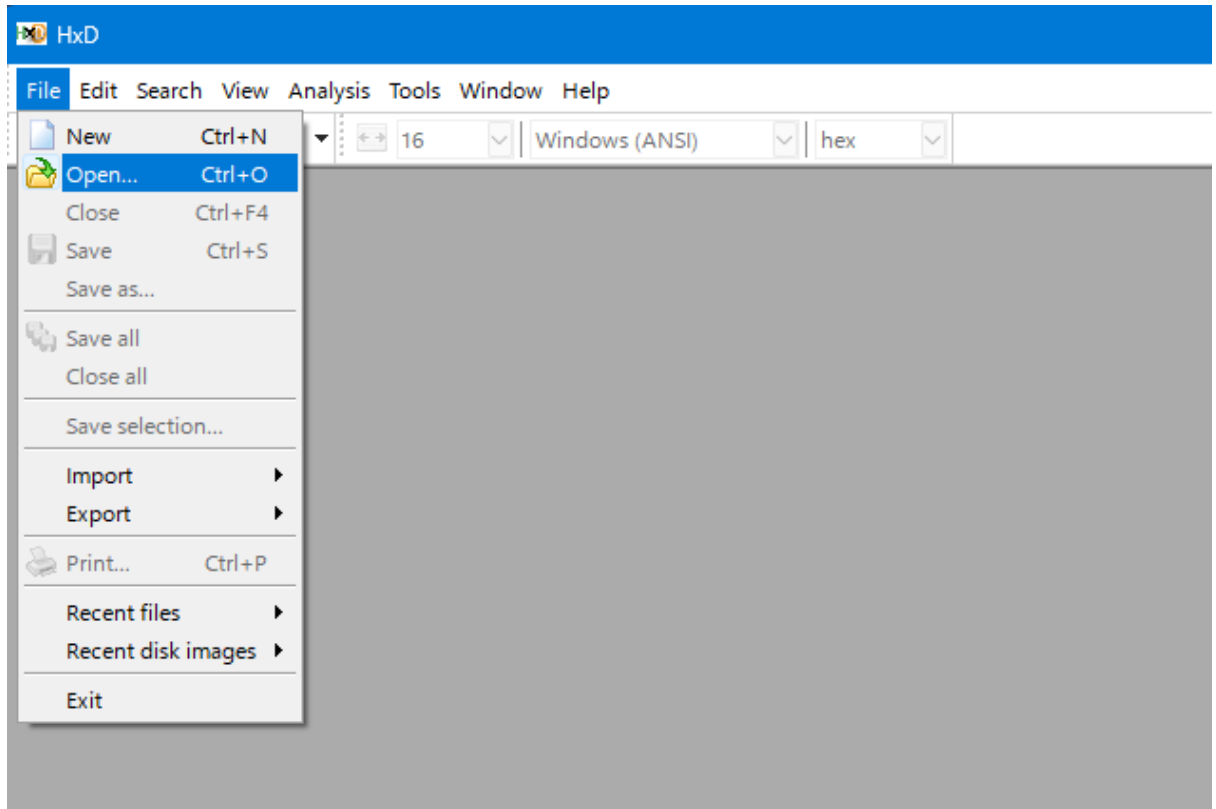
For F1 24 and F1 25, the process is different - scroll to the bottom of the document.

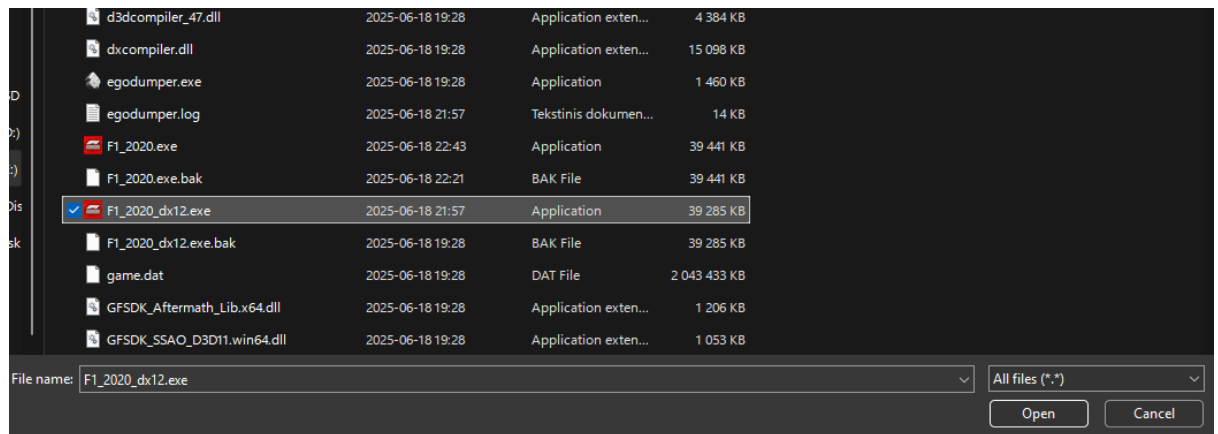
F1 2019 - F1 22

For this one, I will be using F1 2020 as an example. It will work in a similar way with F1 2019, F1 2021 and F1 22.

1. Open the game's executable file with a Hex Editor.

In my case, I can open it with a direct command due to integration with File Explorer, but for this example, just open the executable file with the application.



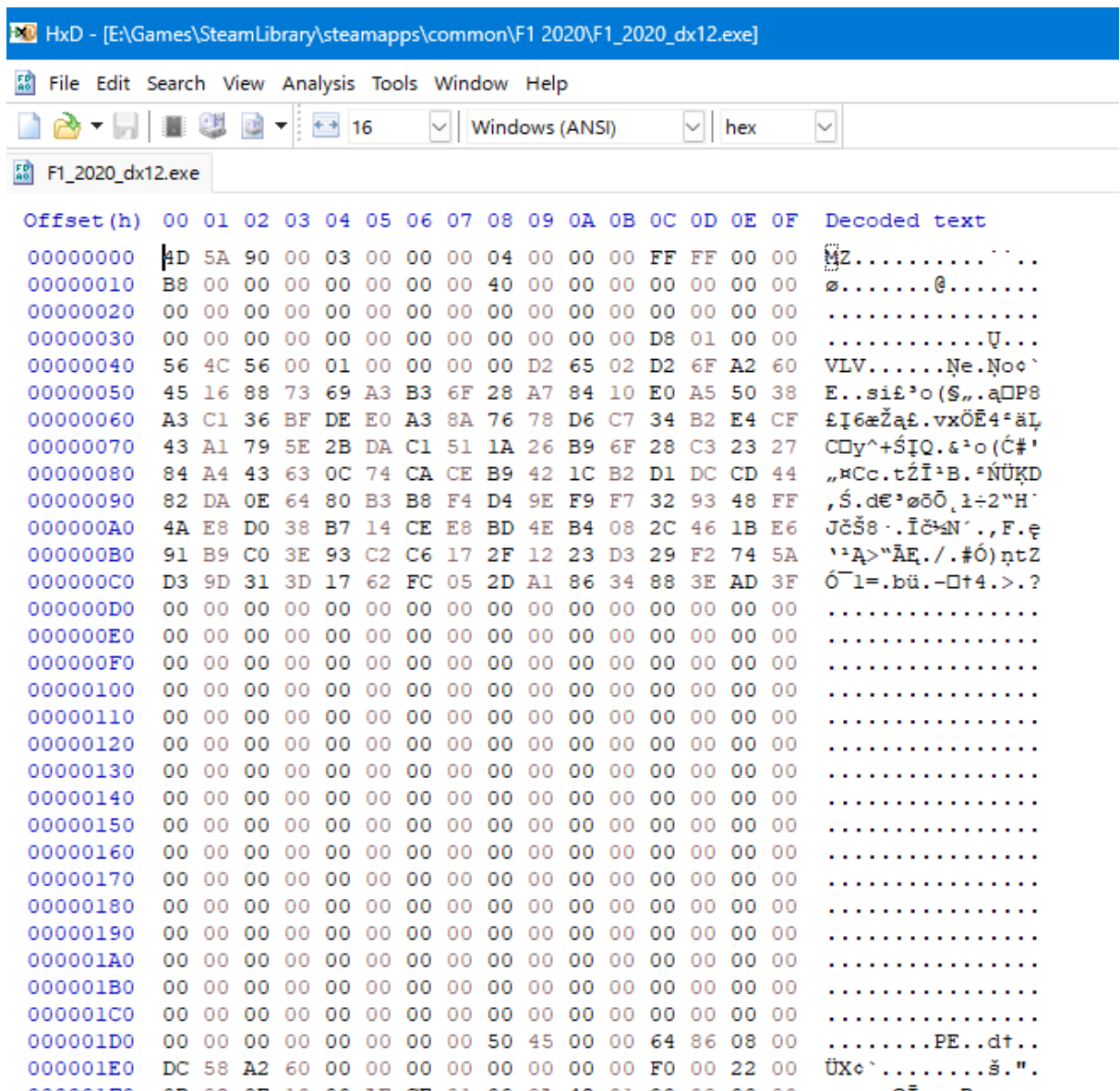


(For 2019/2020, it doesn't matter much - just select whether you use DX12 or the standard (DX11) version of the game.)

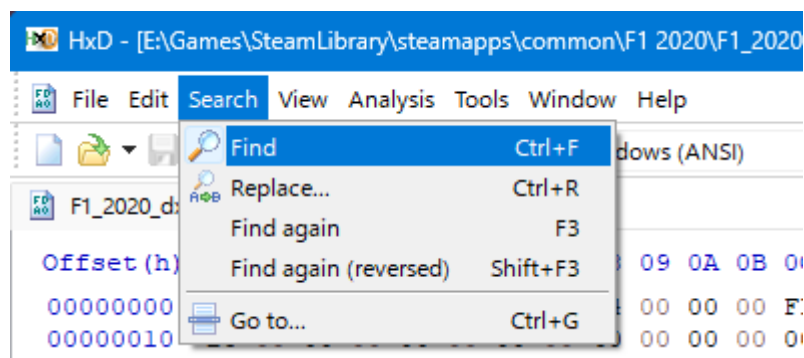
SIDENOTE:

I strongly suggest making exe backups, so that if you want to quickly switch between the exe files (to run a clean game or to run a modded version) you can just rename the exe files (as an example).

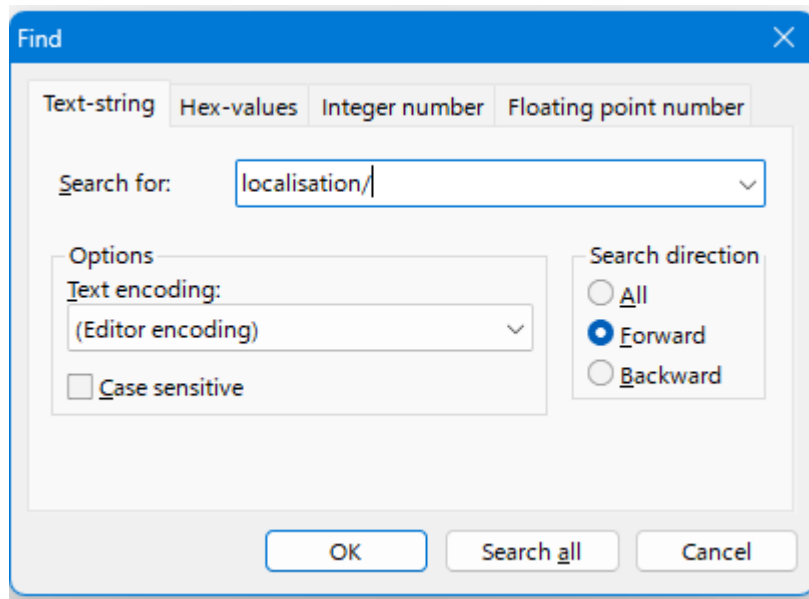
2. Now, when you open the executable, you will see a lot of "garbage" - this is the Hex Code of the game.



Now click "Search" -> "Find..." from the top bar, or press Ctrl+F on your keyboard.



3. In the "Find" window, enter "**localisation/**" (without quotes) and click "OK".



4. You will be brought down to the part where you can find it.

```

02261860 6C 00 00 00 00 00 00 00 50 72 6F 64 75 63 74 2E 1.....Product.
02261870 4E 61 6D 65 00 00 00 00 45 47 4F 5F 4C 4F 43 41 Name....EGO_LOCA
02261880 4C 49 53 41 54 49 4F 4E 00 00 00 00 2E 6C 6E 67 LISATION.....lng
02261890 00 00 00 00 4C 26 00 00 6C 6F 63 61 6C 69 73 61 ....L&..localisa
022618A0 74 69 6F 6E 2E 00 00 00 2F 6C 61 6E 67 75 61 67 tion/.../languag
022618B0 65 5F 00 00 00 00 00 00 6C 6F 63 2E 63 73 74 61 e_.....loc.csta
022618C0 74 65 00 00 00 00 00 00 6C 6F 63 2E 63 68 67 72 te.....loc.chgr
022618D0 71 73 74 00 50 63 00 00 50 64 00 00 4E 64 00 00 qst.Pc..Pd..Nd..
022618E0 4F 6C 00 00 50 6C 00 00 50 6C 00 00 50 6C 00 00 M..Pd..Pd..Nd..

```

Now, edit the part so that it would say "**localisatioa/**" instead.

In my case, I just wrote "a" instead of where the "n" letter was. That way, the size was unchanged and I got no warning about modifying the file size.

```

02261880 4C 49 53 41 54 49 4F 4E 00 00 00 00 2E 6C 6E 67 LISATION.....ing
02261890 00 00 00 00 4C 26 00 00 6C 6F 63 61 6C 69 73 61 ....L&..localisa
022618A0 74 69 6F 6E 2E 00 00 00 2F 6C 61 6E 67 75 61 67 tioa/.../languag
022618B0 65 5F 00 00 00 00 00 00 6C 6F 63 2E 63 73 74 61 e_.....loc.csta
022618C0 74 65 00 00 00 00 00 00 6C 6F 63 2E 63 68 67 72 te.....loc.chgr
022618D0 71 73 74 00 50 63 00 00 50 64 00 00 4E 64 00 00 qst.Pc..Pd..Nd..

```

You can see in red where the modified part is.

Now just save the modified file. Don't worry, if you messed up, the application made a backup file, just in case. The red part will be gone as well.

Be aware that if you edit the exe multiple times and save each time, the backup will be overwritten.

5. Now, try to launch the game.

If it crashes, **then it is actually a good thing**, because it means it's likely unable to load any language file, so the load fails.

If the game runs okay and you see no weird parts in the game, then you may have made a mistake somewhere.

Congrats, you did the first half of setting up.

F1 23

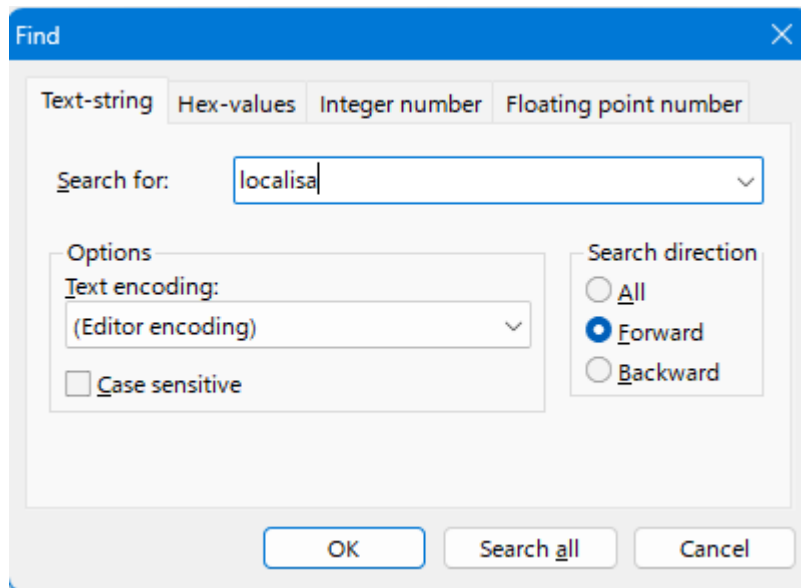
For F1 23 (and onwards - *editing note*), things change a little, but not by much. Since the previous search string is now obfuscated (hidden, in other words), we have to search for a little different thing - though it's still mostly the same as with the previous part of the tutorial made for F1 2019 - F1 22.

1. Do Steps 1 and 2 from the F1 2019 - F1 22 part of the tutorial.

To avoid repetition, I'll link it [here](#).

Basically, you need to open the game's exe file for Hex Editing and open up the "Find" window.

2. In the "Find" window, enter "**localisa**" (without quotes) and click "OK".



3. You will be brought down to the first result. It's important that it should look something like this:

```
033128B0 8B 41 10 48 8B 48 18 48 8D 05 F2 D6 24 01 48 89 <A.H<H.H".nÖ$.H%
033128C0 44 24 20 48 8D 15 2B 5E 26 01 4C 8D 44 24 30 41 D$ H".+^&.L"D$0A
033128D0 B9 20 00 00 00 E8 46 D2 7B FF 48 8D 56 18 0F B6 ^ ...öFN{`H"V..q
033128E0 4C 24 30 48 C7 46 08 04 01 00 00 48 89 56 10 A9 L$0HEF.....H%V.©
033128F0 FD FF FF FF 75 40 84 C9 74 3C 48 B8 6C 6F 63 61 ž`"u@,,Ét<Høloca
03312900 6C 69 73 61 48 89 46 18 C7 46 20 74 69 6F 6E 66 lisaH%F.ÉF tionf
03312910 C7 46 24 2F 00 48 8D 05 3C DE 24 01 48 89 06 4C ÉF$/.H".<Ž$.H%.L
03312920 8B 76 08 48 8B 7E 10 48 85 FF 74 1D 48 89 F9 E8 <v.H<~.H...t.H%lč
03312930 BC AA B9 00 EB 15 C6 46 18 00 48 8D 05 17 DE 24 4R^..ë.EF..H"..Ž$
03312940 01 48 89 06 E9 F8 01 00 00 31 C0 4C 89 F1 48 29 .H%.éq...lALnH)
03312950 C1 76 3F 48 01 C7 48 83 F9 02 72 2B 48 F7 D0 4C Iv?H.ÉH.1.r+H÷ŠL
```

If you have a keen eye, you can notice that there is also a "tion" just after what we have searched for - this is what I meant by code "obfuscation", the required string is still there, it's just not that easy to find now.

4. Edit the "**tion**" part that comes after "localisa".

You only need to modify the "**tion**" part, so that it would show "**tioa**" instead. In my case, I just overwrote the "n" letter, so that I got no warning of potentially

modifying the file's size or whatever.

```
033128E0 4C 24 30 48 C7 46 08 04 01 00 00 48 89 56 10 A9 L$0HĒF.....H%V.©
033128F0 FD FF FF FF 75 40 84 C9 74 3C 48 B8 6C 6F 63 61 ž'''u@„Ēt<Høloca
03312900 6C 69 73 61 48 89 46 18 C7 46 20 74 69 6F 61 66 lisaH%F.ĒF tid|f
03312910 C7 46 24 2F 00 48 8D 05 3C DE 24 01 48 89 06 4C ĒF$/ .H".<Ž$.H%.L
03312920 8B 76 08 48 8B 7E 10 48 85 FF 74 1D 48 89 F9 E8 <v.H<~.H...t.H%lč
03312930 BC AA B9 00 EB 15 C6 46 18 00 48 8D 05 17 DE 24 4R¹.è.ĒF..H"...Ž$
```

Do not modify anything else!

Save the file after modifying that byte. Don't worry, the exe backup will be there in the game's folder if you mess up, but be aware, if you keep modifying it, the backups will overwrite each other!

The red part will be gone as well after you save the modifications.

5. Now try to launch the game.

If the game doesn't start, **then it is actually a good thing!** That likely means that the game is unable to load any language file and crashes due to that.

If the game works as intended and there are no weird things, then you may have made a mistake somewhere.

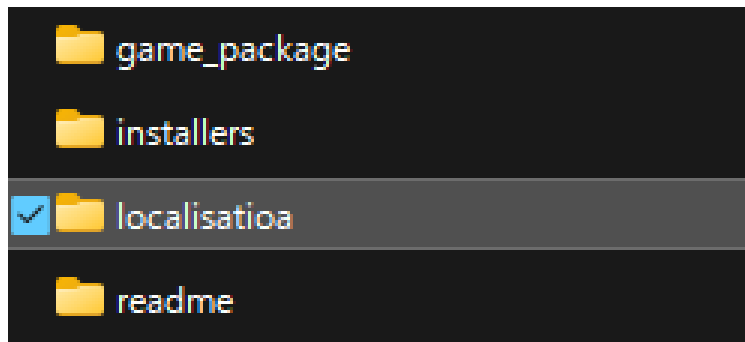
Congratulations, we're halfway there now!

Setting up the language file and folders

After you're done with the Hex Editing of the game's executable file, now we have to set up the "loose files".

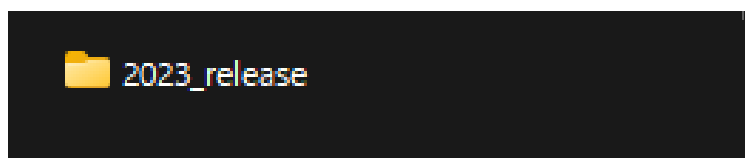
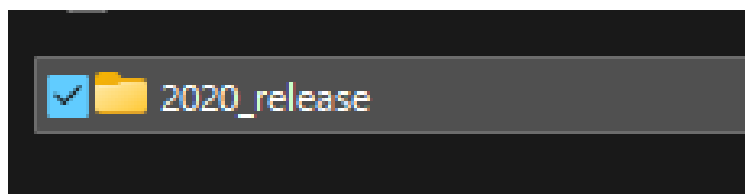
You need to create a folder in the base game directory called "**localisatioa**".

Why that name? Because that's what we set up with the Hex Editing!



Inside the newly created "**localisatioa**" folder, you need to create another folder called "**20XX_release**", where XX is the year of the game you're editing:

- 19 for F1 2019
- 20 for F1 2020
- 21 for F1 2021
- 22 for F1 22
- 23 for F1 23
- and so on...



Now, inside that "**20XX_release**" folder, you can put the .lng files to use.

Language support may vary depending on the year, however, "*language_eng.lng*" is usually the safe option to have English language for the game.

□ Name	Date modified	Type	Size
📄 language_eng.lng	2025-06-18 21:57	LNG File	3 652 KB

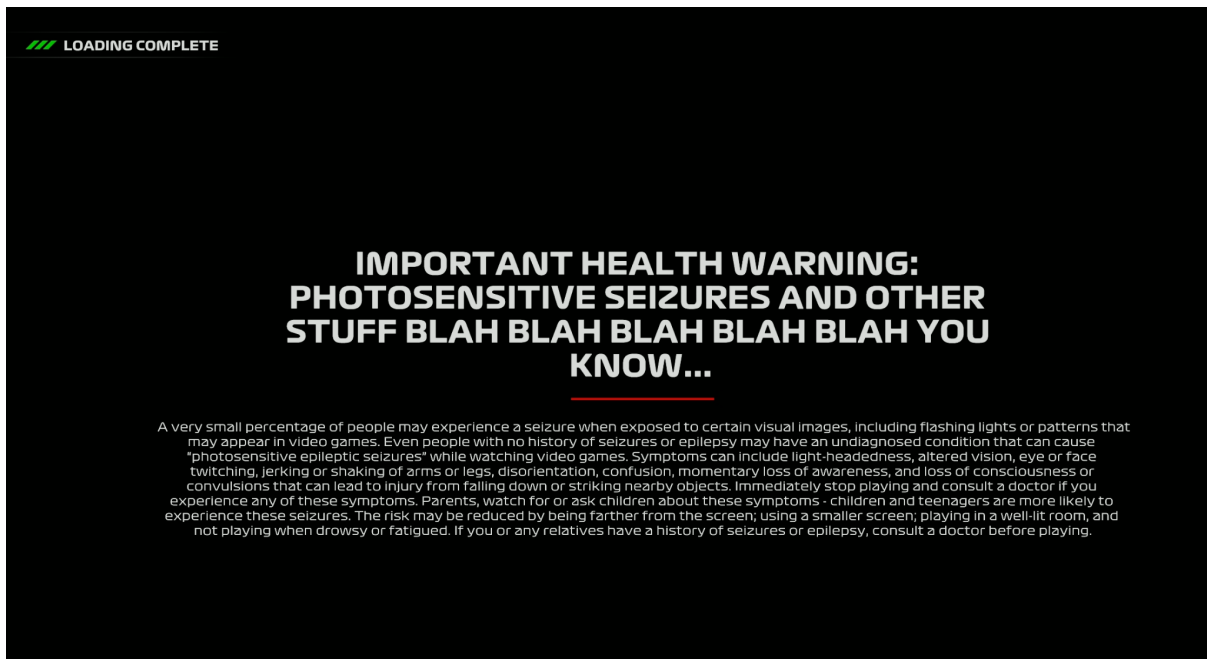
Refer to the "[Known Languages](#)" part if you want to check which languages are available for what game.

After you set up the Language file, try to launch the game.

- If it launches, then success! You now have a modifiable language file to be used with the game.
- If the game doesn't launch, then you may have been using a language that you don't have the file for, OR you messed up somewhere.

—

If you have done it correctly, congratulations - you now have a modifiable language file! You can modify it using the trusty Ego Language Editor (<https://p2t5r.itch.io/ego-language-editor>). (NOTE: Sometimes you may need to save twice for the saved file to work. IDK, it could just be a random glitch perhaps...) Have fun messing around!



How to modify F1 24 and F1 25 (and possibly future titles) for Language file use

NOTE: This is a Work-in-Progress section.

As our original method (which you can find later on in the document for historic reasons) was rather quickly patched out by EA/Codemasters through an anticheat update (separately from game update), the modding team has found a safe alternative that can be used.

This method will use a Bypass executable that was created by the WeMod community - it will essentially skip the Anticheat checks, however, you will be forced into Offline Mode with virtually zero Online capabilities (no Podium Pass stuff, no Store, no Multiplayer, no Time Trial leaderboards, etc).

So, how to enable custom Language files in F1 24 and F1 25?

1. Download the bypass executable.

For your convenience, here are some links. *Don't worry, any potential virus warning is a false positive.*

Original topics where to get the bypass:

F1 24 -

<https://community.wemod.com/t/f1-24-cheats-and-trainer-for-ea/314029/2>

F1 25 -

<https://community.wemod.com/t/f1-25-cheats-and-trainer-for-ea/363068/2>

Alternative download links:

Maybe soon™

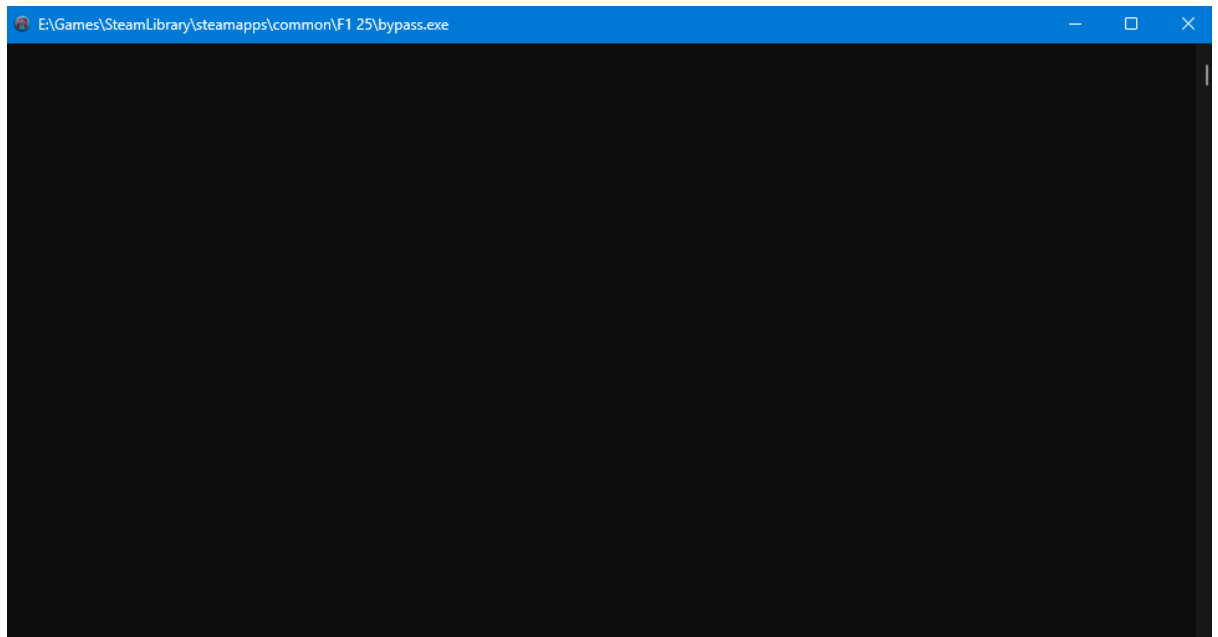
2. In your main game folder, **make backups** of game exe and *EAAntiCheat.GameServiceLauncher.exe* files. This is important to make sure you can launch the normal version of the game more easily later (just replace the modified exe with backup exe).
3. From the Bypass zip file, extract the Bypass.exe file to the main game folder.

 videos	2025-07-04 21:03	File folder	
 amd_ags_x64.dll	2025-07-07 23:11	Application exten...	174 KB
 amd_fidelityfx_dx12.dll	2025-07-07 23:11	Application exten...	6 520 KB
 bink2w64.dll	2025-07-04 15:49	Application exten...	411 KB
 bypass.exe	2025-06-03 02:28	Application	266 KB
 CM.Windows.Gaming.Input.dll	2025-07-07 23:11	Application exten...	24 KB
 d3dcompiler_47.dll	2025-07-04 15:49	Application exten...	4 781 KB
 dbgqhelp.dll	2025-07-04 15:49	Application exten...	1 825 KB

4. Modify the game executable as described in [F1 23 method](#) and set up the language folder [as described previously](#).

As always, for the language file, you can use the tools we already have to both get it (NeFSEdit) and modify it to your liking (Ego Language Editor).

5. Now, before you launch the game, launch the "bypass.exe" first.
It should give you an empty-ish window, which is correct.



DO NOT CLOSE THIS WINDOW! Leave it as it is for the time being.

6. Finally, launch the game from your Launcher (likely from Steam) AFTER you open the bypass.

The bypass applies some modifications that allows the game to run in Offline Mode only without triggering the anticheat.

The bypass window should disappear and the game should launch soon.

When asked for **Online Services**, just press "**Cancel**" as you won't be able to connect anyway.

If you did everything correctly, you will now be able to use a modified language file with your copy of the game.

If you want to return to the normal version of the game, just use the backup files that you created before. *You DID create them before, right?..*

In the future, an automated option may be presented to make things easier.



BRAKING POINT

CAREER

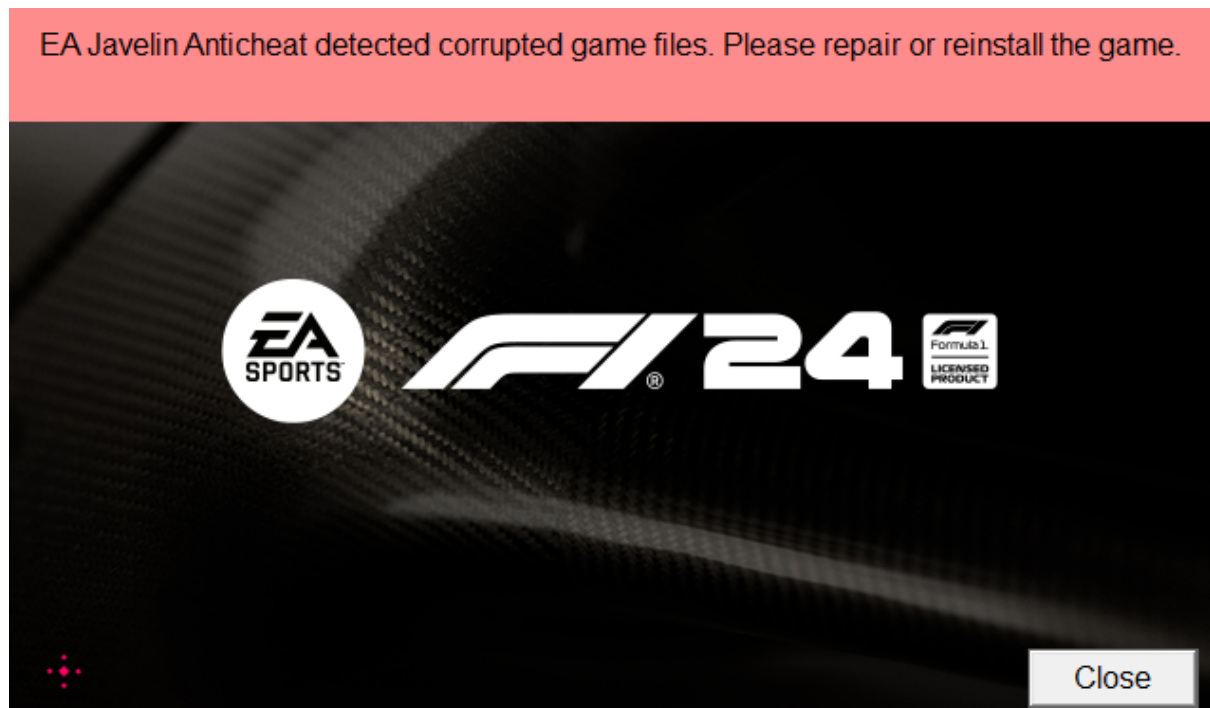
F1® THE MOVIE

SHOW THE AI THAT YOU'RE BETTER!

DEPRECATED: Modifying F1 24 and F1 25

WARNING: THE METHOD BELOW WAS PATCHED BY EA. IT WILL BE KEPT FOR HISTORICAL REASONS FOR NOW.

While you can technically modify the executable using the method for F1 23, you will be stopped by the EA Javelin Anticheat.



However, we have developed a solution. But it requires some other installation.

NOTE: KEEP IN MIND - YOU WON'T BE ABLE TO PLAY MULTIPLAYER WITH THIS SETUP. *(Not that I'm expecting you to, but hey, better specify it, I suppose...)*

For the current setup, you will need Python - because we will be using a small script to launch the game.

At the moment, the script was tested with version 3.13.5.

I recommend installing it from official website at

<https://www.python.org/downloads/windows/> , and additionally, make sure you set to install "py launcher" and "pip", because these will be necessary:

☒ pip

Installs pip, which can download and install other Python packages.

☒ py launcher ☐ for all users (requires admin privileges)

Installs the global 'py' launcher to make it easier to start Python.

(can be for all users, doesn't matter)

- ✓ Associate files with Python (requires the 'py' launcher)
- ✓ Create shortcuts for installed applications
- ✓ Add Python to environment variables

(Important that Python must be added to environment variables for easier access!)

With all that installed, you can download the following scripts (depending on the game):

For F1 24 - [<link here>](#)

For F1 25 - [<link here>](#)

(When you open any of the links, just right click anywhere on the page and select "Save As..." or something like that, if it's now downloaded properly - then save it anywhere convenient.)

We will use Windows Terminal (Powershell) for execution. First, open any Windows Terminal window.

Enter the following: **"pip install psutil"**

This will install the required module for Python so that we could use the script.

```
PS [REDACTED]> pip install psutil
Collecting psutil
  Downloading psutil-7.0.0-cp37-abi3-win_amd64.whl.metadata (23 kB)
  Downloading psutil-7.0.0-cp37-abi3-win_amd64.whl (244 kB)
Installing collected packages: psutil
Successfully installed psutil-7.0.0
```

Now, make sure you set up the language folders and language file **BEFORE** launching the script! Otherwise the script may fail while reverting the things.

Refer to the previous part of the tutorial to set it up. Folder name is the same one **"localisatioa"** and then afterwards use either "2024_release" for F1 24 or "2025_release" for F1 25.

Afterwards, you can locate the script with the standard commands and then launch the script through Windows Terminal by typing **"py .\<scriptname.py>"** and let the script do the magic. You will need Administrator privileges for this, and of course make sure that the script can be accessed.

You will need to launch this script every time you want to launch the game with a modified language file.

```
PS [REDACTED]> py .\F1_24_Patched_Launcher.py
Relaunching with administrator privileges...
```

```
0.0s) Launching F1 24 via Steam...  
0.0s) Waiting for EAAntiCheat.GameServiceLauncher.exe to start...  
3.6s) Anti-cheat process detected.  
0.0s) Monitoring anti-cheat child processes...
```

Once the game loads, congrats, you're good to go!

If the script cannot find the game's executable file, it will be mentioned in the log. You may need to edit the script to add the location to your game folder.

```
PS [REDACTED] > py .\F1_24_Patched_Launcher.py  
X Could not locate F1_24.exe. Please check your installation.
```

This may be reviewed in the future to potentially simplify the launch procedure, but for now, this works well enough.

Congratulations, now we can use custom language files on the latest F1 games!



Known Languages

NOTE: How to get language files: Same as some time earlier, we use [NeFSEdit](#) (current version at the time of writing is 0.7.1). Use “Headless” mode, and select the exe and the relevant folder. With newer games, if it doesn’t work immediately, use the “Search Entire Exe” option and it should work as well. With the version I linked above, you can pull the language files from latest versions of the games easily.

F1 2019

- English (eng)
- German (ger)
- Spanish (spa)
- French (fre)
- Polish (pol)
- Russian (rus)
- Italian (ita)
- Brazilian Portuguese (bra)
- Japanese (jap)

F1 2020

- English (eng)
- German (ger)
- Spanish (spa)
- French (fre)
- Polish (pol)
- Russian (rus)
- Italian (ita)
- Brazilian Portuguese (bra)
- Dutch (dut)
- Japanese (jap)
- Chinese Simplified (zhs)

F1 2021

- English (eng)
- German (ger)
- Spanish (spa)
- French (fre)
- Polish (pol)
- Russian (rus)
- Italian (ita)
- Brazilian Portuguese (bra)

- Dutch (dut)
- Japanese (jap)
- Chinese Simplified (zhs)

F1 22

- English (eng)
- German (ger)
- Spanish (spa)
- French (fre)
- Polish (pol)
- Russian (rus)
- Italian (ita)
- Brazilian Portuguese (bra)
- Dutch (dut)
- Japanese (jap)
- Chinese Simplified (zhs)

F1 23

- English (eng)
- German (ger)
- Spanish (spa)
- French (fre)
- Polish (pol)
- Italian (ita)
- Brazilian Portuguese (bra)
- Dutch (dut)
- Japanese (jap)
- Chinese Simplified (zhs)
- Spanish - Latin America (Mexican?) (mex)
- Arabic (ara)

F1 24

- English (eng)
- German (ger)
- Spanish (spa)
- French (fre)
- Polish (pol)
- Italian (ita)
- Brazilian Portuguese (bra)
- Dutch (dut)

- Japanese (jap)
- Chinese Simplified (zhs)
- Spanish - Latin America (Mexican?) (mex)

F1 25

- English (eng)
- German (ger)
- Spanish (spa)
- French (fre)
- Polish (pol)
- Italian (ita)
- Brazilian Portuguese (bra)
- Dutch (dut)
- Japanese (jap)
- Chinese Simplified (zhs)
- Spanish - Latin America (Mexican?) (mex)