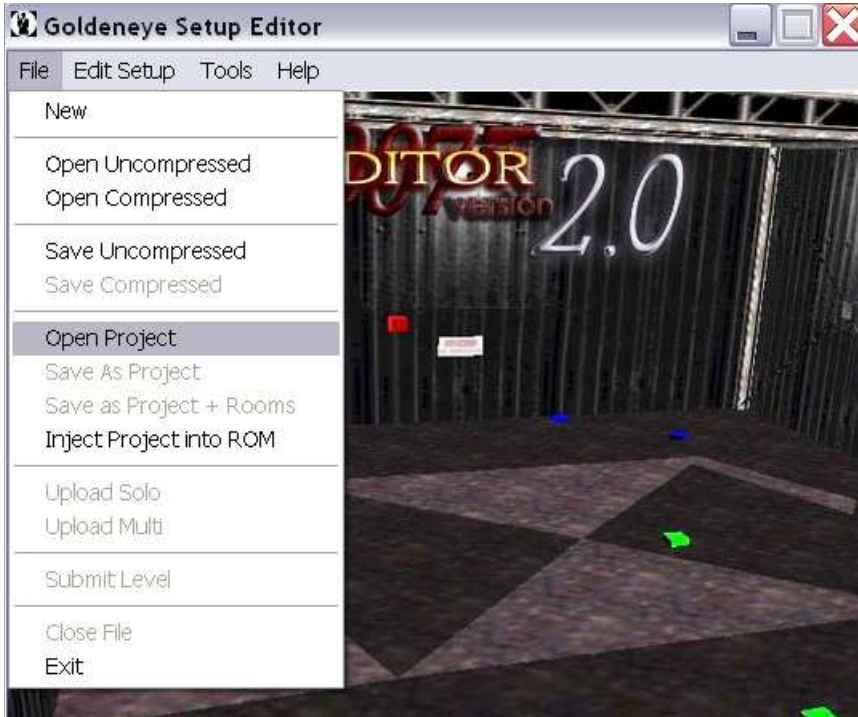


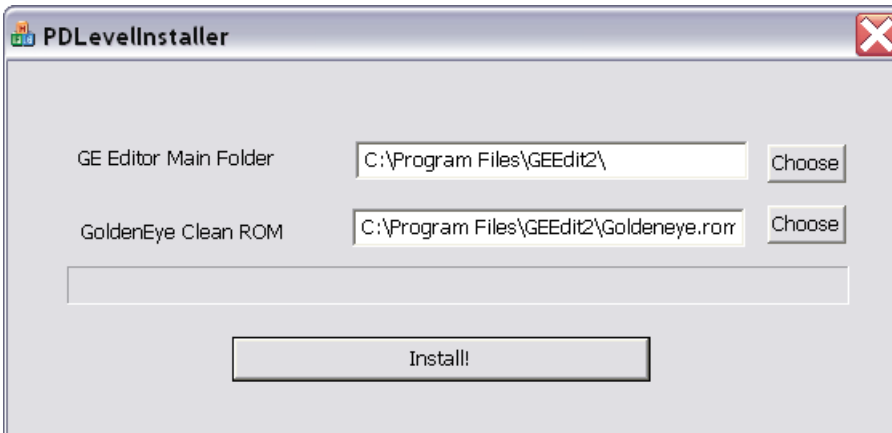
# Goldeneye Setup Editor V2.0 Project Mode

By SubDrag

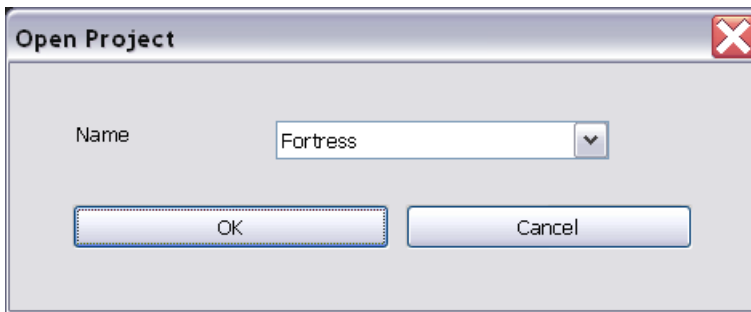
Starting with Goldeneye Setup Editor version 2.2, a new project mode appears, which lets a user save everything at once: Setup File, Clipping file, and Bgfile. It is useful for all creating all new levels from .obj files, and it also lets you inject them into the ROM painlessly.



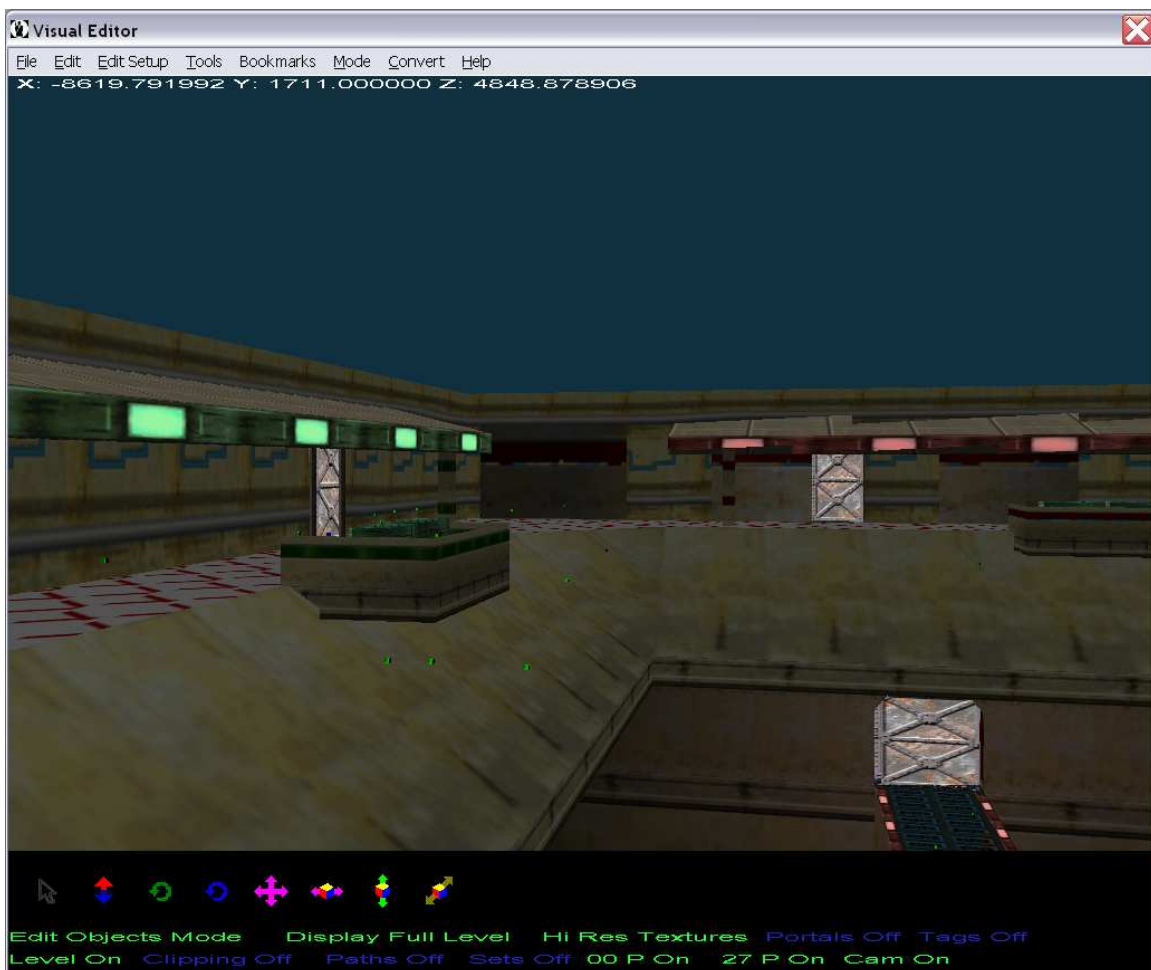
If you have chosen to install the PD levels, there will be a substantial amount of levels once you choose Open Project. It is recommended that you use the PD installer shown below to have some levels available. It is not required however for project mode.



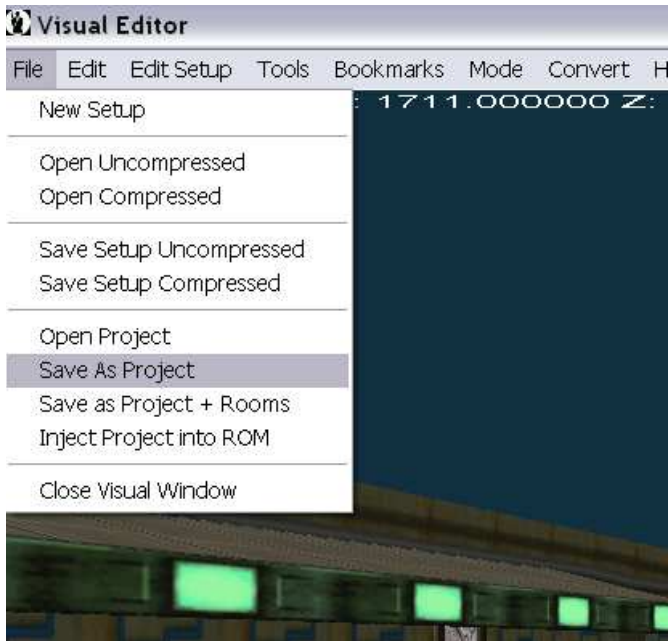
If you have any levels available, you can open them here, by simply choosing the level.



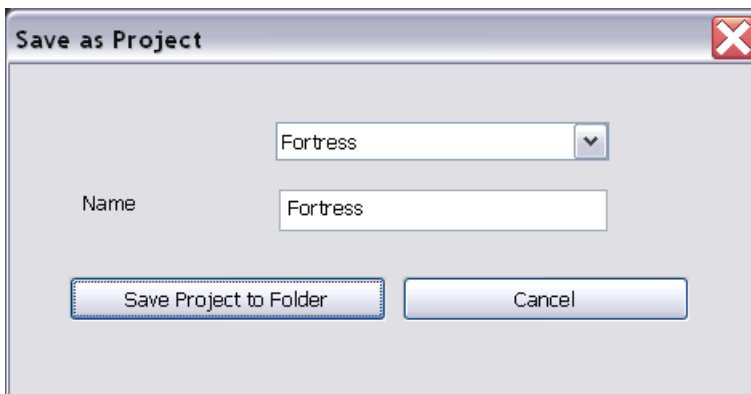
If you hit ok, the level will load with everything you had saved it with.



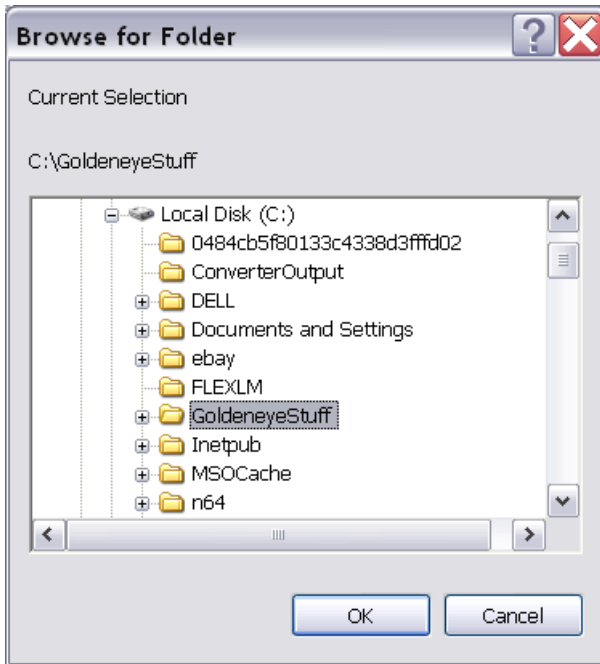
Lets go about saving a project now. There are two modes of saving (Save as Project and Save as Project + Rooms):



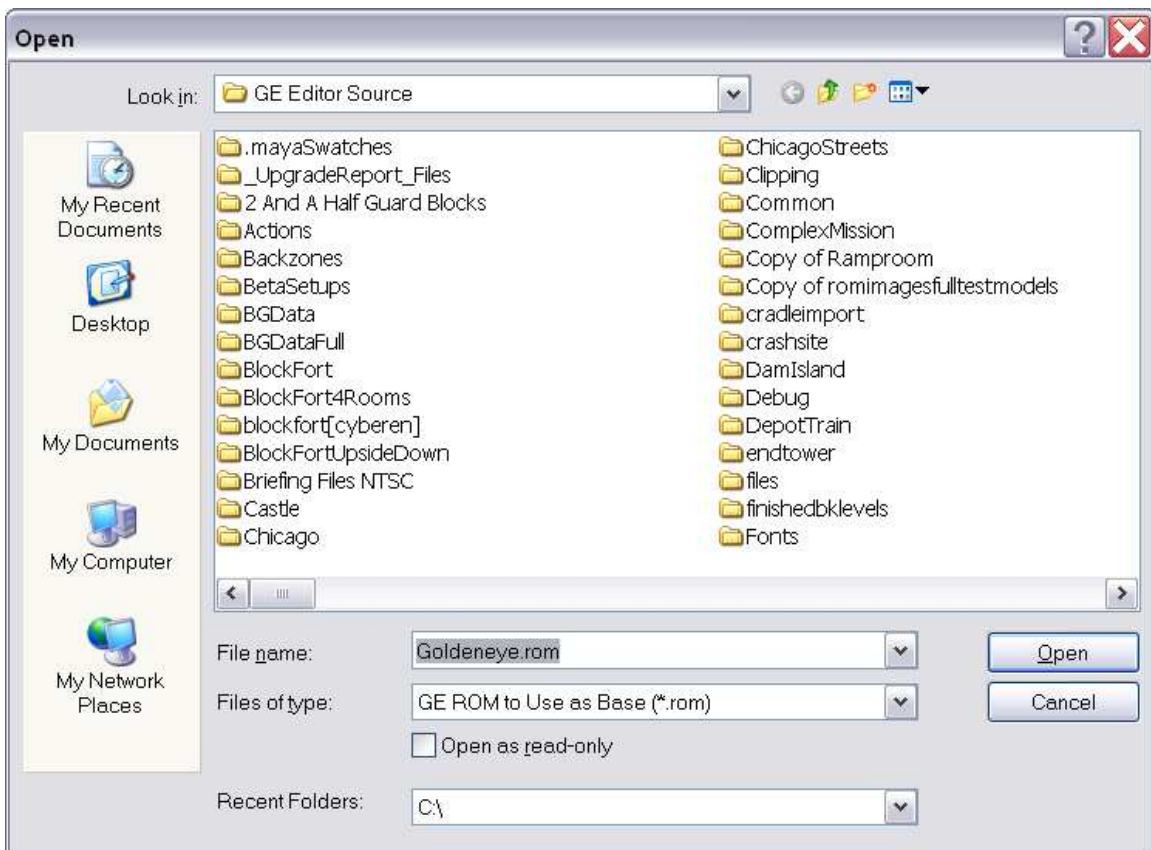
Save as Project saves the level, but does not re-export the individual rooms. This is the usual save method, since most of the time the background files for the levels are finished, but you simply want to tweak the setup file or clipping. So click Save as Project.



Select the name you wish to save it as, or choose a name already used. Now click Save Project to Folder. NOTE: Your scale you've chosen when you opened the setup file / changed in the preset window, and the level you picked as Visual will be saved, and this will be used later to inject the files.



The first menu lets you pick where you want to save all of the files accompanied with this level. Make sure this folder is UNIQUE, as two saved projects to the same folder will overwrite each other.

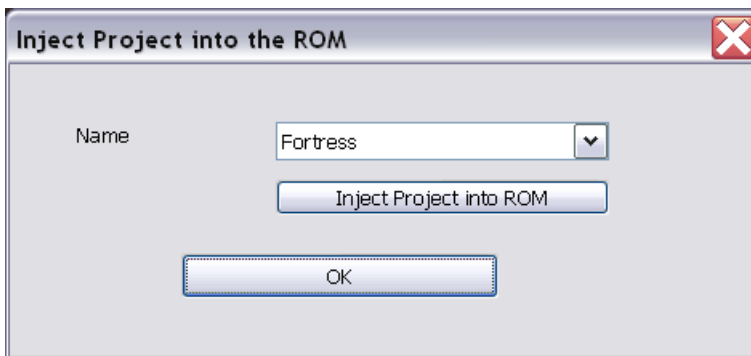


Now pick the ROM you want to use as a base. When the file is loaded, it will take the textures from this ROM and use them for your level. Most levels don't add textures, but many do, such as the PD levels.

Don't worry if this takes a bit of time, it's a slow process. If you saved it with the current rooms as well, it will be even slower. It is not recommended you do + rooms with Rare's normal levels, as Rare has special modes in their bgfiles and it is unlikely to work with rooms being re-output. Now the level saved. You can open it up back later!

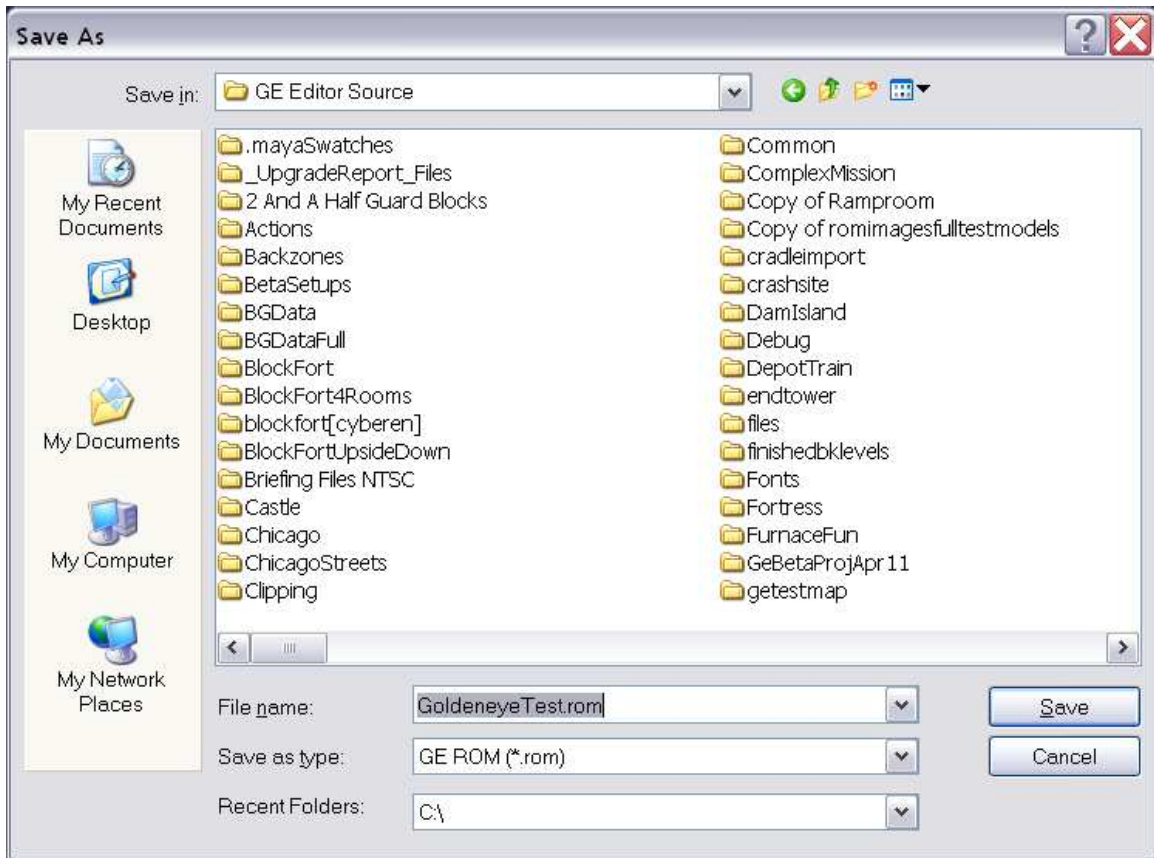
Another useful feature of the editor is letting you inject premade levels into the ROM. A few PD levels such as Fortress include some clipping, so you can inject these into the ROM. Or you could have made your own level and of course can insert it into the ROM.

Choose File -> Inject Project into ROM.



Pick the Project you want to inject, then click Inject. Remember, however you saved it, it will use this setup file as a base, and output the bgfile to the corresponding bgfile, and clipping as well.

Now choose your output name.



If all went well your new ROM is complete and you can play it in-game! Fortress was saved to Runway.



This program feature is great when you are trying to make your own all new levels from .obj files.

NOTE: If you want to edit the project details manually, open up levelmacros.ini in the main program folder. Just be careful not to put in invalid data. Here's a sample:

```
[Test]
rom=C:\GoldeneyeStuff\GE Editor Source\Goldeneye.rom.rom
clipping=C:\GoldeneyeStuff\GE Editor Source\Temp\clipping.bin
bgfile=C:\GoldeneyeStuff\GE Editor Source\Temp\bgfile.bin
setup=C:\GoldeneyeStuff\GE Editor Source\Temp\setup.bin
scale=1.0000000000
selectLevelFile=0F
injectionBGName=bg/bg_run_all_p.seg
injectionClipping=Tbg_run_all_p_stanZ
injectionSetupName=UsetuprunZ
```