Goldeneye Setup Editor V2.0 QuickStart

By SubDrag


First you will want to open an uncompressed file.

Open dialog

Look in: Setup Files NTSC

Ump_setupameZ.bin	UsetupcaveZ.bin
Ump_setuparchZ.bin	UsetupcontrolZ.bin
Ump_setuparkZ.bin	UsetupcradZ.bin
Ump_setupashZ.bin	UsetupcrypZ.bin
Ump_setupcaveZ.bin	UsetupdamZ.bin
Ump_setupcradZ.bin	UsetupdepoZ.bin
Ump_setupcrypZ.bin	UsetupdestZ.bin
Ump_setupdishZ.bin	UsetupjunZ.bin
Ump_setupimpZ.bin	UsetuplenZ.bin
Ump_setupoatZ.bin	UsetupoldactionsZ.bin
Ump_setuprefZ.bin	UsetuppeteZ.bin
Ump_setupsevbZ.bin	UsetuprunZ.bin
Ump_setupstatueZ.bin	UsetupsevbunkerZ.bin
UsetuparchZ.bin	UsetupsevbZ.bin
UsetuparkZ.bin	UsetupsevxbZ.bin
UsetupaztZ.bin	UsetupsevxZ.bin
UsetupcatZ.bin	UsetupsiloZ.bin

UsetupstatueZ.bin
UsetuptraZ.bin

File name: UsetuprunZ.bin

Files of type: Setup File (*.bin)

Recent Folders: C:\Documents and Settings\Mitchell Kleiman\Deskt

Visual Level: UsetuprunZ.bin

Quick Convert Level: UsetuprunZ.bin

Open   Cancel

Choose what level. The listing of filenames <> levels is in the main program directory called rom-address-table.txt. You'll notice the visual level and quick convert level. For now, simply allow the editor to choose it by itself. For advanced users, this may be necessary if files are named differently or you are tricky and want to replace another level and have GameShark codes switch them.

Preferences

Standard | Visual Editor

☐ Byte Flip Compressed Output

☐ Ignore Paths, Sets, Objectives, and Actions on Output
(Make multi)

☐ Check Action Block Syntax on Output

☐ Disable Object Link Checks (Not recommended)

Compression Used: ○ Use ZLib ● Use GZip

☐ Ignore Y Rotation PJ64 Grab

Force Rotations: ☐ North ☐ South ☐ East ☐ West

☐ Descending Presets

☐ Output Text Snuck into Setup [LrunE.bin ▼]

☐ Fix Convert ROMs for Backup Device (Warning Slow)
[GZip Only]

PJ64 Virtual Address Start [3AD70000]
[Try to Find (Boot GE)]

LPT Port Address [0100]

Region: ● NTSC ○ PAL

Quick Convert (F5): [UsetuprunZ.bin ▼]

Quick Convert (F5) ROM: [Choose ROM]
[C:\GoldeneyeStuff\GE Editor Source\Goldeneye.rom]

Program Directory [Choose Directory]
[C:\GoldeneyeStuff\GE Editor Source\ ]

[OK] [Cancel]

You should choose the Quick Convert (F5) ROM location by clicking Choosing ROM.
This must be a Goldeneye ROM of size 12 MEG. It must also not be zipped. Press OK.
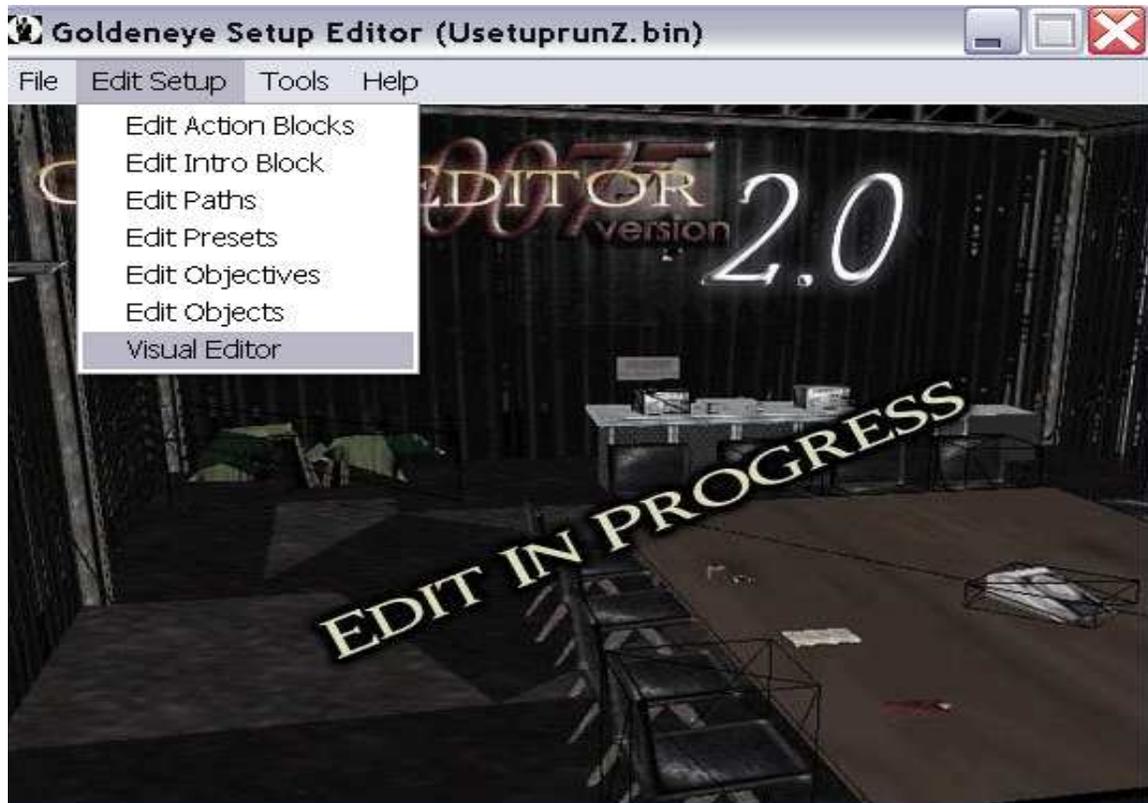
Edit -> Visual Editor to open up the visual portion.
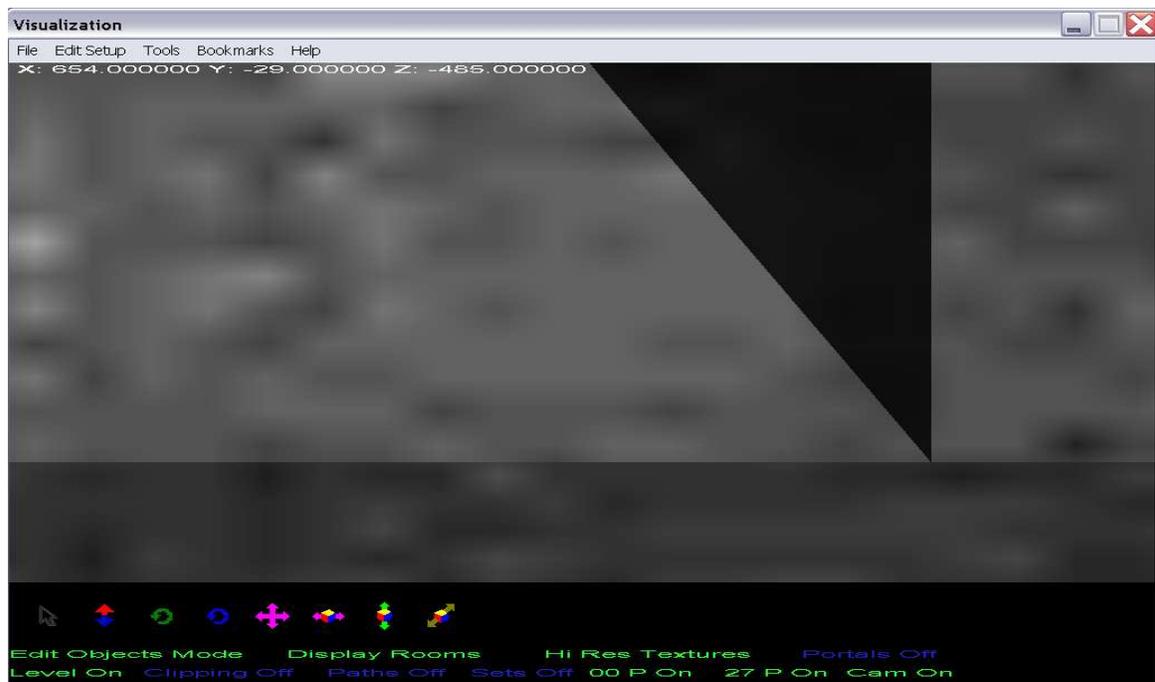
You will start at where you start the level normally.

SPECIAL NOTE: If you want to make an all new base level (no objects from Rare except doors), you must choose Tools -> Make Level Barebones. If you do File -> New you lose the guard path presets which allow them to walk around, so this is never recommended except for multiplayer.
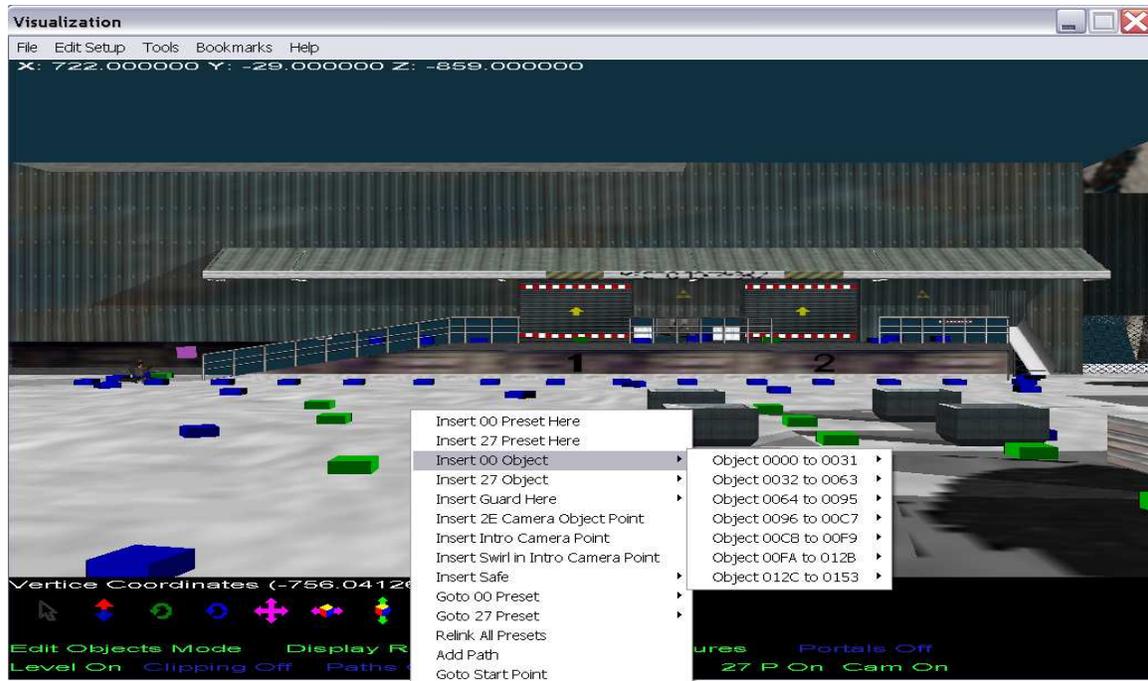

The first thing to notice are that there are blue boxes, green boxes, objects (such as doors here), and even a purple box! One important thing is that each box is what we call a "preset". It's basically a coordinate that can hold an object, start point, etc. Blue presets means "00 preset". Green presets mean "00 preset", but are also used by guards as they walk around. Red presets are "27 presets", which are similar to 00 presets but they allow for the scaling in all directions, just not with the object as a whoel. Don't worry about this for now. Now every object must be placed at a "preset". Lets first insert a 00 object, so right click on the floor and insert any 00 object you like.

One important thing also, is that the darkest face of the preset is the direction it faces.

For reference, purple boxes are camera points (an option for when the game first shows you the level), orange boxes are the intro swirl (when the camera moves around Bond), and yellow boxes can be used (expert feature) to position a camera.

We've chosen the barrel. This is a 00 preset, so you can move around the preset (using mouse arrow), click on the red/blue updown to move the object up and down (NOTE: To do so you must right click and Toggle Bitflag – "In Air". The green arrow rotates around the Y axis, and the blue arrow rotates around the object's X axis. The four purple arrow resizes the object. The other three icons are only usable for 27XX presets.
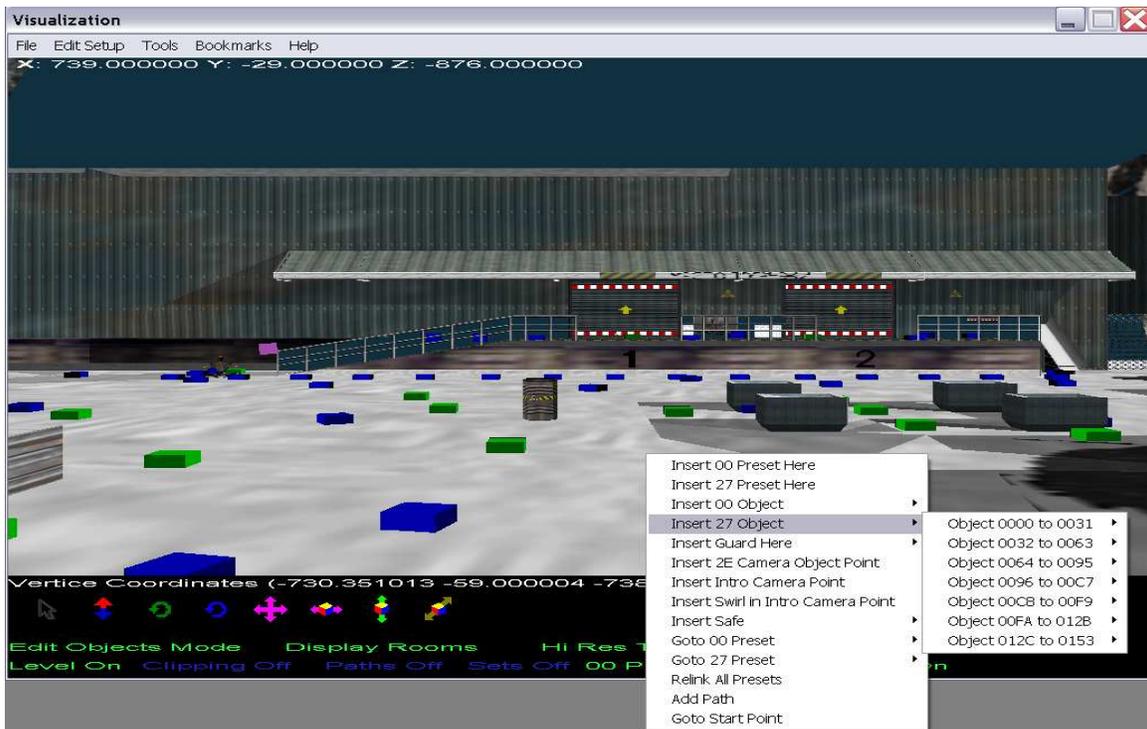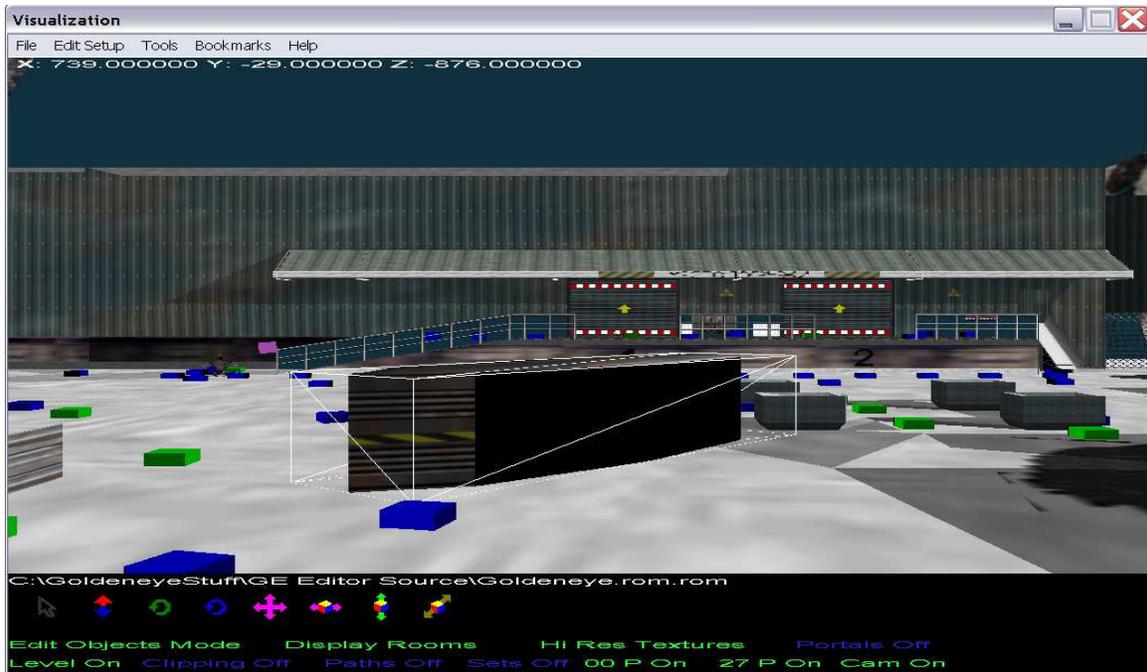
Now lets insert the same barrel, but as a 27 object.
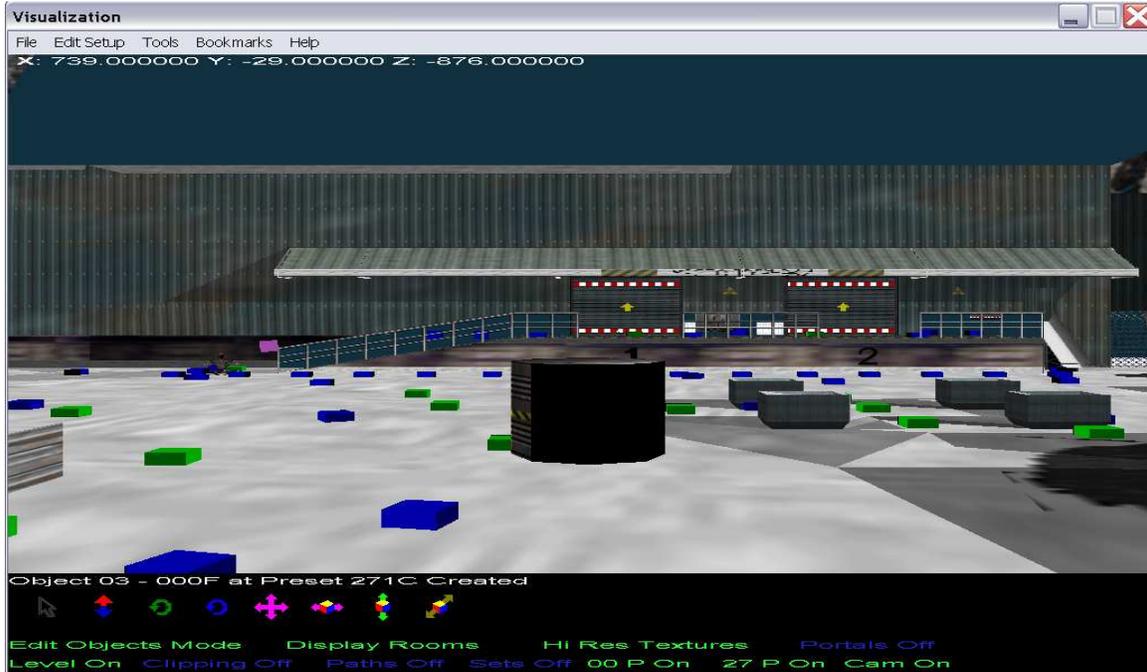
You'll notice it's bigger. That's because 27 objects are "scaled to preset bounds". You don't need to know what this means, but simply it allows you to scale each dimension separately, rather than the whole object.
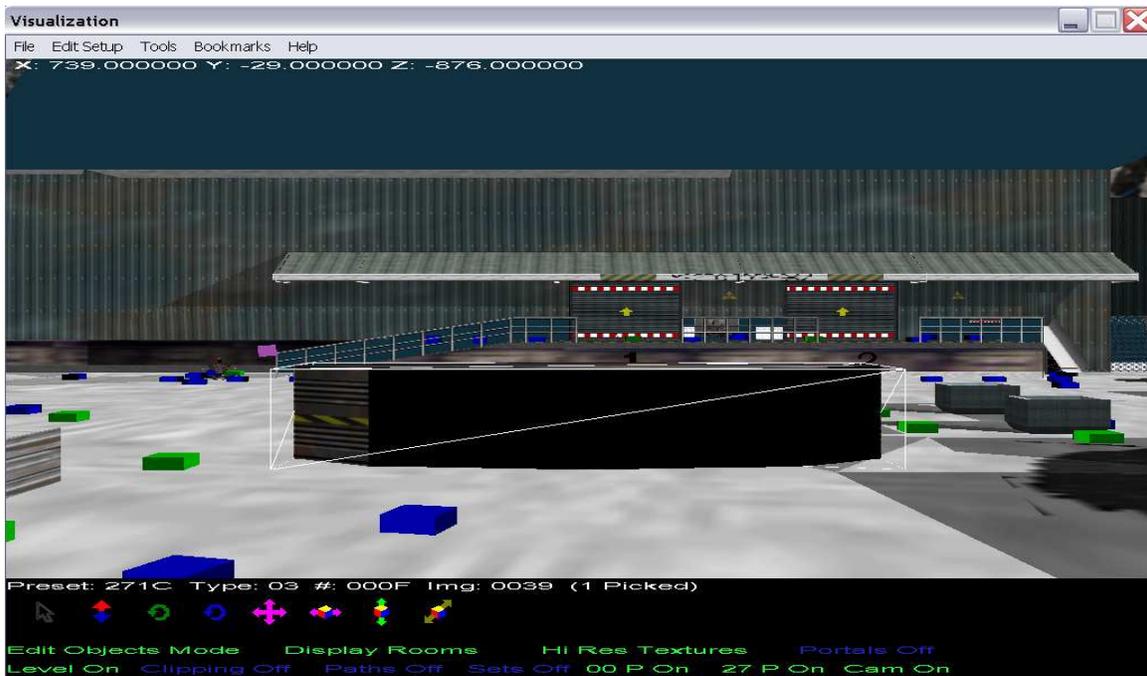
Using the purple scale arrow, you can see it scaled over the x axis.

This object has also been rotated using the green arrow.
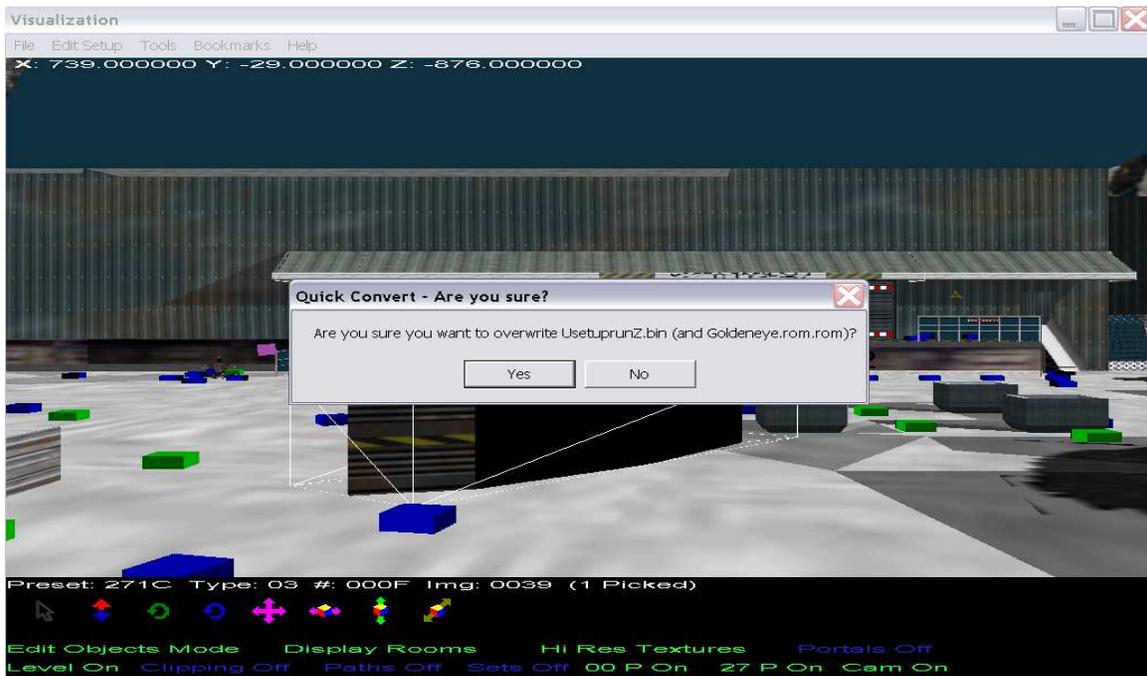
OK time to test in Goldeneye, Press F5, and it will save the new ROM with your original ROM + the added extension ".rom". Open it up in an emulator and enjoy!

There are a huge amount of other features, and it is recommended you play around heavily. Also, there are other menus available to you that will give you technicals details

on what you are playing around with visually. Check out the help files by Zoinkity if you are interested.

If you get a message about your setup not fitting inside the ROM, right click and choose "Delete Unused Presets". If your level still doesn't fit you have exceeded the levels size and you must delete some objects.