GoldenEye Setup Editor 2.0 Tutorial
How to Convert Halo Maps into GoldenEye

by
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First thing you need to port Halo PC maps (or Halo 2 maps should work) into GE is of course the game. You could use the maps alone, so no need to get the whole game if you're not interested. Anyways the two utilities you need to convert the .map to an .obj/.mtl is HEK+ to extract the .scenario_structure_bsp and .bitmap tags from the map itself. Then what you need is BSP Tag Converter 2.5 to convert these tags into an .obj with .mtl and bitmaps.

Get HEK+ http://hce.halomaps.org/index.cfm?fid=2031&pg=3
Get BSP Tag Converter 2.5 http://hce.halomaps.org/index.cfm?pg=3&fid=2029

Now the first thing you have to do is open a .map in HEK+ and extract the folder found inside called "levels"
This is what you should see in HEK+
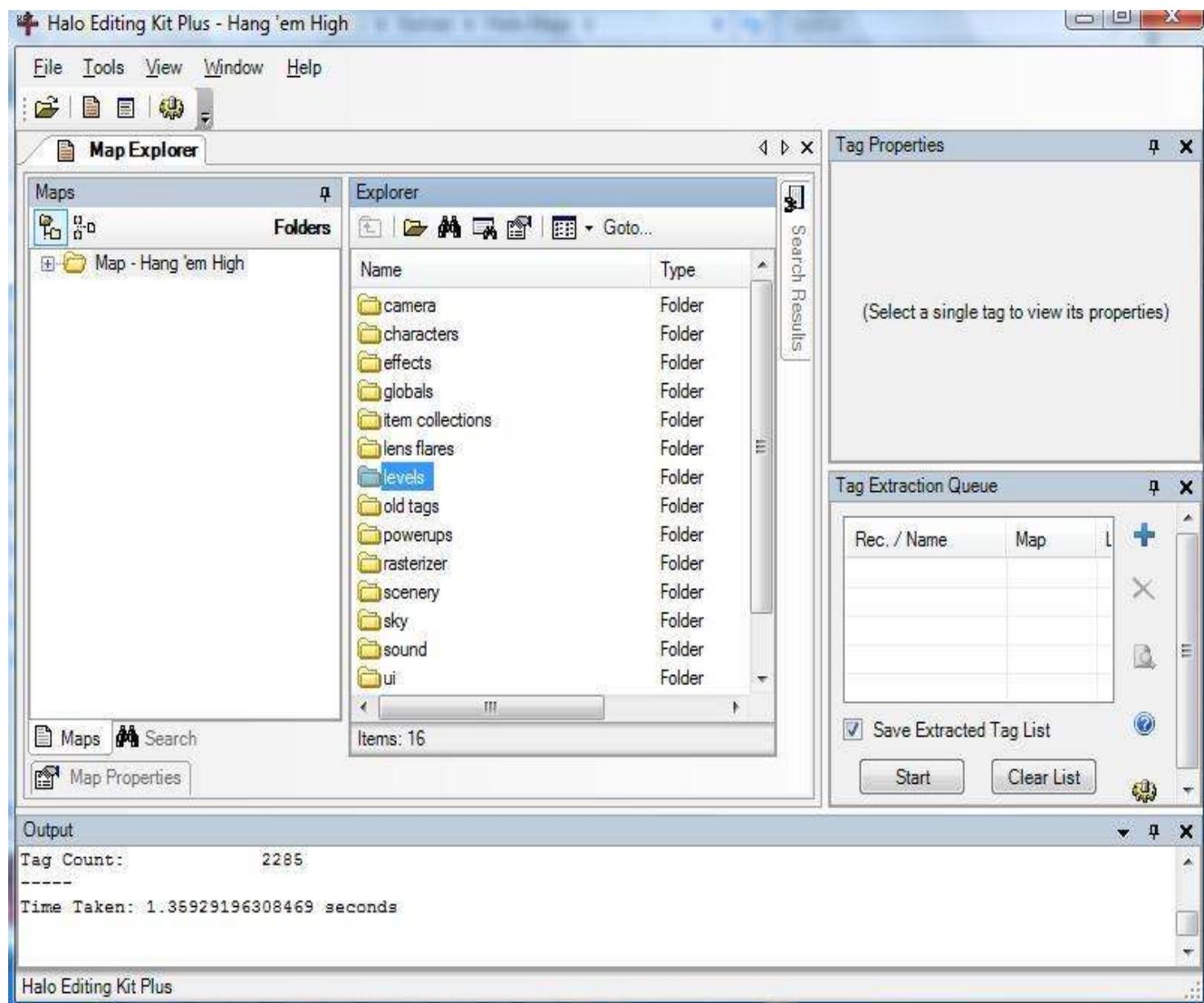
Now extract the folder levels somewhere where you will have the project files later on.
This is what "levels" looks like, it contains folders with the bitmaps from which you will get the textures, and the two tags you'll need to get an .obj/.mtl which are the .scneario_structure_bsp and .bitmap files in levels/test/*mapname*/
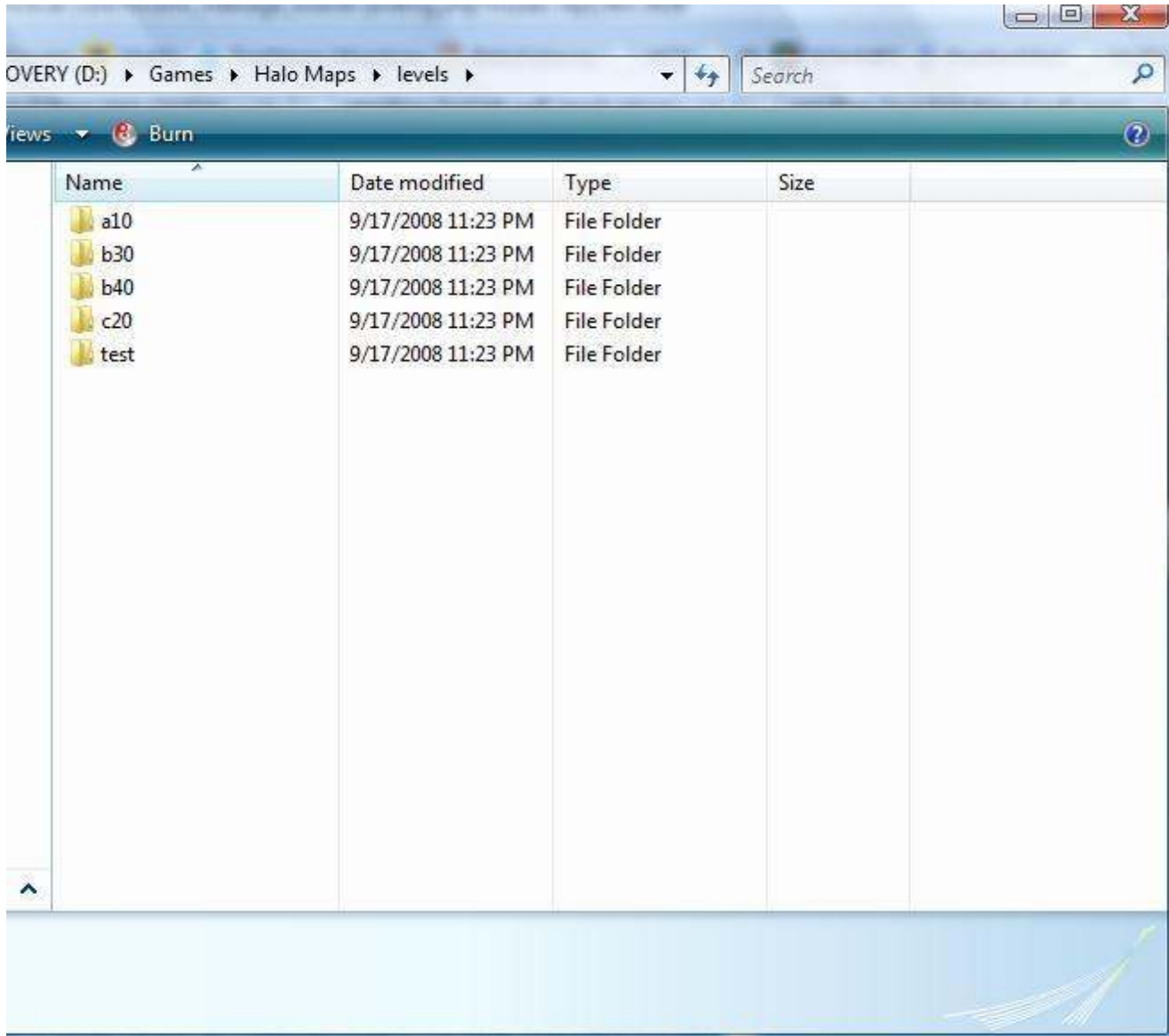
Now after you have this, open the BPS Tag Converter and set the default tags folder to the folder where you have extracted the levels folder. Now open the .scenario_structure_bsp and if everything is good, you should see all the textures and get no error messages. This is what you should see.
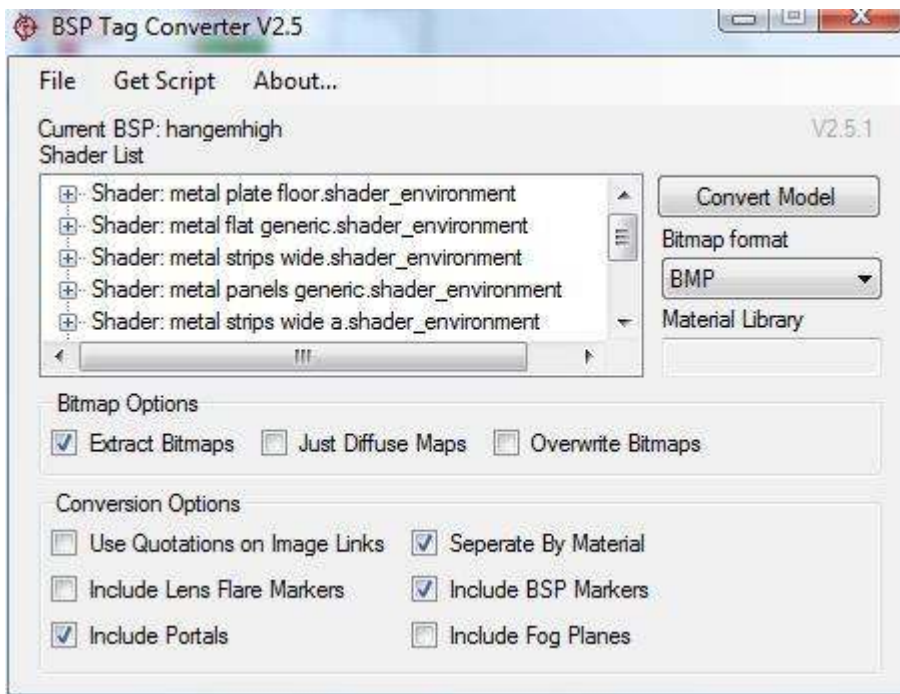
Now notice that the option "Use quotation on Image Links" is unchecked, this is because you can not have quotations in your .obj or in your .mtl and we will have to remove some quotations manually later on. Now just click "Convert Model" and it will extract the .obj and .mtl to the levels/test/*mapname*/ folder. The bitmaps are extracted into the folders in "levels". To know exactly which bitmaps are used and where they are extracted, open your .mtl file with Notepad and make sure to get all the bitmaps used in it.
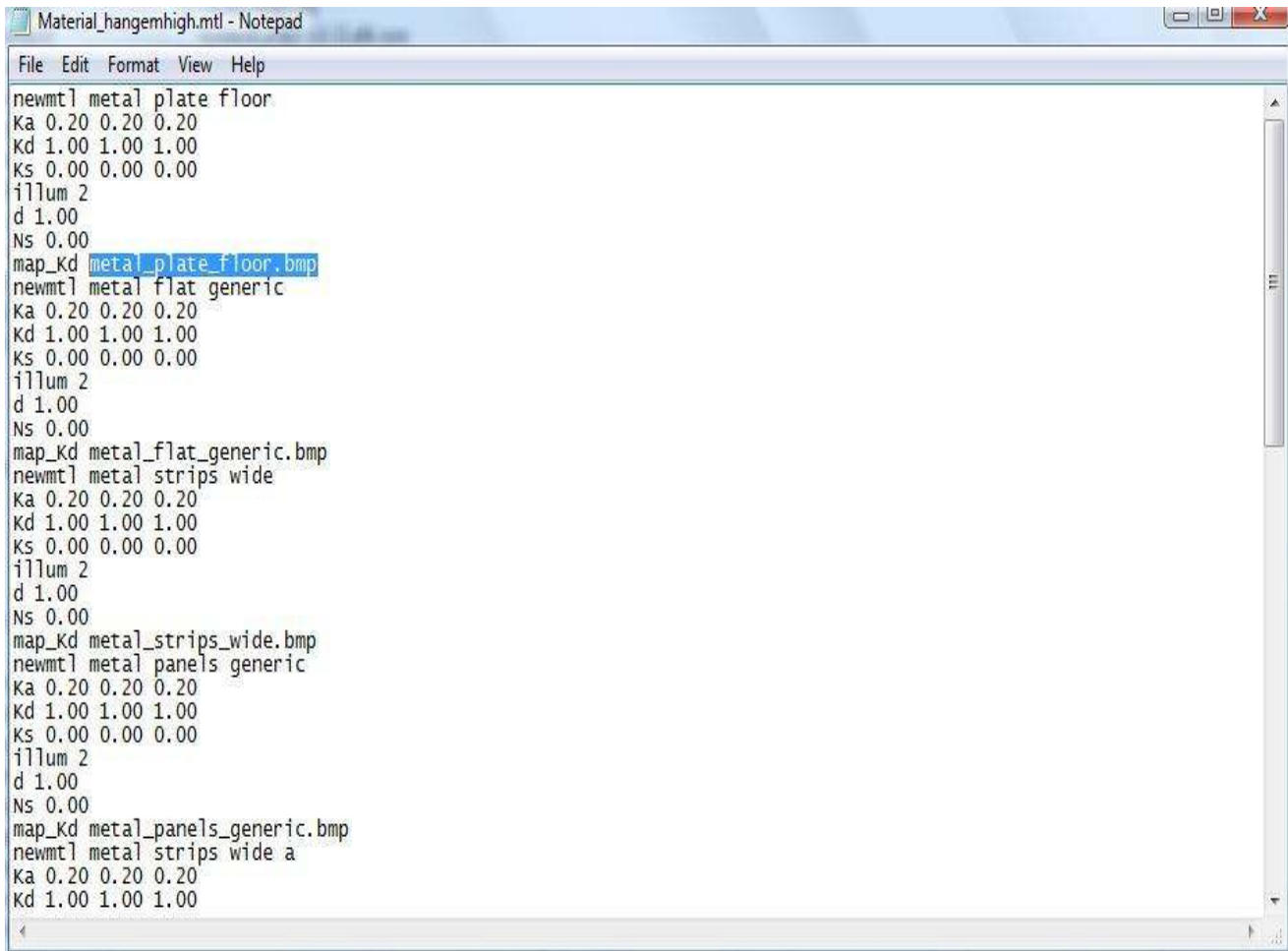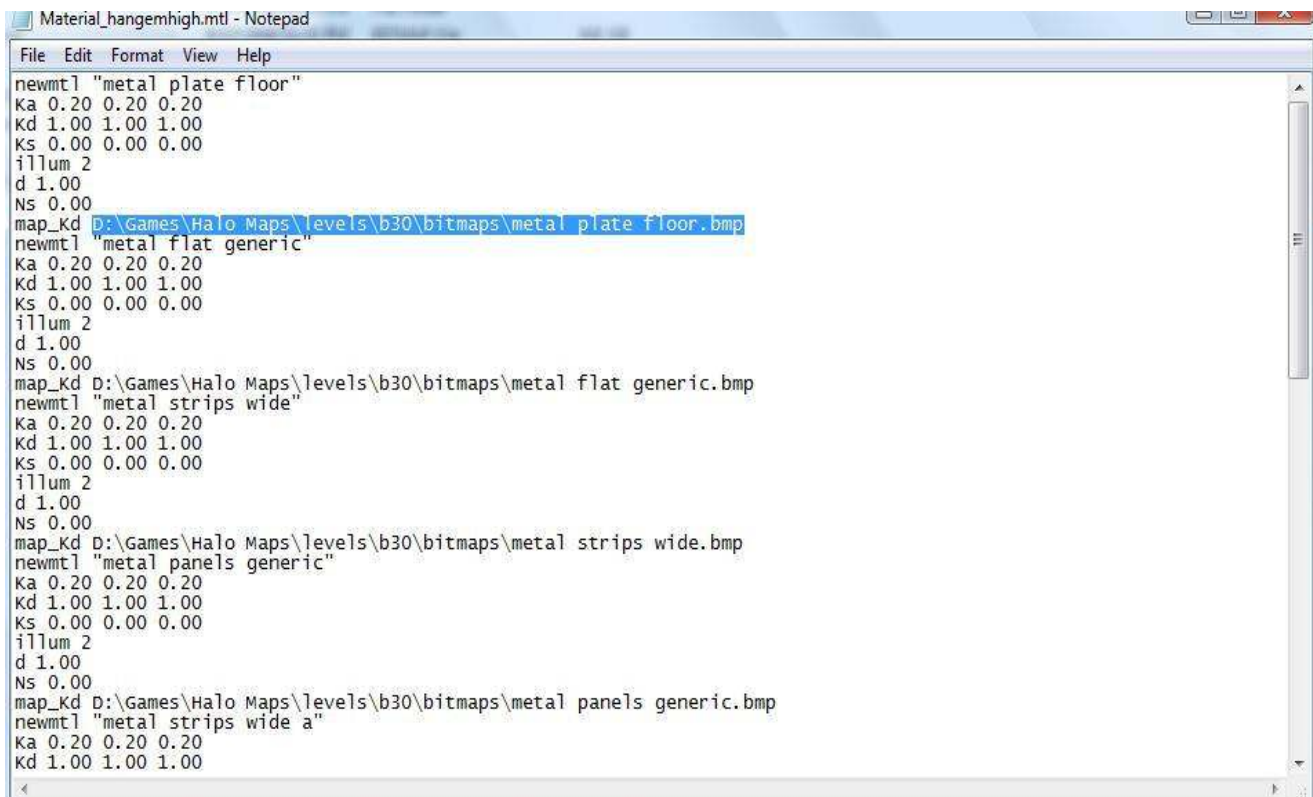
Now is when we start moving along into SubDrag's Hammer tutorial. Get the .obj, .mtl, and bitmaps in the same folder. Open the .obj file with Notepad and replace(Ctrl+H) all " with nothing. Save and do the same with the .mtl but you must also remove the paths before the bitmaps, and there can be no spaces in the bitmap names. So for example metal plate floor.bmp should be changed to metal_plate_floor.bmp. (Only rename the lines with .bmp at the end)

.obj file
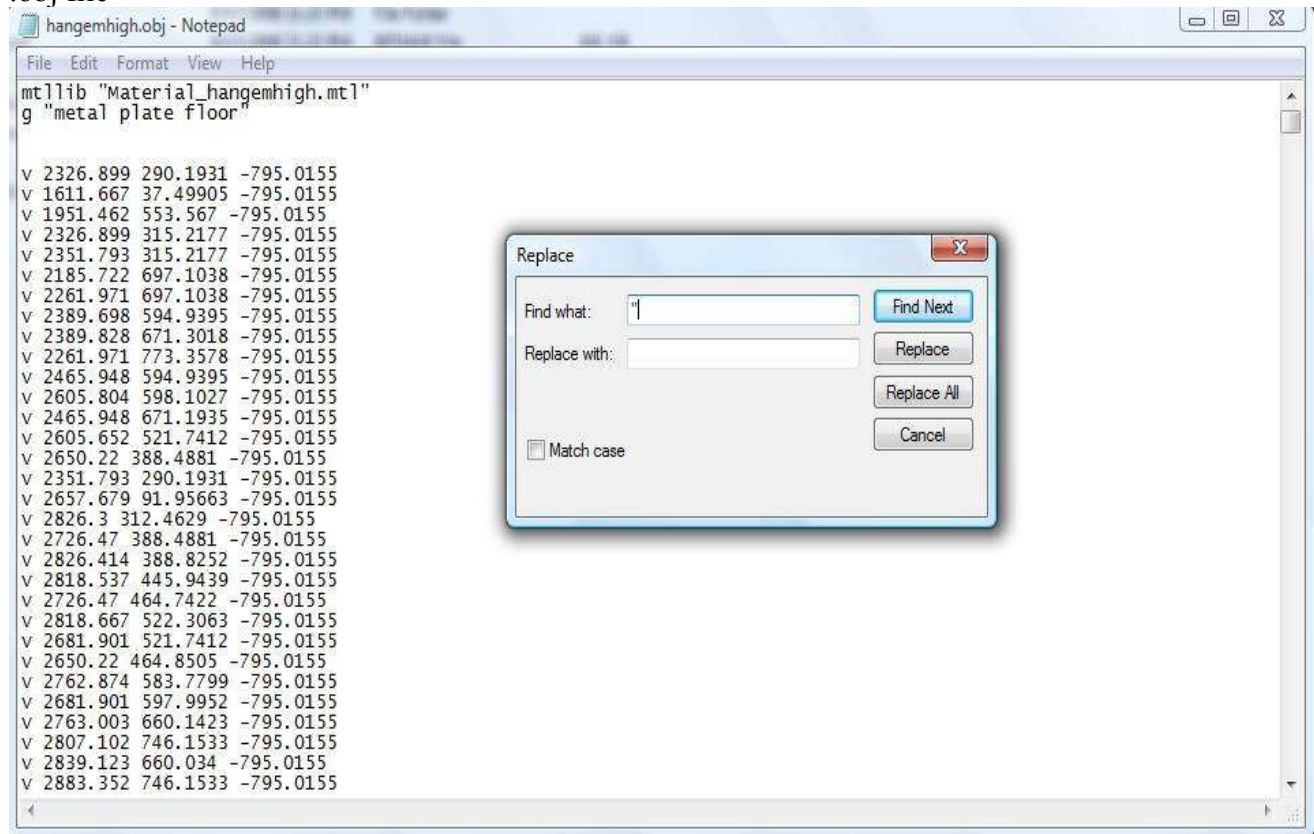
.mtl file

Material_hangemhigh.mtl - Notepad

File   Edit   Format   View   Help

```
newmtl metal plate floor
Ka 0.20 0.20 0.20
Kd 1.00 1.00 1.00
Ks 0.00 0.00 0.00
illum 2
d 1.00
Ns 0.00
map_Kd metal_plate_floor.bmp
newmtl metal flat generic
Ka 0.20 0.20 0.20
Kd 1.00 1.00 1.00
Ks 0.00 0.00 0.00
illum 2
d 1.00
Ns 0.00
map_Kd metal_flat_generic.bmp
newmtl metal strips wide
Ka 0.20 0.20 0.20
Kd 1.00 1.00 1.00
Ks 0.00 0.00 0.00
illum 2
d 1.00
Ns 0.00
map_Kd metal_strips_wide.bmp
newmtl metal panels generic
Ka 0.20 0.20 0.20
Kd 1.00 1.00 1.00
Ks 0.00 0.00 0.00
illum 2
d 1.00
Ns 0.00
map_Kd metal_panels_generic.bmp
newmtl metal strips wide a
Ka 0.20 0.20 0.20
Kd 1.00 1.00 1.00
```

When you are done removing all paths and renaming all the bitmaps in the .mtl, save it and rename the bitmaps in the folder. Note that you MUST resize all bitmaps to either 32x32, 32x64 or 64x32 and you must change their color to 256 colors(8-bit). So far, so good. Now all you need to do is follow SubDrag's tutorial, and you will be able to edit the Halo map in the Editor. Good luck! So far the only issue with these maps is that the map's geometry somehow allows bullets to go through walls and floors so you are able to hit anyone from anywhere in the level.... I hope someone can find a fix for this, it could probably be fixed when converting the tags, so go ahead and experiment to see what happens.

Some notes:
- Some Halo maps use a texture called c10_inv.bmp i believe, you must remove it from the obj and .mtl because it shows up in GE as an invisible texture or as a black polygon suspended in the air.

- You have to be careful with clipping and what you clip, remember to use the "F" key while clipping tris in Room Positions to save time.