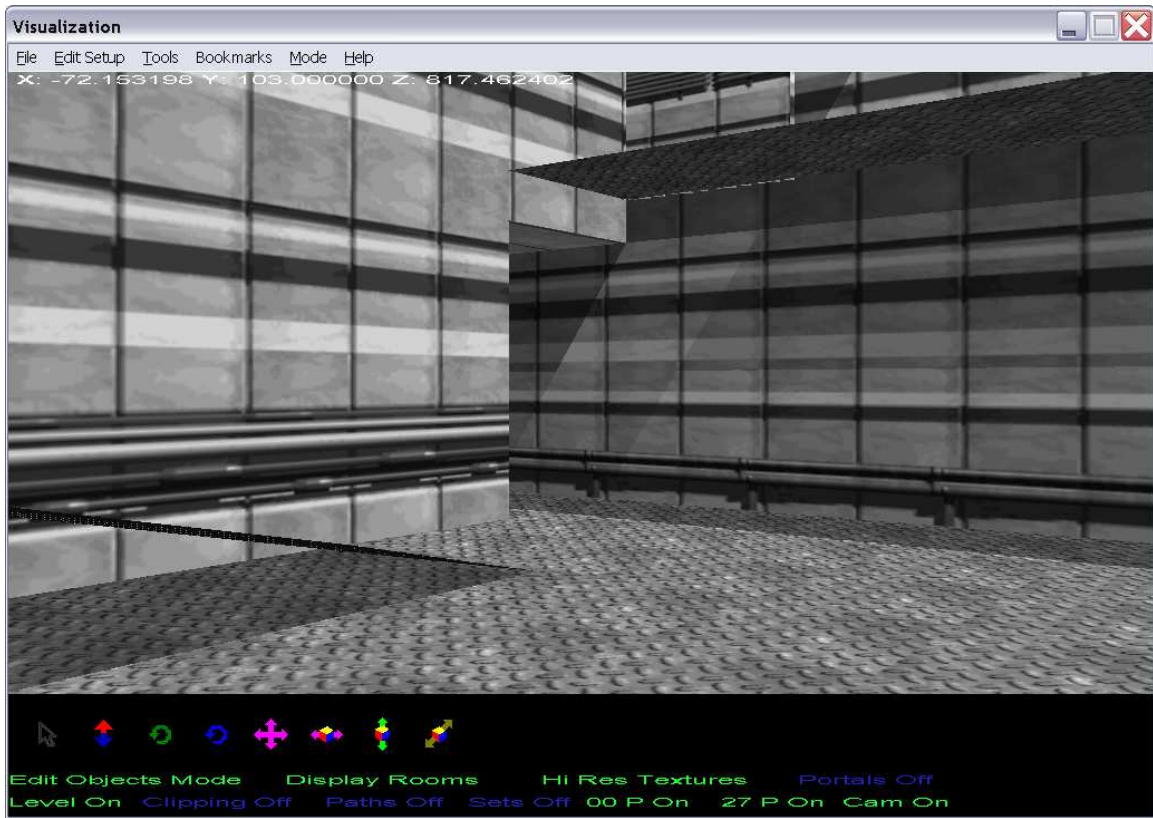# Goldeneye Setup Editor V2.0 Making Path Presets
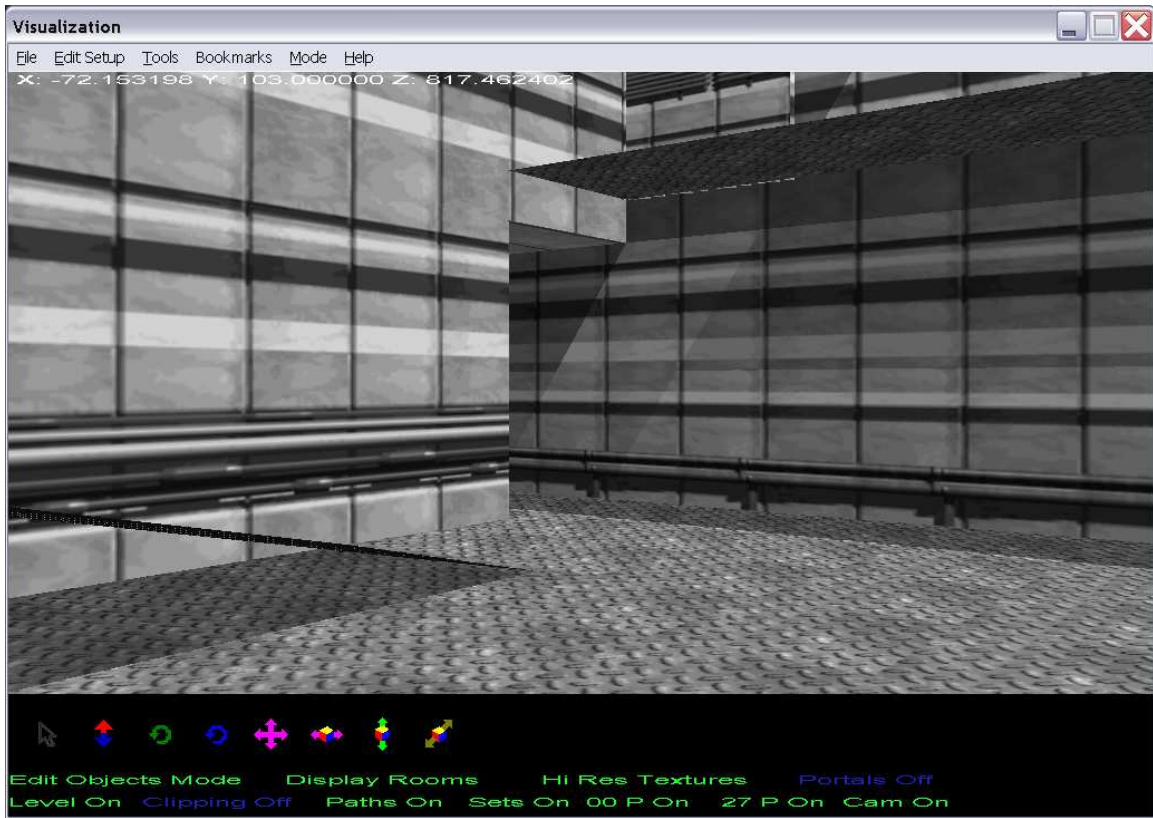
By SubDrag

You don't need to do this for all of the Single Player levels. Just simply open the file, and do Tools -> Make Level Barebones. The green path presets allow guards to traverse a level.
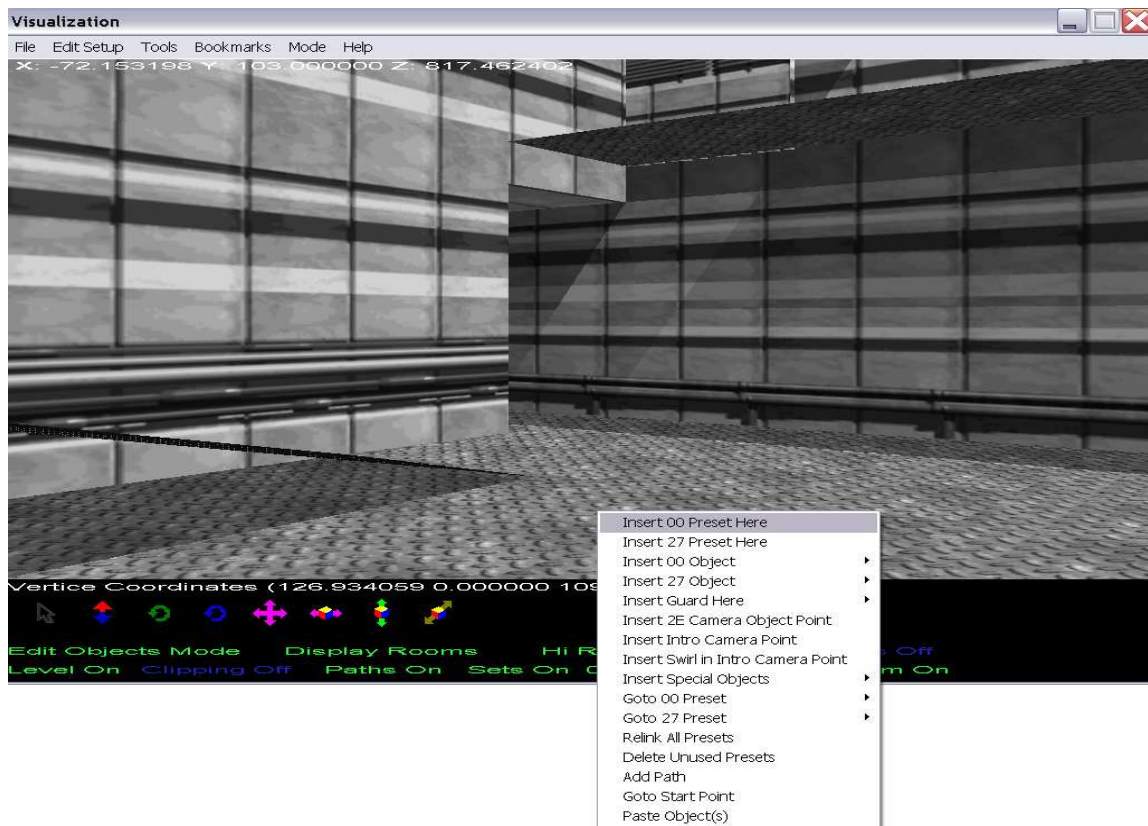

First you will want to open an uncompressed file of a level without path presets.
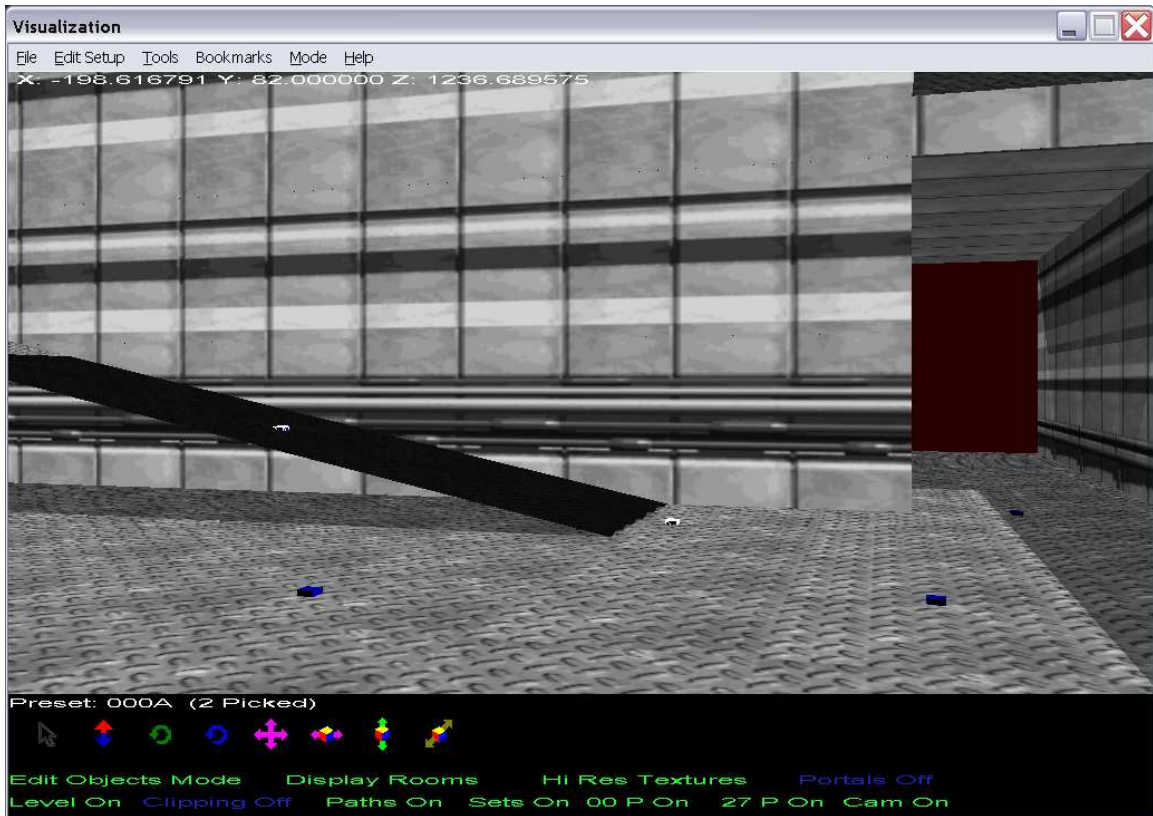
Lets try Complex.
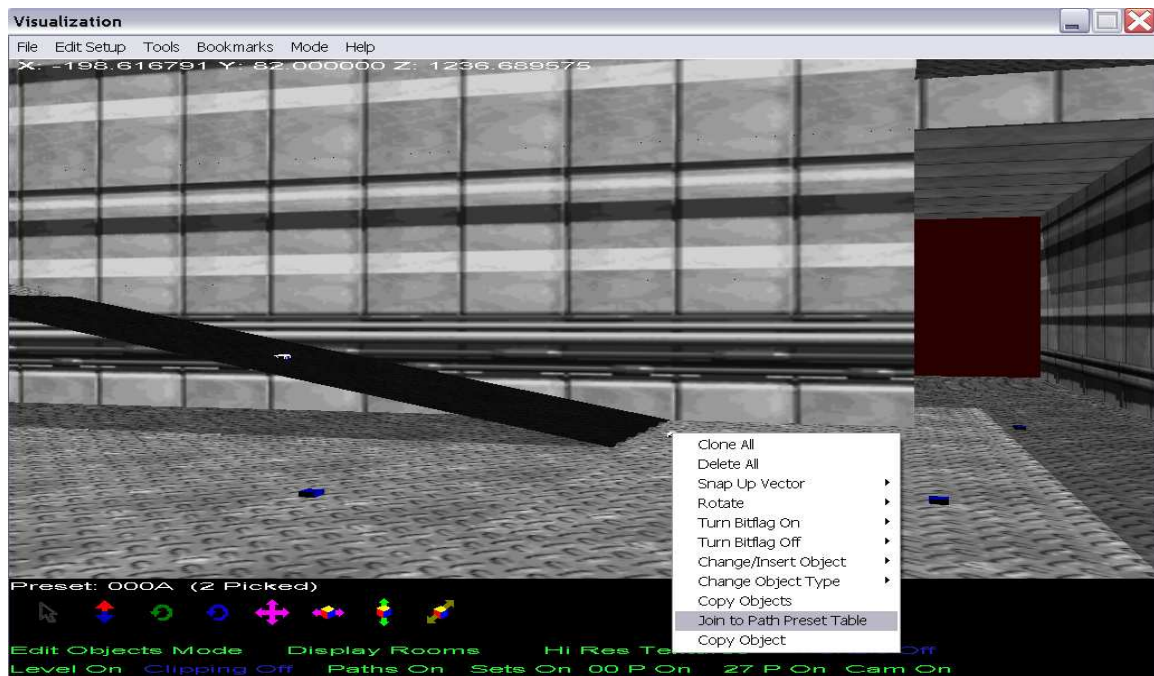
Toggle one Sets and Paths (P On means paths).

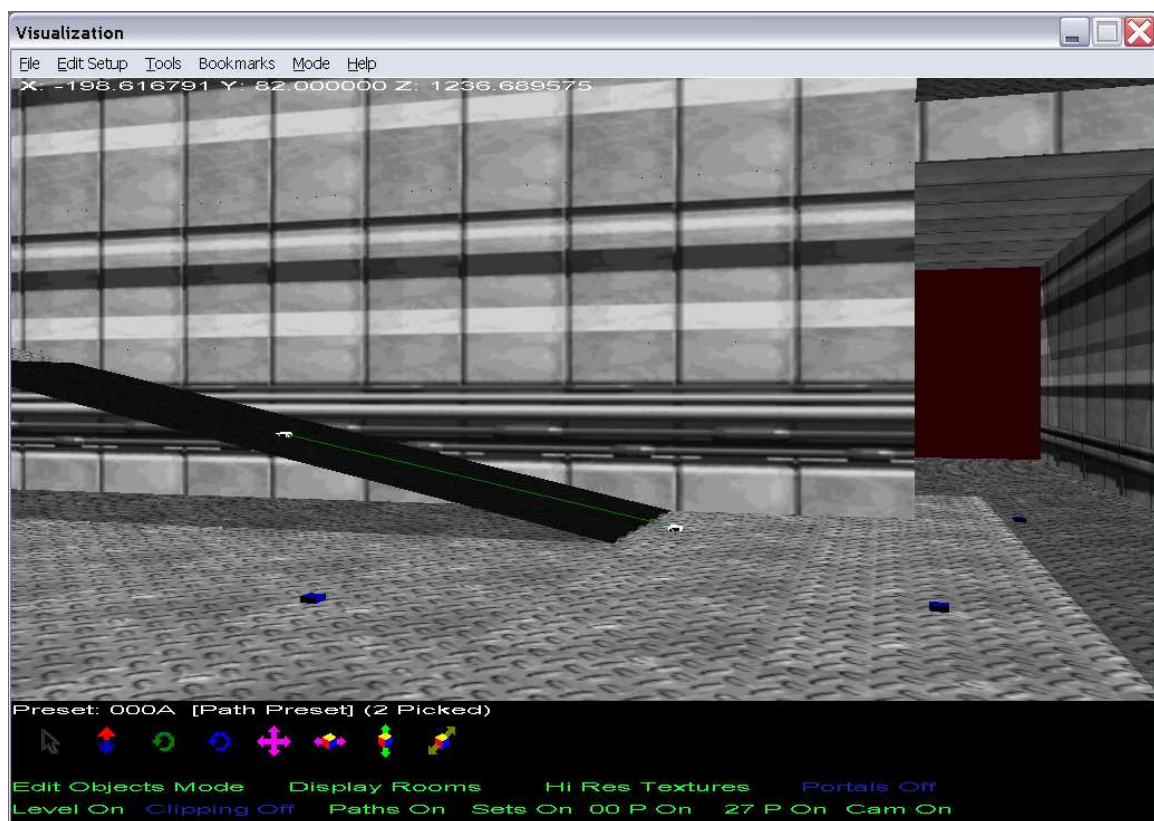Insert 00 presets. These form the path presets.

Now we are going to place 00 presets where guards can walk. They can't go through walls, and must be logical. Every SINGLE path preset must be linked to another one.

In this case, we're going to connect the guards so he can go up stairs. Choose the two presets here.
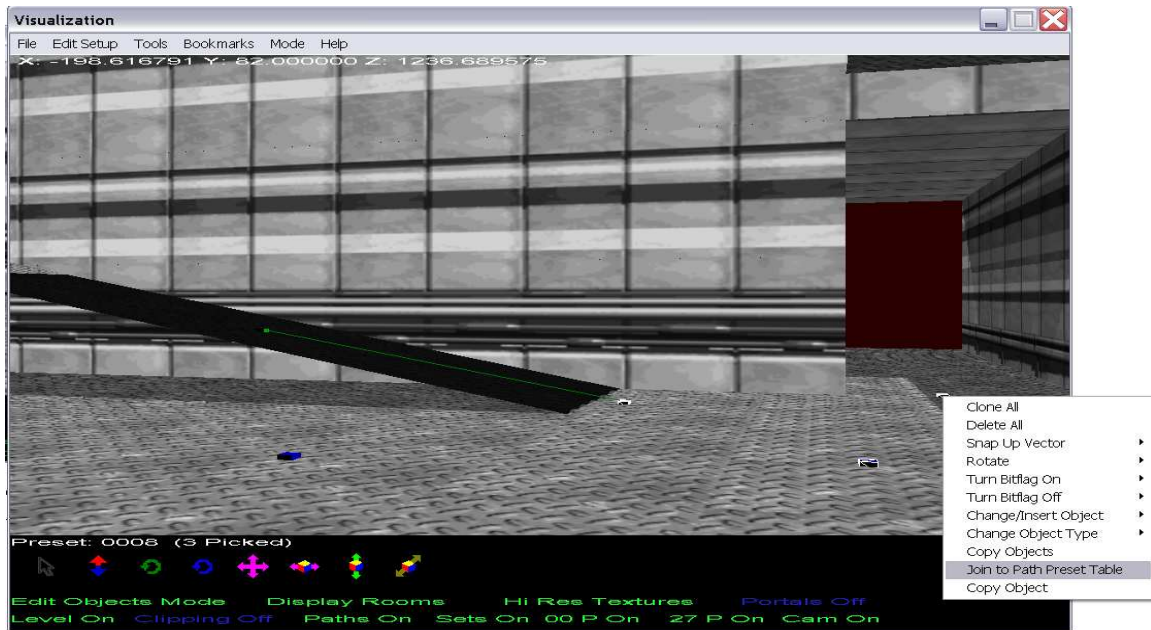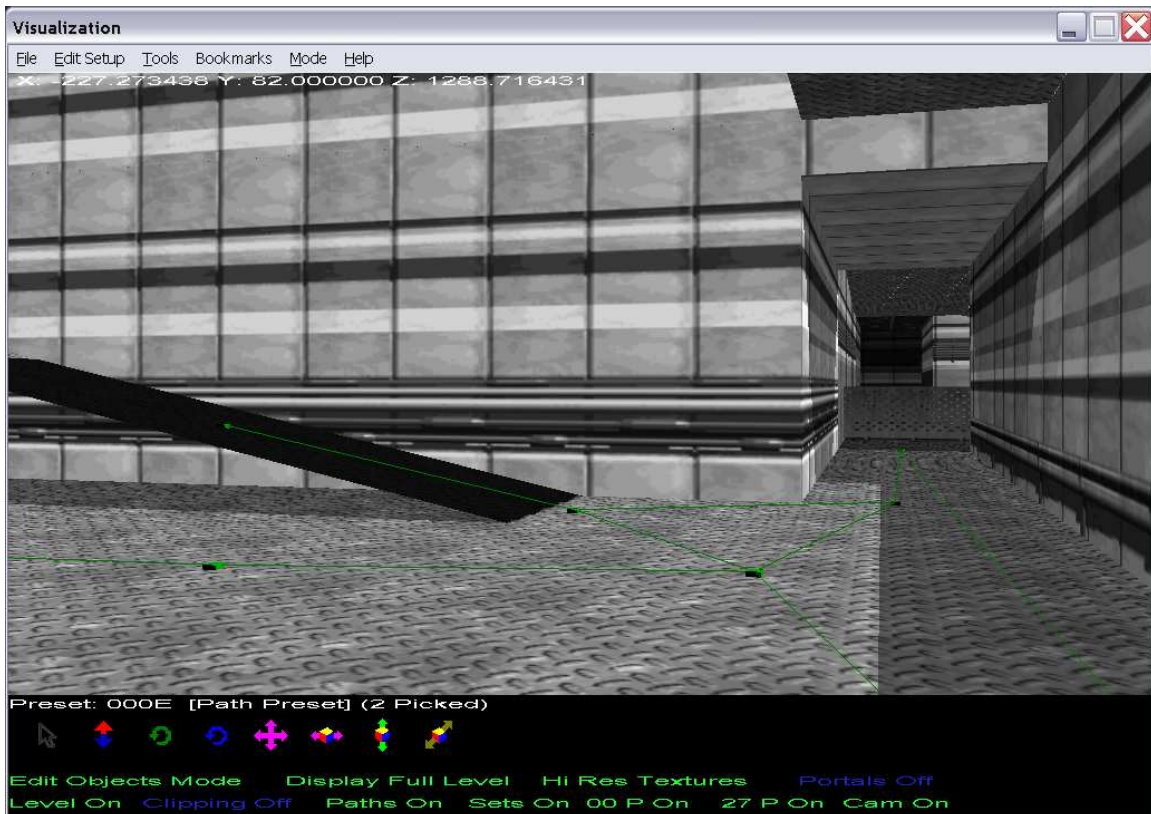
Now choose Join to Path Preset Table.

Great, they turned green and you can see the connection.

Here we want three to be connected. Every time you join path presets, it links all the path presets to each other. So be careful, because otherwise your file size will explode. Only do the ones directly connected.

It takes a lot of quicks, but you'll be done in no time. Now your guards can walk around the level without lagging it!