

HOW TO APPLY IPS PATCHES TO YOUR GOLDENEYE ROM

You are here because you want to play the new GoldenEye multiplayer levels. Right? You want to play levels like Block Fort, Citadel, Car Park, G5, etc, etc. Well this is the tutorial you've been waiting for! Perhaps you've heard or seen new multiplayer levels being played online. There are many many reasons why you want to know about applying IPS patches to your GoldenEye rom. The amazing new achievements in GoldenEye hacking from the gods like Wreck, Subdrag, Zoinkity and bmw have no doubt brought you here. These guys have brought you the evolution of GoldenEye!

Just think, in moments you can play bmw's single player mission Library or Zoinkity's map pack with G5, Citadel, and Car Park in GoldenEye. And of course there are many many more GoldenEye levels that you can be playing thanks to applying IPS patches.

Only 11 steps to learn so let's begin! Also, if you have problems or if your ROM won't work properly, then I strongly recommend you read [SubDrag'g GoldenEye Setup Editor FAQ](#).



Download the New GoldenEye Multiplayer Level IPS Patches: [[NGPA Edition 1.0](#)] [[Zoinkity's Map Pack](#)] [[bmw's Map Pack 7.0](#)] [[Banjo Kazooie Map Pack](#)]

IMPORTANT NOTE: An IPS patch can only be applied to a rom once. Use a fresh, original GE rom when you are applying an IPS file.



Download the updated Mupen64K 079 .ini file so that the proper ROM names will appear in your list: [[Mupen64K 079 ini Updated](#)]

STEP 1: DOWNLOAD AND INSTALL SUBDRAG'S GOLDENEYE SETUP EDITOR V2

[[DOWNLOAD](#)]

Enjoy this masterpiece of a program. I can't begin to tell you the thousands of things this editor is capable of doing with GoldenEye. You need to read some of the help files and tutorials and start creating some of your own GoldenEye levels. This program makes it as easy as possible. For this tutorial on applying IPS patches, you will just be utilizing a tiny portion of the editors capabilities.

will this work on Windows Vista? Yes, but you need to read [SubDrag'g GoldenEye Setup Editor FAQ](#).

STEP 2: CREATE A FOLDER WITH A NAME INDICATING THE IPS PATCH CONTENT

I will suggest keeping this easy as possible while you are new to this. So, create a new folder somewhere on your computer. You will want to name this folder as a description of what the IPS patch content is. For example, if you are going to patch your rom with Wreck's Caverns Frontzone, then name the folder "Caverns Frontzone IPS Patch". Use your own judgement for naming your folder.

STEP 3: COPY AND PASTE YOUR GOLDENEYE ROM INTO THE FOLDER FROM STEP 2

This is self explanatory. Basically I'm telling you to make a copy of your rom instead of using your original. This is a precaution just in case something goes wrong during your IPS patching. Use a backup, not the original!

STEP 4: COPY AND PASTE THE IPS PATCH INTO THE FOLDER FROM STEP 2

There are two main sources for you to find IPS patches. The best is [SubDrag's GoldenEye Vault](#). Browse there and find some incredible new levels! Your other source is the [ShootersForever.com Forums](#). Check the GoldenEye sections of the forums for new GoldenEye levels and IPS patch files.

IPS patches are very small files, most times less than 5,000 KB. Some are even less than 200 KB.

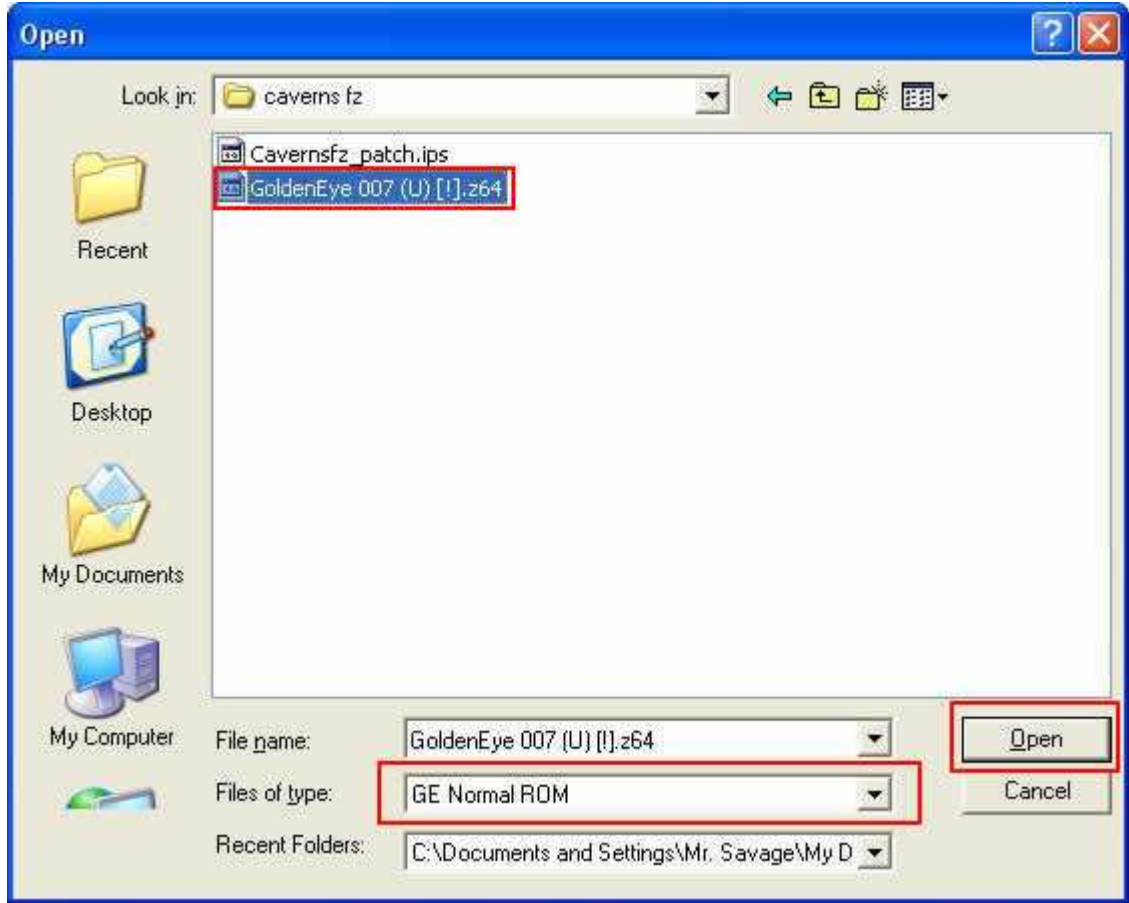
STEP 6: OPEN SUBDRAG'S GOLDENEYE SETUP EDITOR V2

After opening the editor, follow what I've done here. Click on "Tools" and click on "Apply IPS Patch".



STEP 7: FIND YOUR GOLDENEYE ROM

I've drawn a red highlight on the important portions of this step. First, click on your GoldenEye rom, then click "Open".



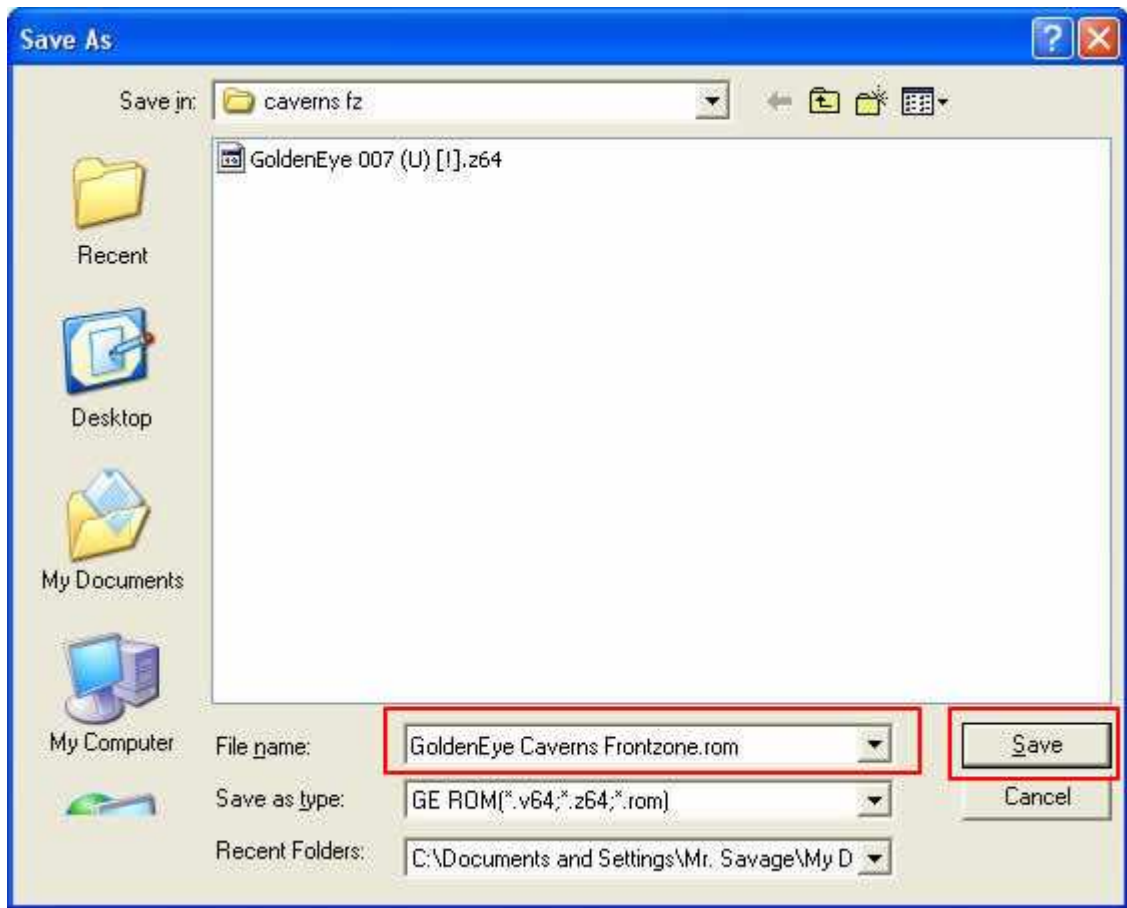
STEP 8: FIND YOUR IPS PATCH FILE

After clicking on your IPS patch file, click on "Open". Note that your IPS patch file has the .ips extension.



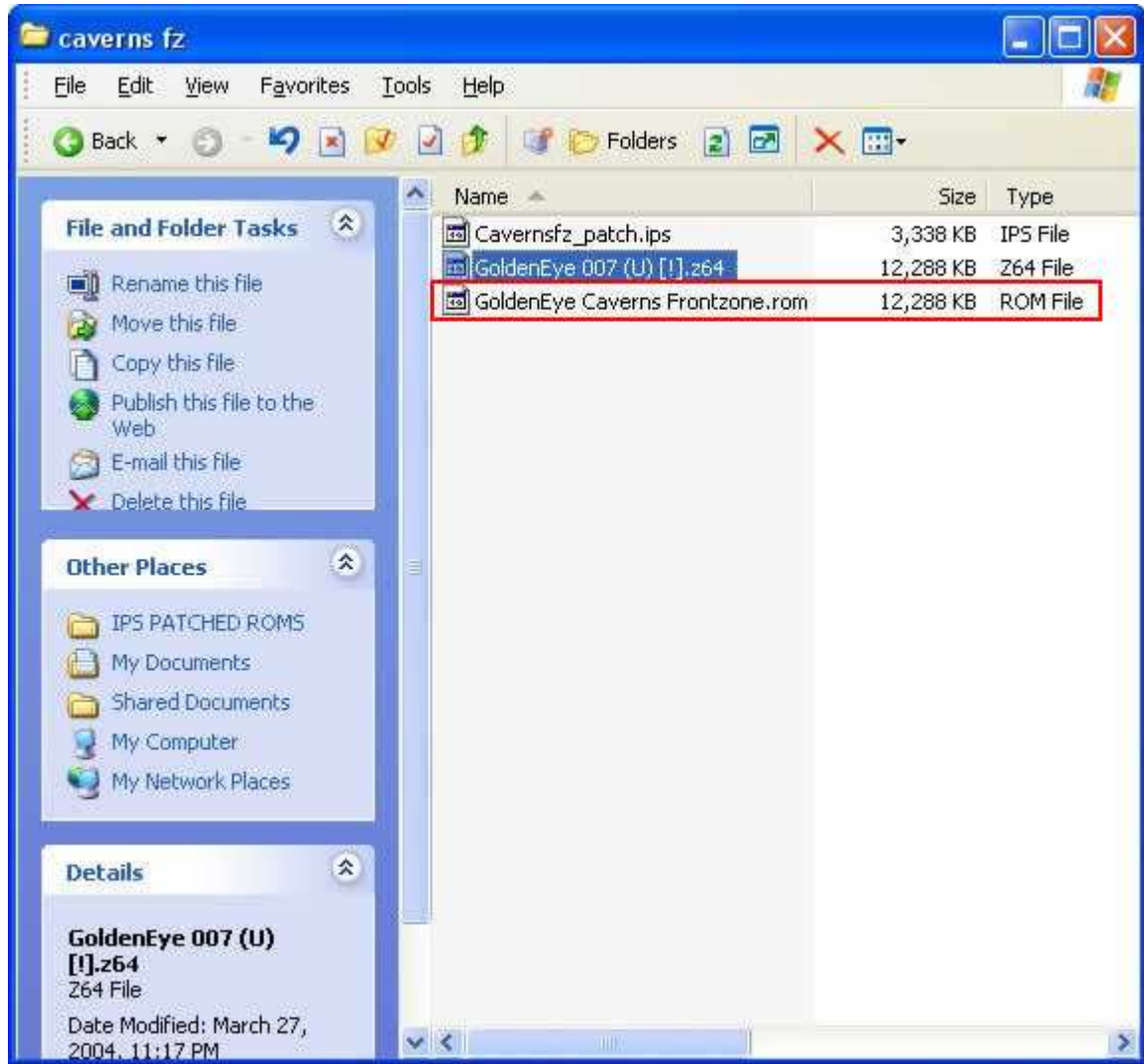
STEP 9: CREATE A NAME FOR YOUR NEW GOLDENEYE ROM

This step is tricky. Name your rom whatever you want, but remember to add ".rom" to the end of the name. Notice that is the screenshot here. You should name your rom with a matching description of the IPS patch. As you can see, I've named my rom cleary. After you've named it, click on "Save". Now, did you remember to add ".rom" to the end of your name??



STEP 10: VERIFY YOUR NEW ROM WAS CREATED

As shown here, I've used Windows Explorer to verify my newly patched rom exists!



STEP 11: PASTE YOUR NEW ROM INTO YOUR EMULATOR ROM DIRECTORY

This is an obvious step, however it's worth mentioning because your emulator will not likely recognize this new rom. Say what?

You will need to "Refresh your ROM List" regardless of what emulator you are using. Don't panic if you don't see it listed in your emulator. Chances are you will see "Unknown Rom" in your rom list. That's okay, it will play properly. It won't matter for online play with Mupen64K either. If you are hosting a game with your unknown rom, then you will confuse other players because they won't know what rom your are actually playing.

The problem is, the emulator uses an .ini file which identifies your roms and makes them display properly in your rom list. The .ini file is not updated for your newly patched rom. If the .ini file that comes with the emulator is updated with the IPS patched roms information,

then you will see the proper rom name listed. An example of this is "GoldenEye 007 (U) [H] (zoinkity's MapPack)". If you patch your rom with Zoinkity's MapPack IPS patch, Mupen64K will recognize it and list it properly. You can find updated .ini files on the ShootersForever.com [Forums](#) soon. I will not include editing your emulators .ini file in this tutorial at this time. Be assured that the most commonly played IPS patched rom names will be included in the updated Mupen64K .ini file.

Currently, Mupen64K will recognize **Zoinkity's MapPack** patched roms and **BlockFort** patched roms.