GPLWALLCHANGER release 1.0.3 **Verona, 15/02/2005**

I have realized this program for being able to modify the original circuits of GPL, the fantastic simulator by Papyrus for SIERRA.
Having realized two tracks for GPL (Nivelles and Campalto) I got fascinated by the Job of the Monaco Rock team.
I have start working on some improvements of this track mainly the port area.
Proceeding with this work, I met several difficulties that made me think about a way to work in an easier way, the realization of a program that could help me in the development of my project.

With GPLWALLCHANGER 1.0.3 you can :

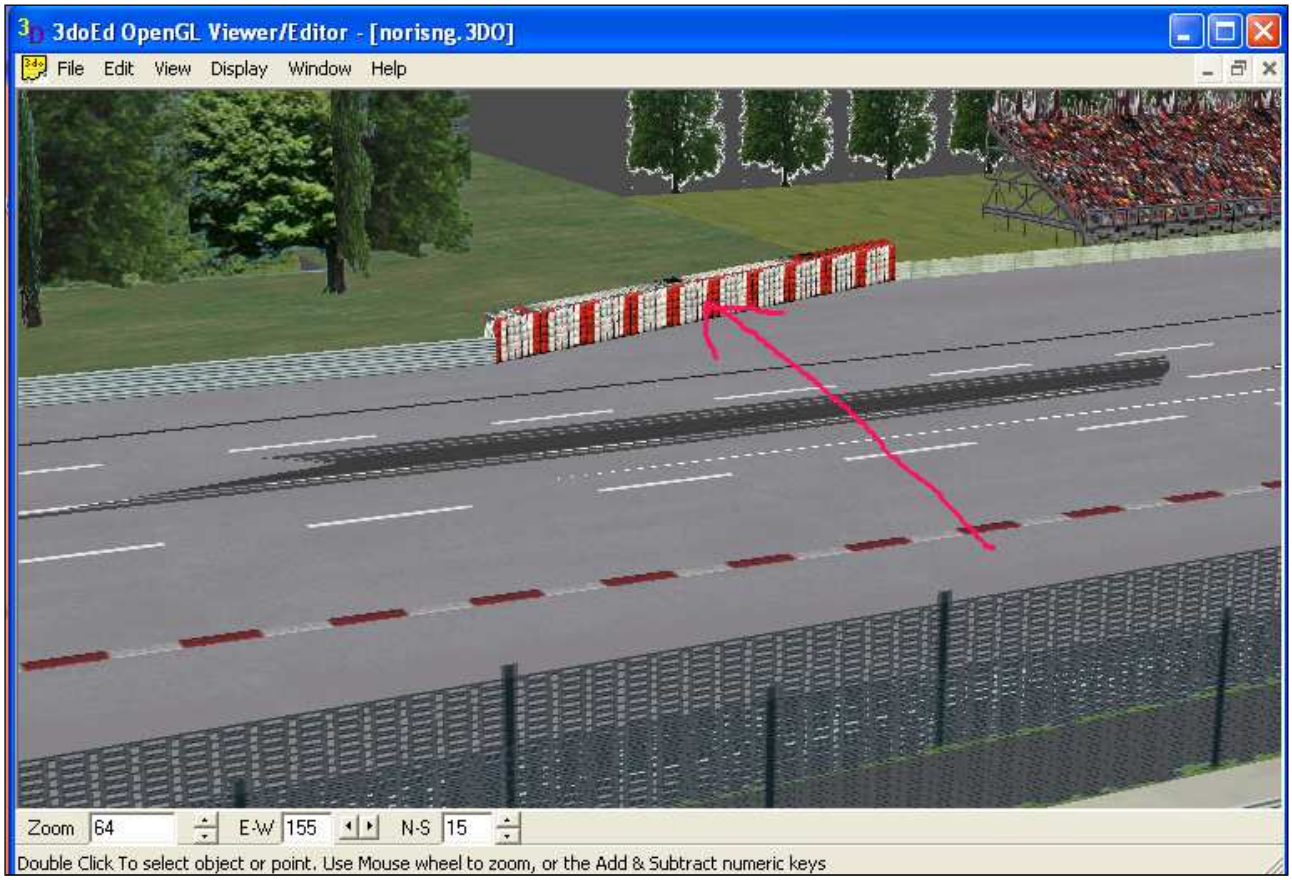
1) Insert new textures in the 3do file without have to replace others
2) Insert 3do or srb objects in sostitution of one already existing
3) Modify the positions of 3do and srb objects
4) Modify the texture of every single wall of the 3do file

Here follows an example of a substitution of a texture on a wall:

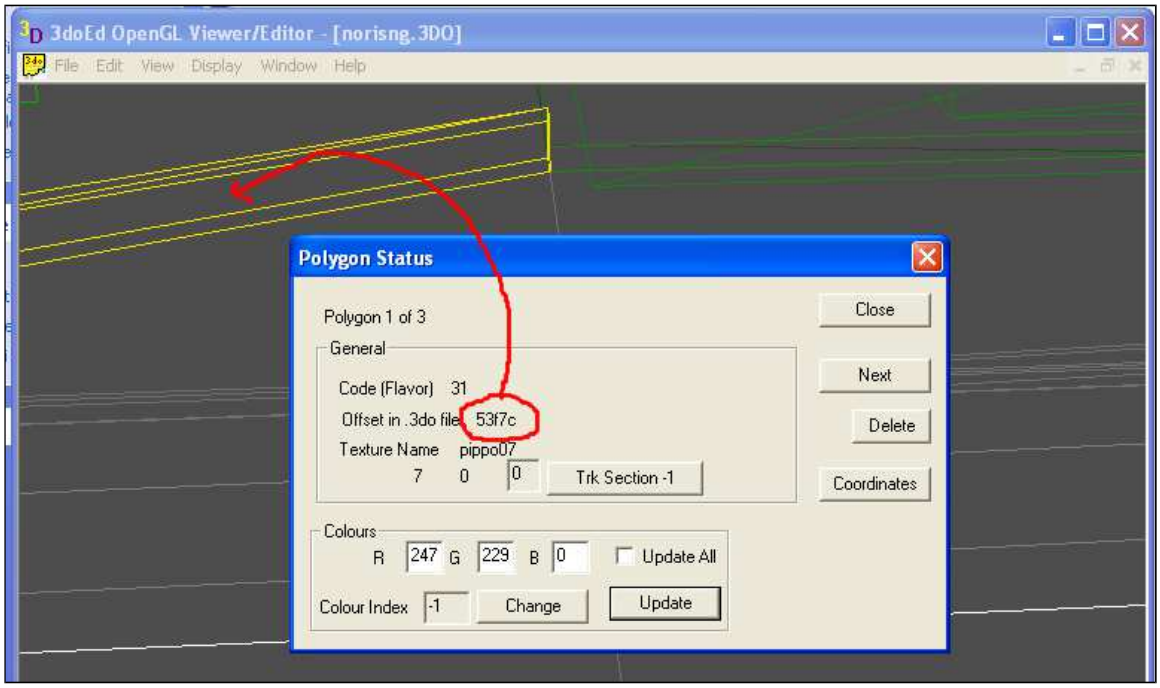
Example 1:

We want to replace one texture on a determined wall of the Norising track.

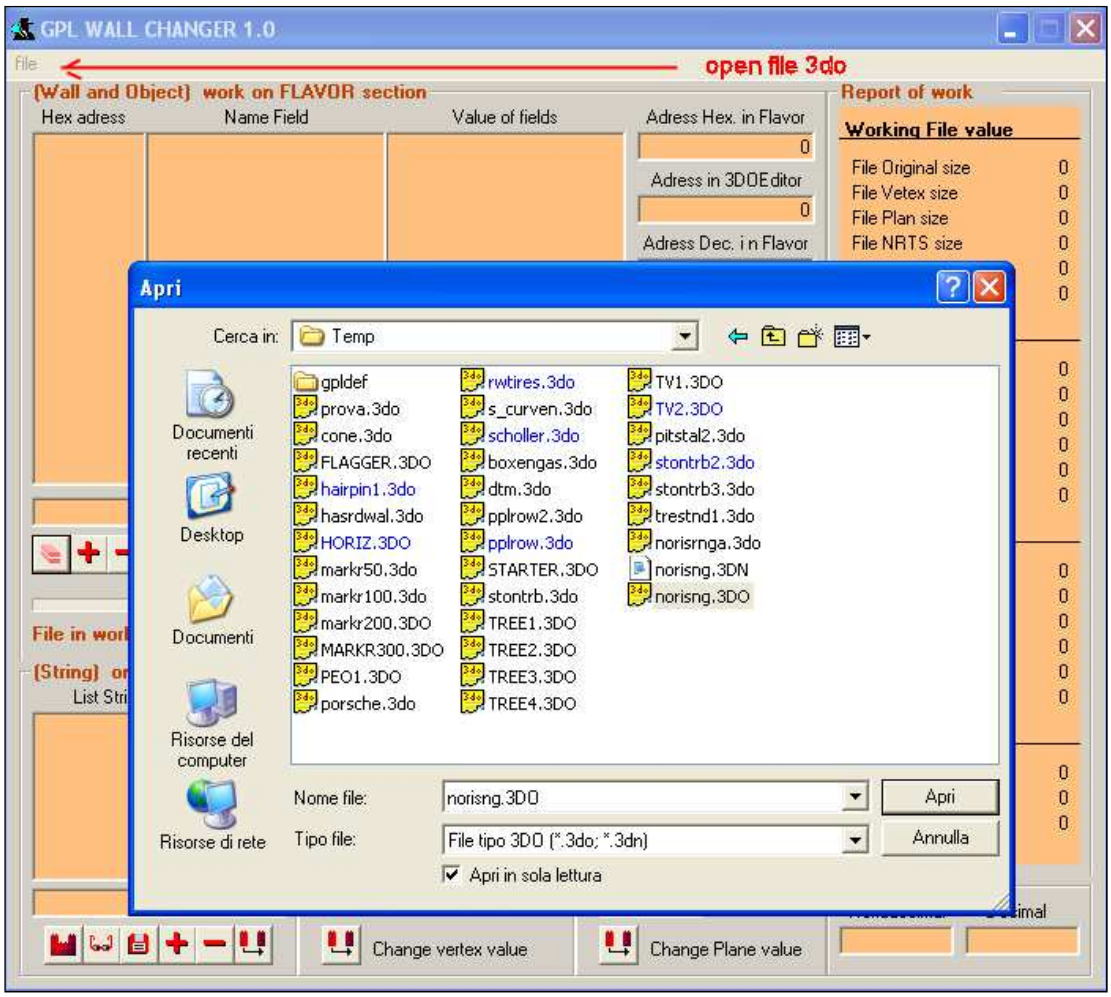
- Using the program **3DOED** by **Dave Noonan** we find the hex address of the wall we want to modify:



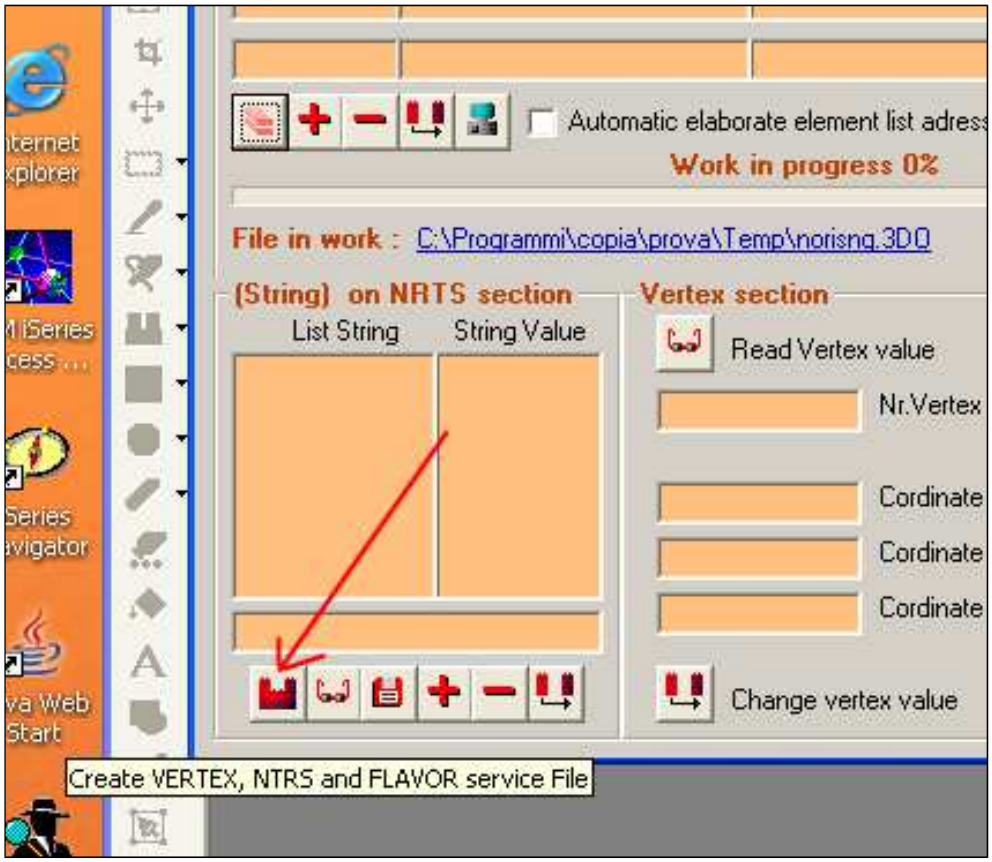
- We find the address and we copy it in memory



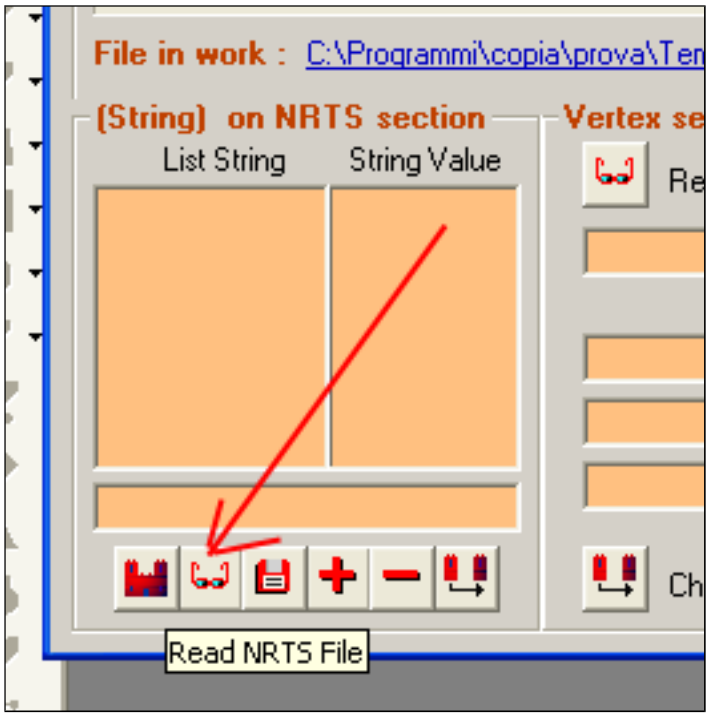
- Now open the file Norising.3do with GPL WALL CHANGER



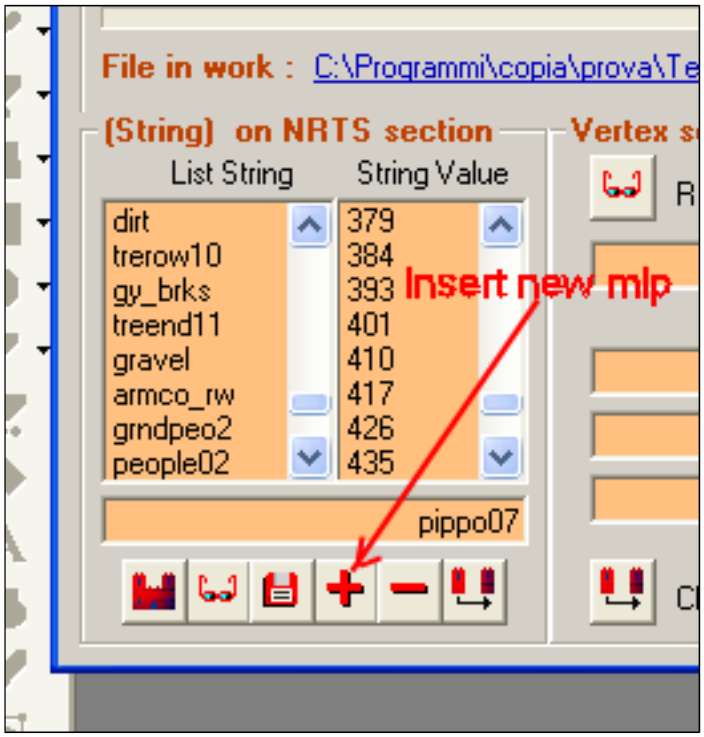
- We create the service file that will be needed during the job **(NTRS.ndn, Vertex.Ndn, Flavor.Ndn)**



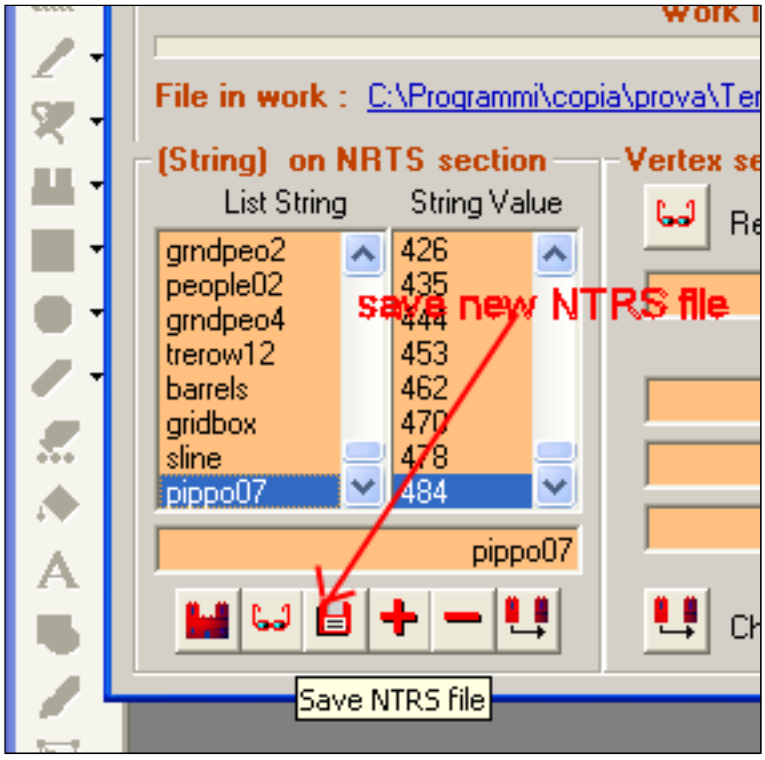
We now can read the file **NRTS.ndn** wich contains the names of the Textures, the 3dos and the Srbs stored in the Norising.3do file



- We now insert the name of the new Texture file (MIP) that we want to insert in the Norising.3do file



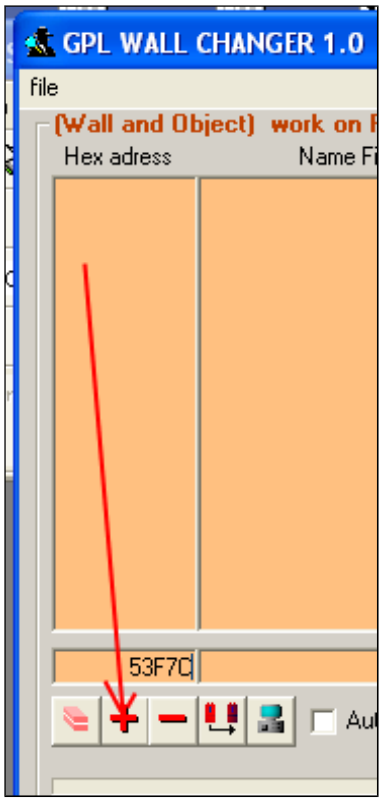
- We add it to the list



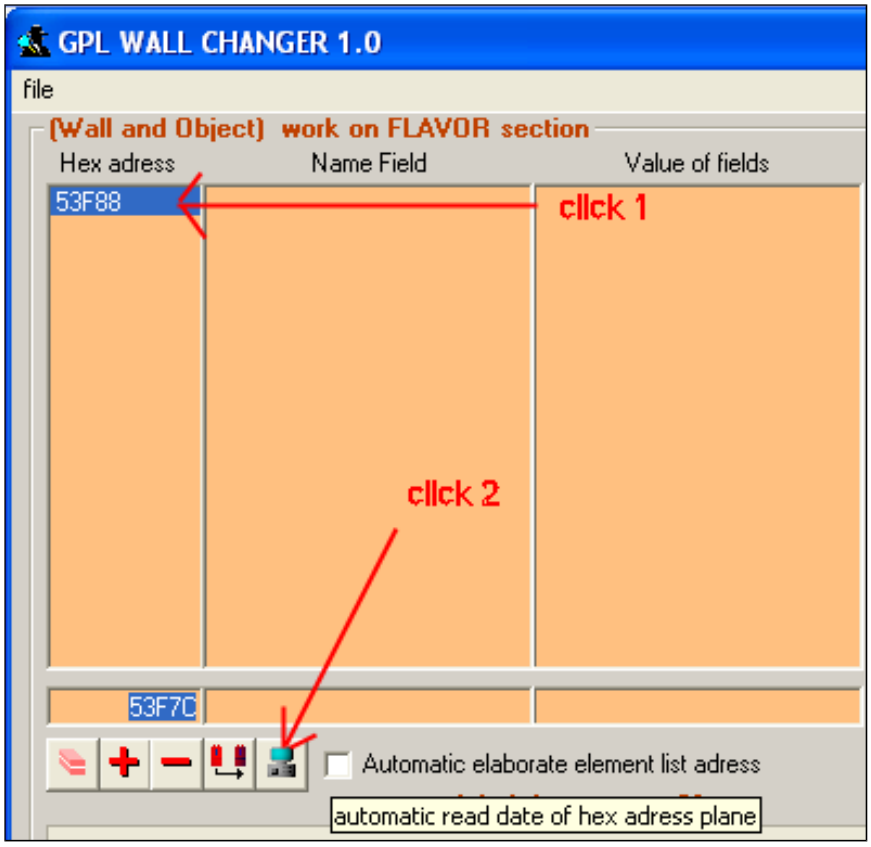
- We save the **NTRS.ndn** File.

N.B. If we don't do this, the insertion will be not completed.

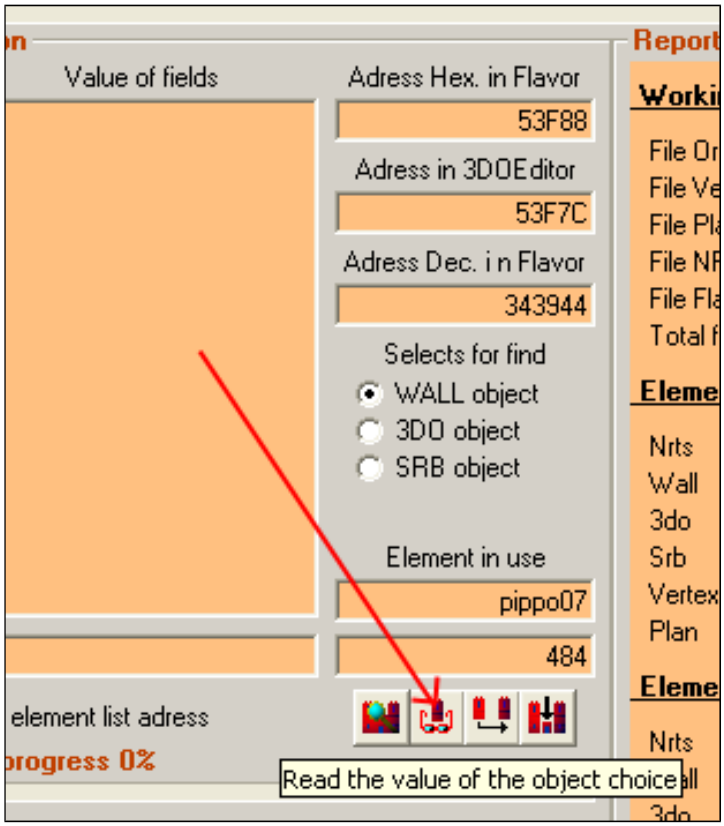
- We now insert the hex address value we copied before with the program **3DOED** by **Dave Noonan** and add it to the list



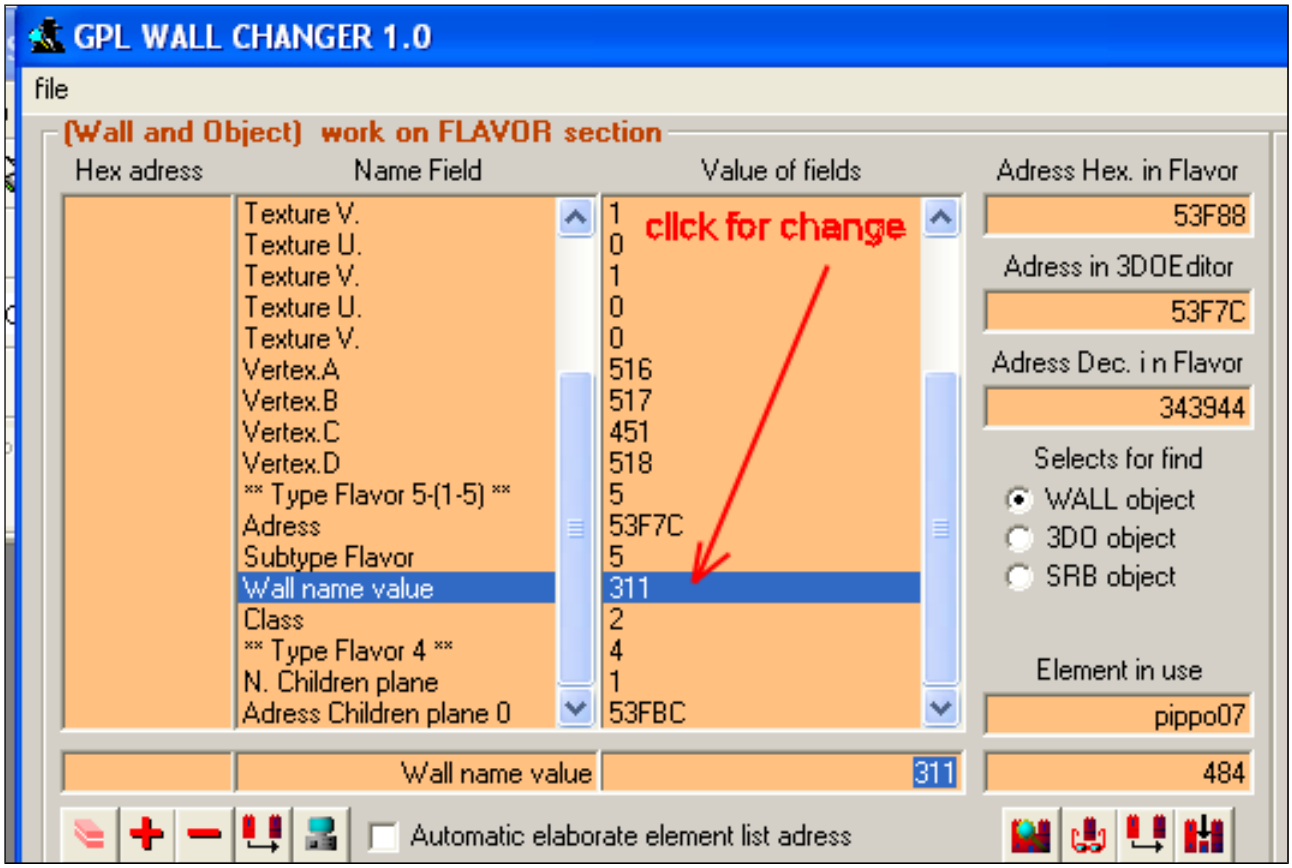
- We select with the mouse the address **(click1)** and elaborate it **(click2)**



- We now read the values of the wall chosen for our modification

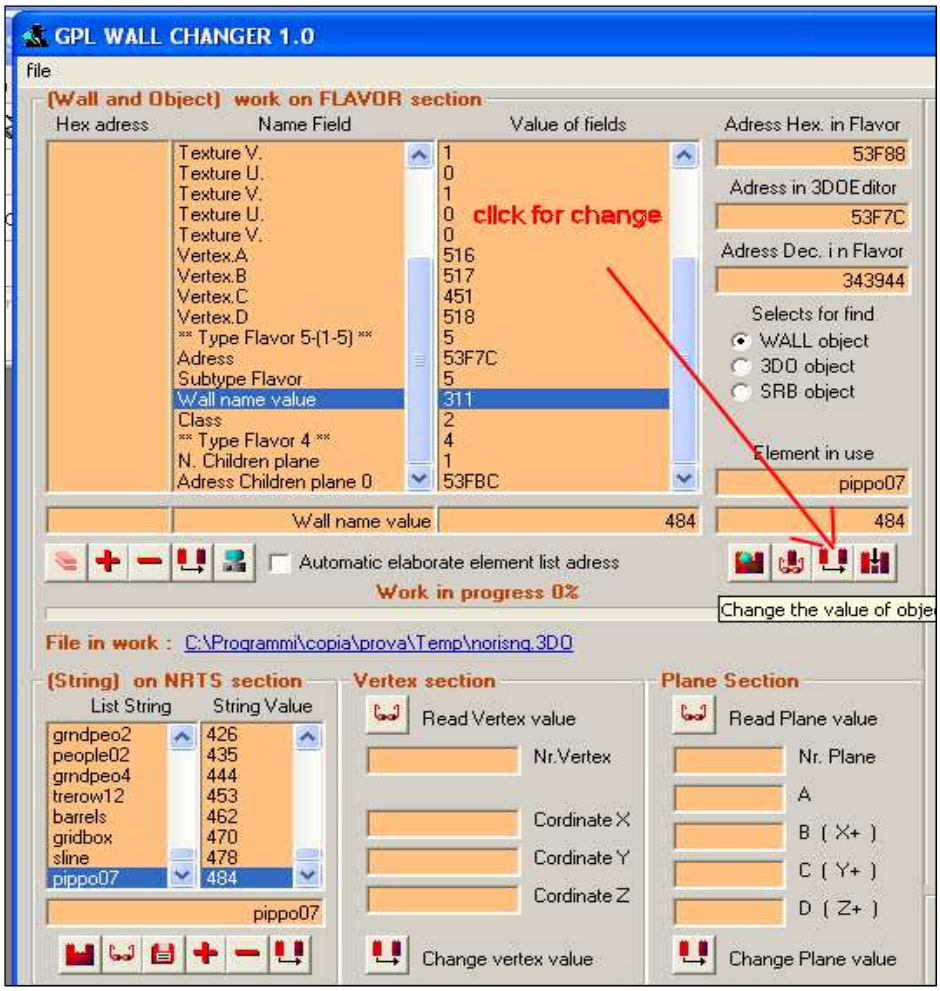


- We access to the modification of a parameter (i.e. Wall Name) by selecting it with the mouse

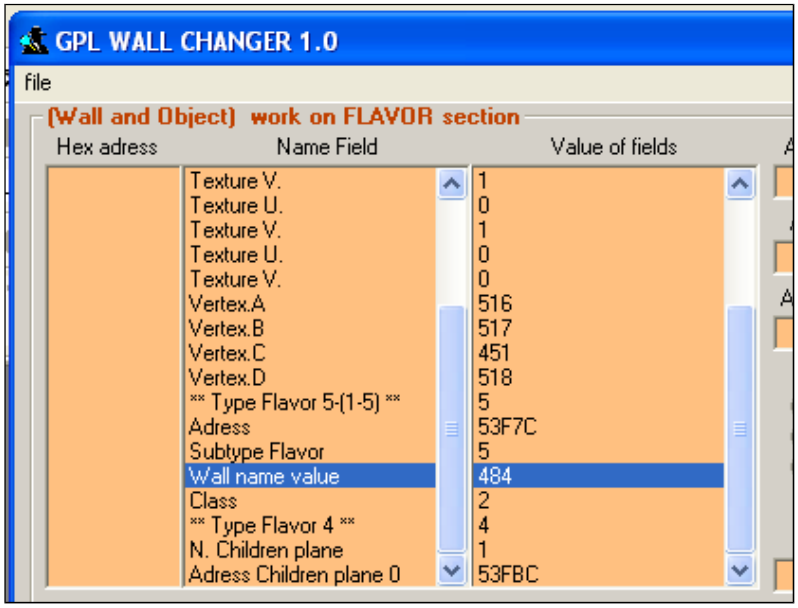


- We now insert the value we wish **(pippo07)** code **(484)** typing it or

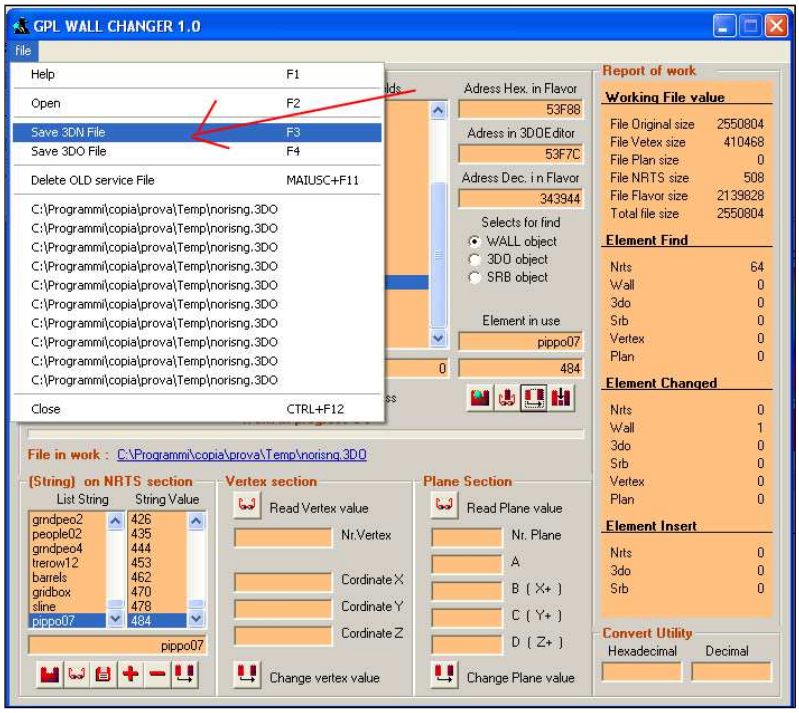
- Selecting **pippo07 (484)** with the mouse from the list **NRTS.**
- To apply the modification just push the key **(Change the value of object)** like showed in the picture



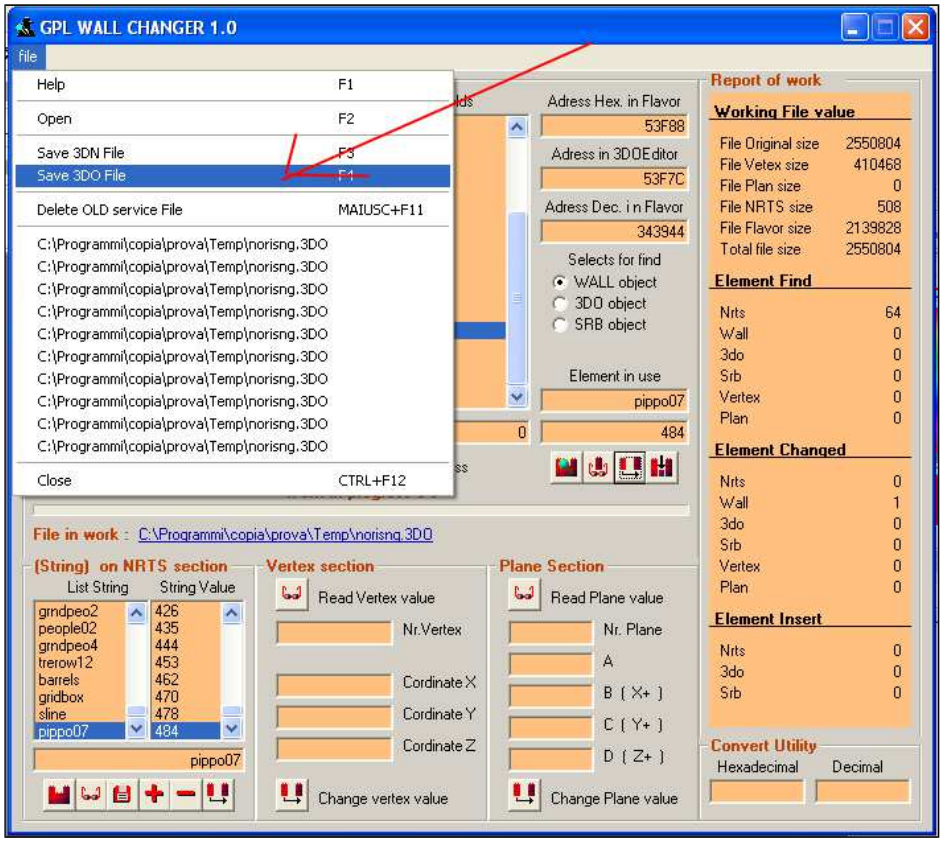
- We can now see the result, the modified value is on the list.



- We now save the file in **.3DN** working format

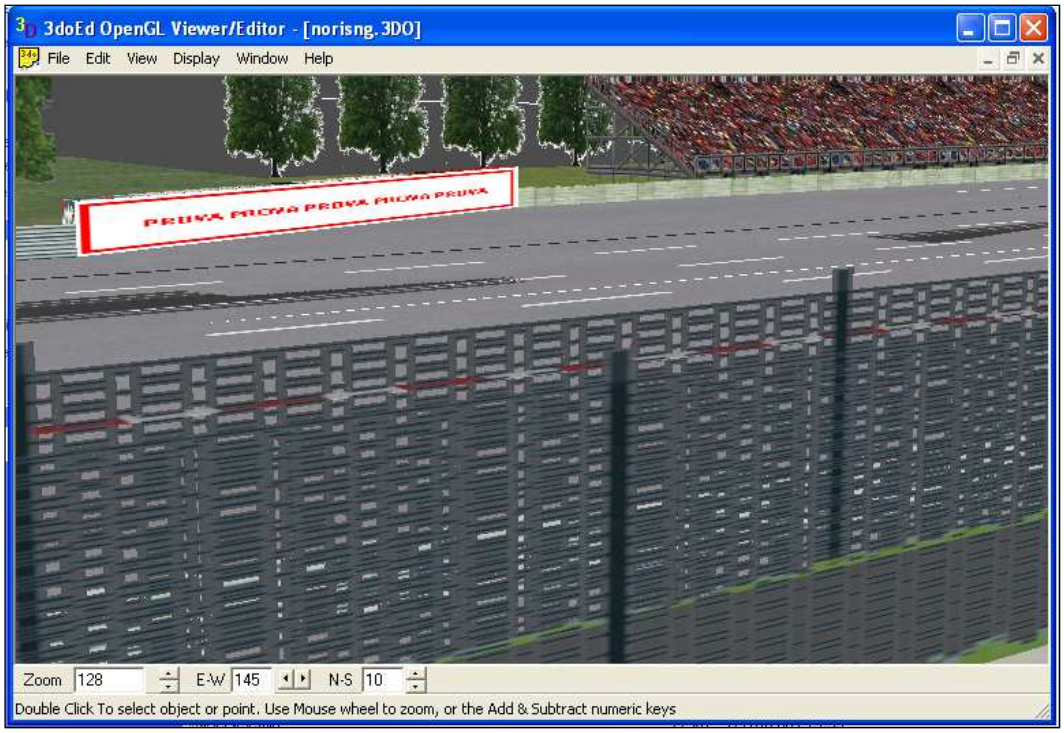


- If we want to check the result of our modification on the file 3DO, we confirm the modification to the file .**3DO** saving it.

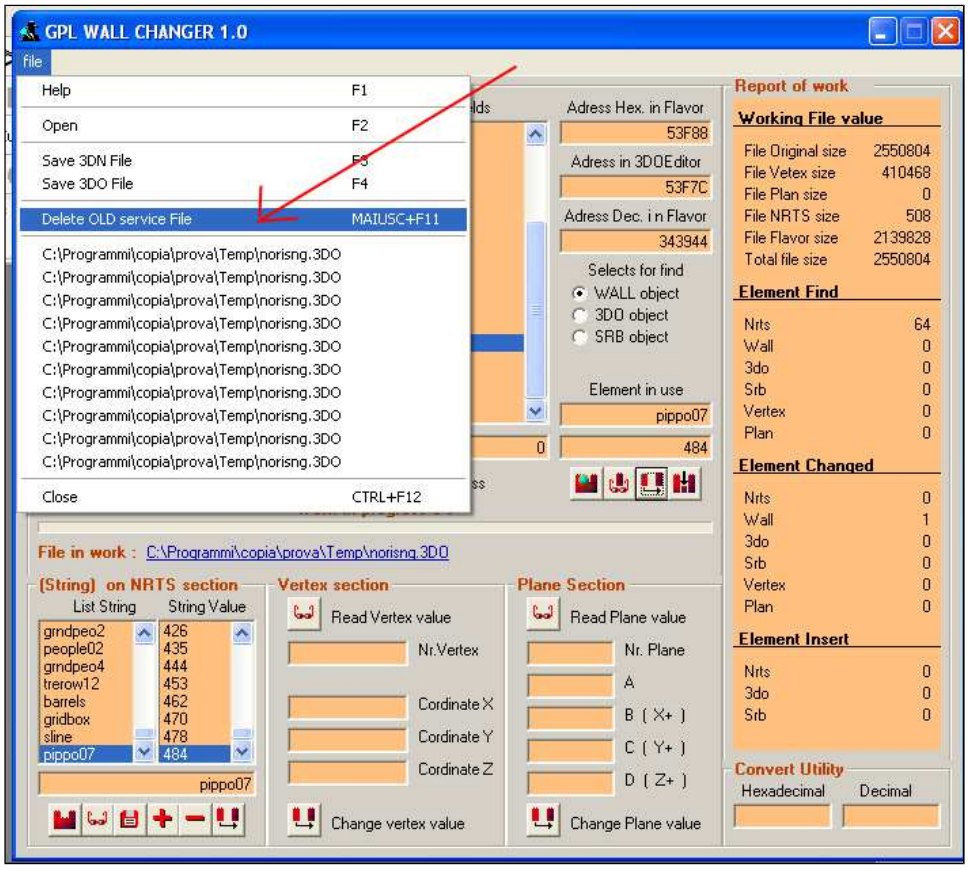


P.S. when is made a modification to the file 3do, is always saved a backup copy .SRI with file name, date and hour of the saving

- We now verify using **3DOED** by **Dave Noonan** the result of the modifications and here is the final result.



- If no other modifications are needed, then proceed and delete the service files and the several temporary copies of the File **(SRI)**

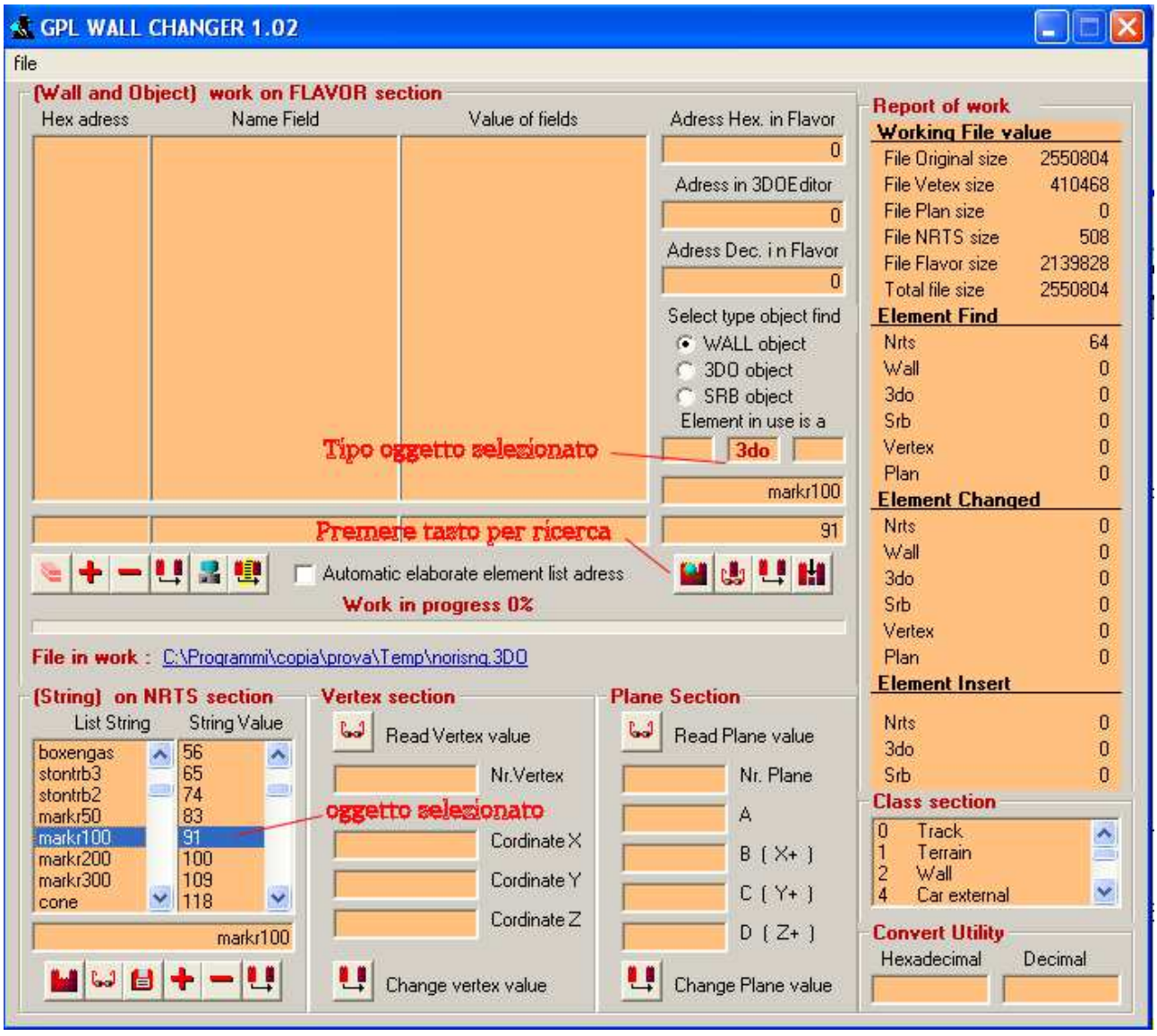


P.S. If you want to restored the previous .3do file, simply rename the .SRI file with the right date and hour into <original name>.3do

Example 2:

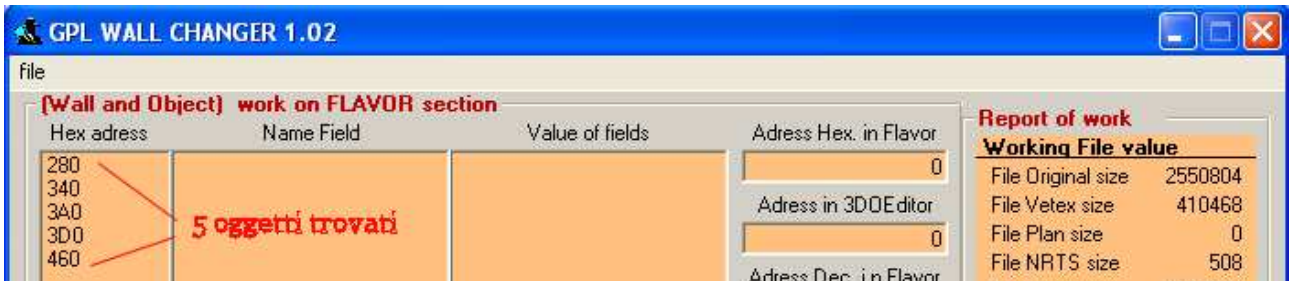
- We want to find the position or the positions of an object **(Wall, 3do, Srb** in the Trackname.3do, we can do as it follows:

- After having created the service files, select the object you want to find:

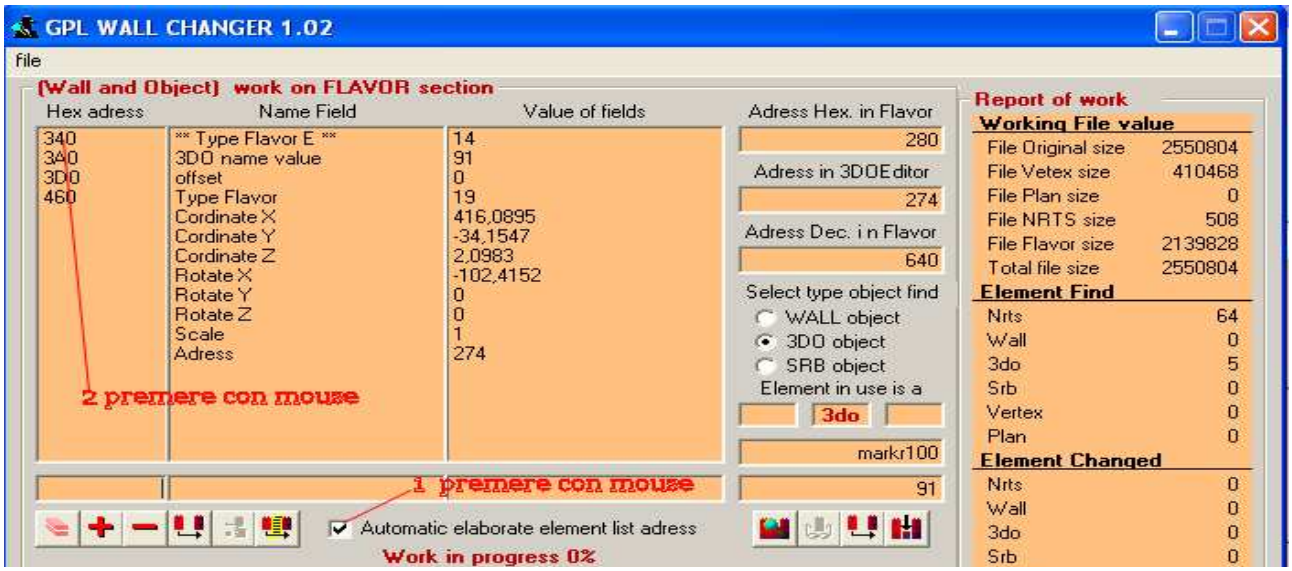


Click with mouse **1** (Oggetto selezionato) , **2** (Tasto per ricerca)

- Now we have the list of the addresses where the selected object is present

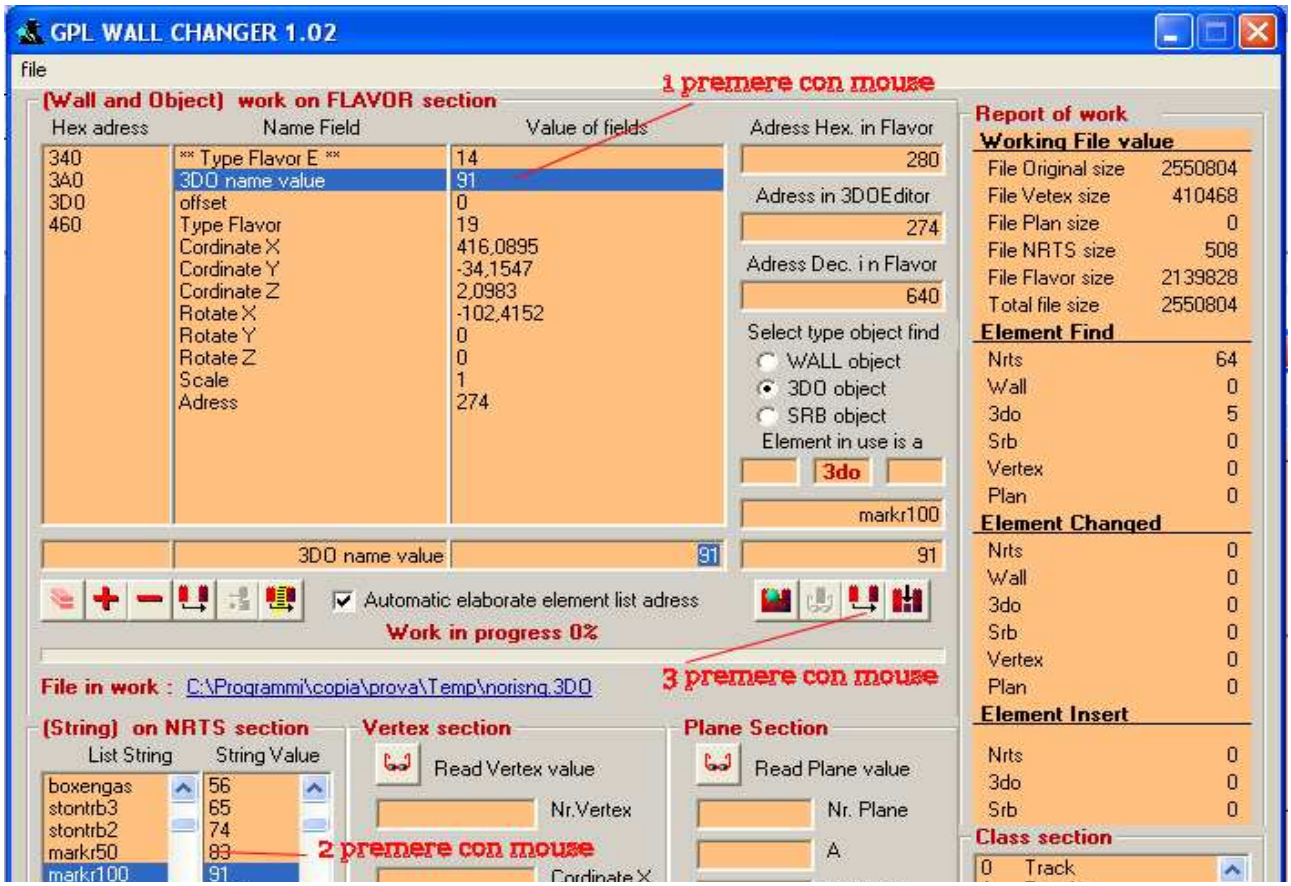


- As the picture shows, following the video instructions it's possible to see all the characteristics of the demanded object

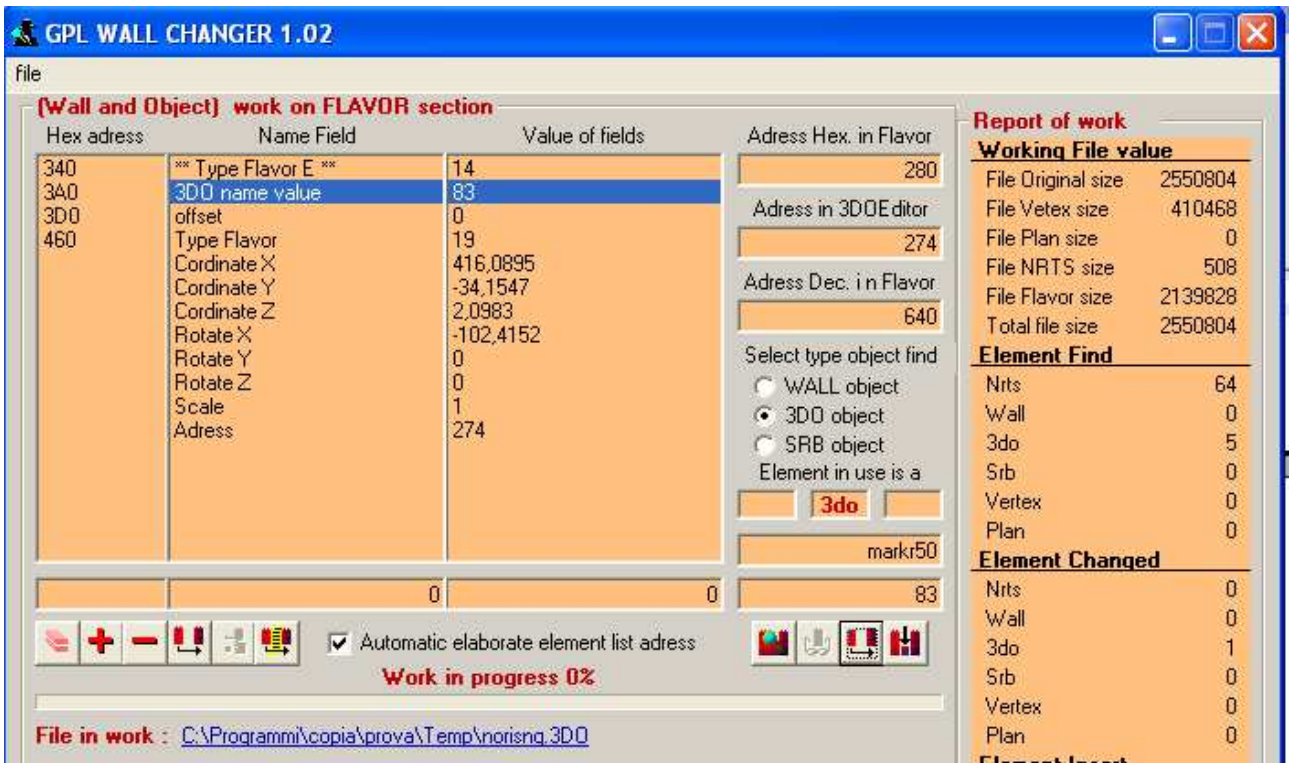


Example 3

- We want to replace the object **markr100.3do** code **(91)** with **markr50.3do** code **(83)**

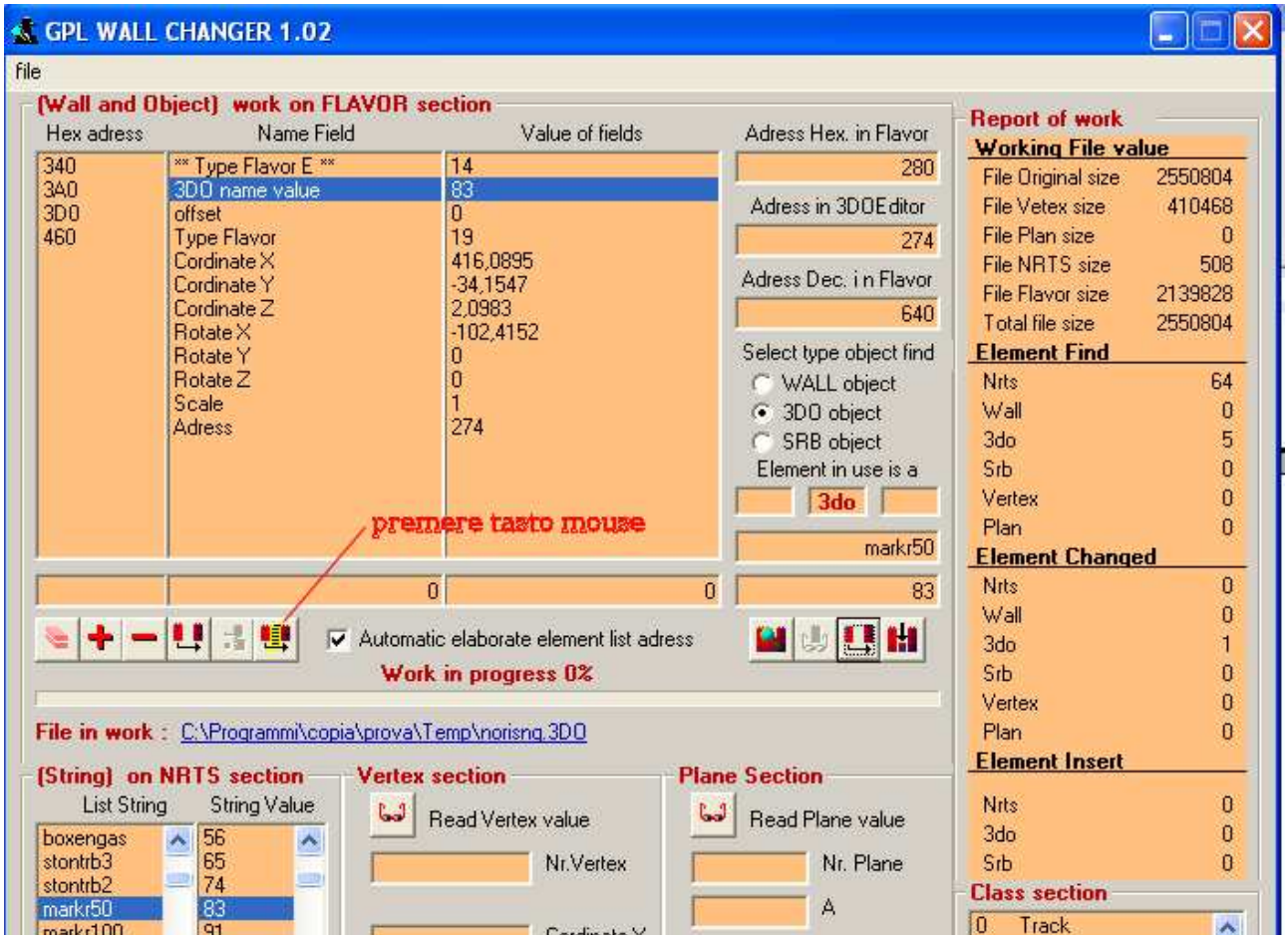


- We so get the changing



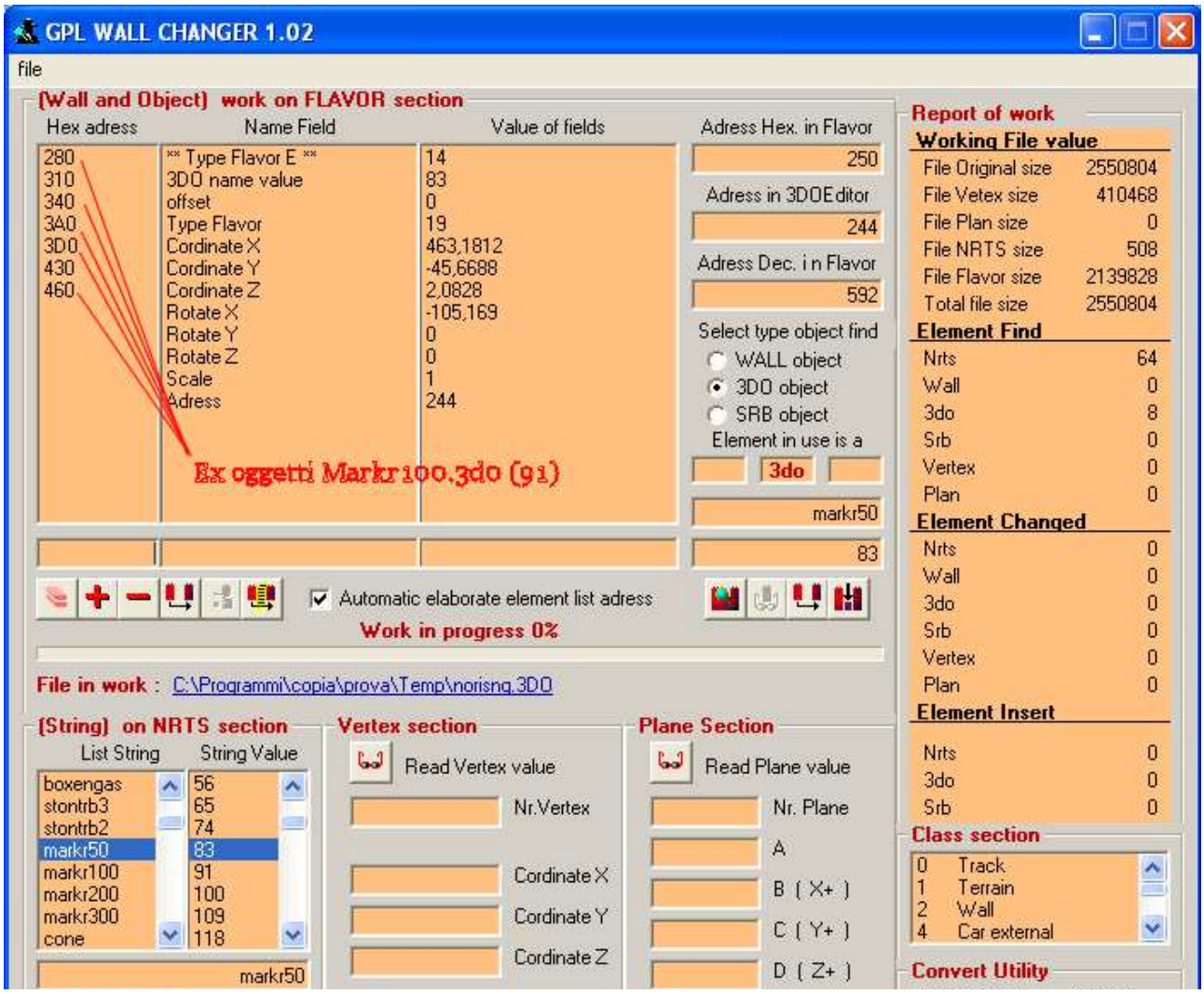
Example 4

- We want to apply the change of a value on more objects of the same type simultaneously
- The four objects **markr100.3do** code **(91)** will be replaced by four objects **markr50.3do** code **(83):**



- At the Attention!! window asking if you want to apply the changes, we will answer **SI**:

- After this if you do a search of the object **markr50.3do** code **(83)** you will obtain:



With the same technique it is possible to replace a .**3DO** file with a .**SRB** object or modify the **Walls**.

Every key is self explaining and please excuse my English but I hope is understandable.

A feedback for whichever bug is welcome, write at the address: **Stefano.Zampedri@tiscali.it**

I decline any responsibility on eventual damages caused from the use of this program.

P.S. Anyone who would like to start a job using this program is asked to make it in the respect of the GPL spirit, respecting the long work of all the people that created the original circuits .

This program is a FREEWARE. For the use of it inside of compilations or collections please ask the author.

Thanks.