

**How to make your own GFX/SFX set for James Bond**

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## Chapter 1

# How to make your own GFX/SFX set for James Bond

### 1.1 Contents

Welcome to the step by step guide to creating  
your own GFX/SFX patches for

James Bond: You Only Live Twice

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Step 1  
What you will need before you start

Step 2  
The first steps

Step 3  
Creating a new options screen

Step 4  
Changing the character GFX files

Step 5  
Changing the Sound Files

Step 6  
Changing the title and adding copyrights.

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Step 7  
Getting it published

Tech.  
Technical Details of how this works.

Finally, if you want some help with something, or have an Idea for JamesBond, then please email me, as I'd be happy to help ;)

## 1.2 What you will need

To create your own gfx sets, you will need:

1. A copy of JamesBond V0.9
2. A GFX program such as PPaint/DPaint
3. A Sampling program such as Technosound.
4. An Idea for a new GFX set

Having a copy of one such GFX patch will also help you get started.

JamesBond V0.9 and GFX patches are available from my website, [Http://members.tripod.com/~mantasoft](http://members.tripod.com/~mantasoft)

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## 1.3 The first steps...

The first thing you should do before you start editing the gfx is to create a drawer in the JamesBond drawer named after your patch.

Then in that create the drawer 'Chr' and 'Int'

After that, create a script that reads:

CD /

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JamesBond TheNameOfYourDrawer

and save this in your patch's drawer, making sure you set the default tool to 'IconX'

PS. Please do not put any quote marks around the TheNameOfYourDrawer argument.

(For an example of all this, see the AustinPowers patch, available from my website)

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## 1.4 Creating a new options screen

Creating a new options screen

The first thing you will want to do is to change the characters icons in the options.

First load up the example files in the 'Options Screen' drawer

Then you can load in new characters that you have drawn, Videograbbed or Downloaded and remap them to the palette (if you like you can change the palette colours 16-30)

You may also change any of the other option screen icons and the main screen if you like.

After you have finished them, save them into your patches drawer

Changing the characters names

To change the characters names, simply load up the text file 'names' into a text editor, then save it back into your patch's drawer.

Please make sure you save it as CR+LF as otherwise the game will not accept it (or if there are stange symbols at the end of the lines, please leave them there)

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## 1.5 Changing the character GFX files

### Changing the character GFX files

To change a characters GFX file, first load up the example files in the 'Character Templates' drawer.

You can then change them and save them in the 'Chr' drawer in your patch drawer.

The file names are important though:

# - The characters number (1 - 6)  
@ - The weapon number (0 - 4)  
c#d0 - These are the players death sequence  
c#d1 /  
  
c#w@ - These are the players ingame gfx files,  
  
it is important that after you have saved them in your patch drawer that you load them up into 'MakeChr' before you can use them in JamesBond.

You may change any one of the game's characters, or all of them, or even just part of them, say just their death sequence.

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## 1.6 Changing the sound files

### Changing the Sound Files

As the sound files are not encrypted, you can base you new set on the original filse.

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All the sounds are played at 13964Hz, except the intro's music which is 11025Hz.

You should record the samples at this rate, or they will sound too fast/slow ingame

As with the character files, the file names are important:

(In patch's drawer)

Tune.sam - This is the sample that plays in the Bond 'Looking down the gun barrel' bit.

Tune2.sam - This is large title tune. It is the only sample that is played in 11025Hz (to save disk space)

(In the 'Chr' drawer of the patch's drawer)

# - The characters number (1 - 6)

c#s - This is the characters introduction speech that they make when selected on the options screen

c#s.int1 \ These are the characters introduction when they  
 c#s.int2 } appear in the game area. The number ranges from 1-3,  
 c#s.int3 / and you don't need to have 3. (if there are none, then  
 the game uses the original sfx instead)

c#s.kill \ These are the characters gloating when they kill  
 c#s.kil2 } someone. The same filename rules apply.  
 c#s.kil3 /

Note:

If the character is a girl, please create a file with the name 'c#g'  
 This is so that the game can adjust some of the frequencies slightly.

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## 1.7 Changing the title and adding copyrights

Changing the title and adding copyrights

The title is saved as 'Int/Die3' (don't ask why ;)

To change it simply save a 640x256 8 colour picture

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there

To add a copyright note, simply write out a small note, like the patches name, your name and your email address and save it as 'author.txt' in the patch's drawer.

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## 1.8 Getting it published

Getting your gfx set published

If you want to publish your sets, the you can release it anywhere you like (as long as you don't include any of the original game files)

I recomend you email it to me though, as I will not only place it on my webpage, I will release it onto Aminet for you as well.

PS. If you really want to put it on aminet yourself, I suggest you call the archive 007-nameofyourpatch.lha and have it in 'Game/Data'.

And make sure you say that you need JamesBond V0.9 in the readme

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## 1.9 Technical Details

Technical Details of how the patch system works.

To make James Bond work with extra GFX sets, while being able to retain and use the original GFX sets, the game first reads the CLI argument.

If there is the name of a drawer as the CLI argument, then it will always check for the game files in this

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drawer, then default back to the original if it is not found. This means that you do not have to change all of the files to create a patch.

In this way, any game file can be changed as an add-on patch (including levels) but at the moment I do not have a decent level editor to show.

With the next release it will feature a level editor and a file encryptor, so that you can stop people editing your patch.

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