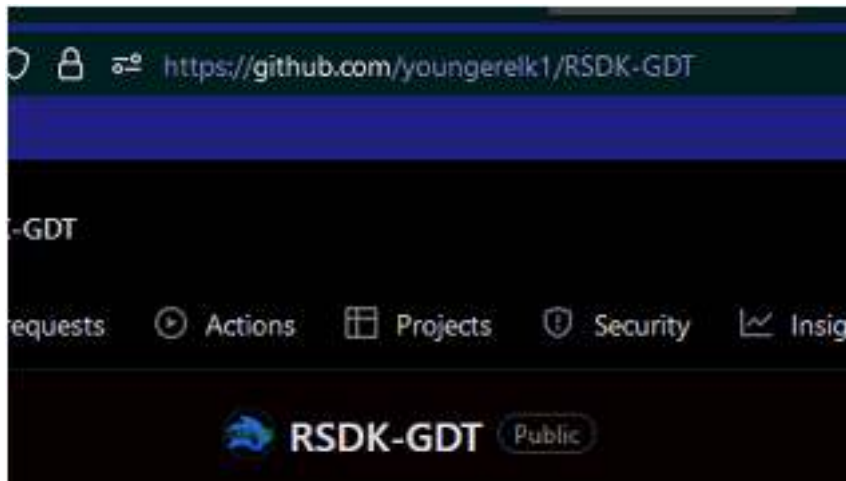


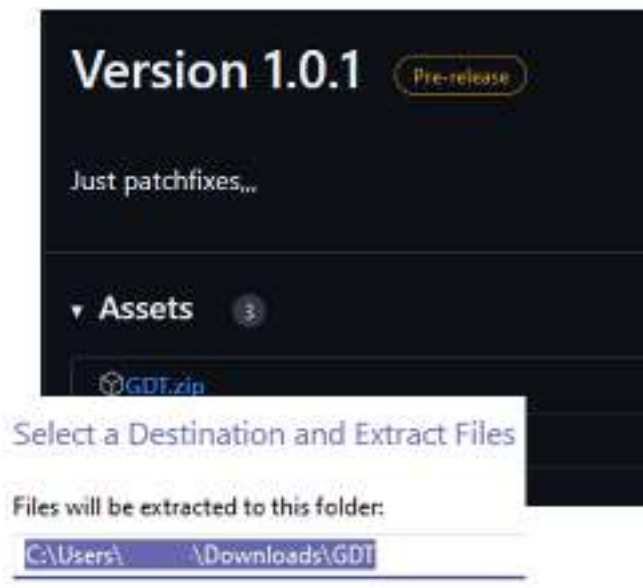
Setup Guide

TOOLS NEEDED

- SonLVL-RSDK [Download](#)
- a Pixel Art Program (Aseprite, GraphicGale are recommended)
- Text editor For Programing (VS, NN++)
- RSDK Decomp (V4-Vt-V5U) [V4](#) [VT \(Unfinished During the Making of this guide\)](#) [V5U](#)



**Step 1: Go to
Gdts Github**



Step 2: Download the File From RELEASES not Code!

Step 3: Extract GDT.Zip

```
EXEFile=[Name Of Your RSDK.exe File]  
DataFile=Data.rsdk  
RSDKVer=v4  
IsV5U=False ; set to True if using the Origins datapack
```

Step 4: Make a txt file and put this in the file.

Name the File SONLVL.INI.

**Step 5:
Open SonLVL-RSDK.**





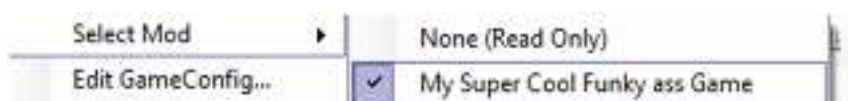
Step 6: Open Your Newly made SonLVL.INI File.



Step 7: Create a new “mod” (in quotes because of the next steps).



**Step 8: name your “mod”.
Click any settings if you want. If your replacing the mobile menus click skip main menu.**



Step 9: select your Mod.

Now you can mess around in the Editor.

Creating new levels is topic i wont be saying here. As this is just a quick start guide, other guides are in the Bouns folder included.

HOW TO COMPILE YOUR GAME

Combine your mods DATA folder with the game data folder, if your not loading from text scripts. Put the text scripts IN the data folder.

For V4/VT use [Retrun](#) to pack your game

For V5U Use [V5U Pack](#)

Now with your complied files use return and V5U to pack them into a data.rsdk file.

And done!