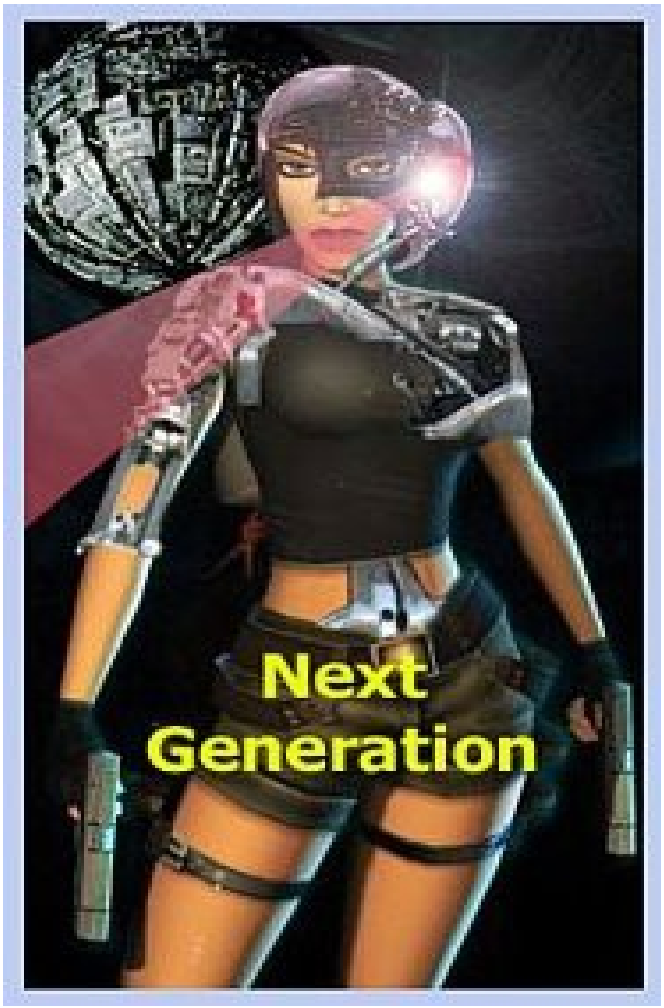
# TOMB RAIDER
# NEXT GENERATION




# TOMB  NG TRIGGERS

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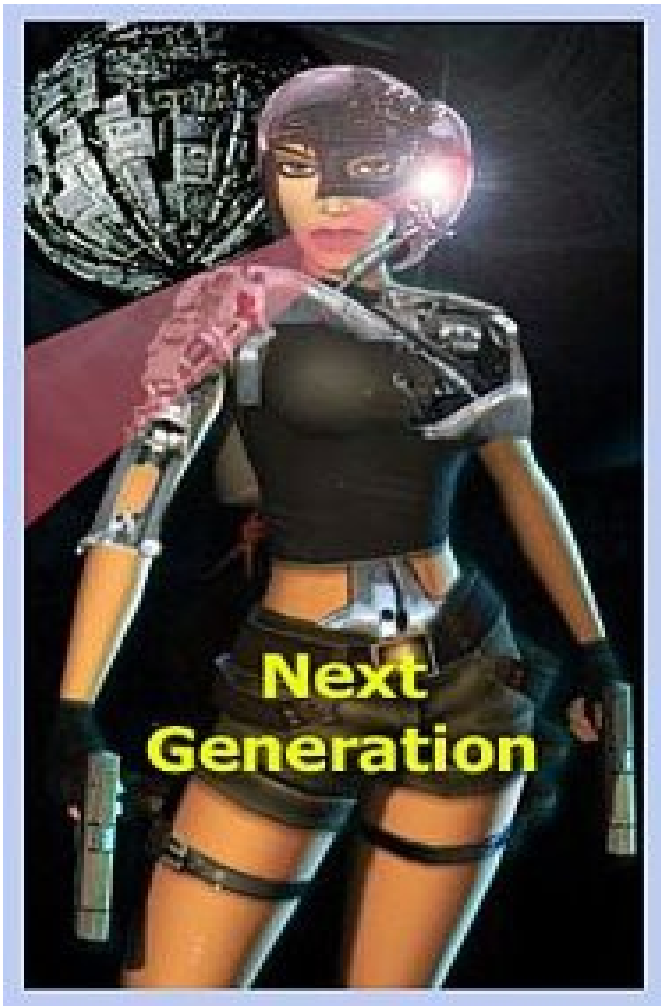
# NEXT GENERATION




# TOMB  NG TRIGGERS

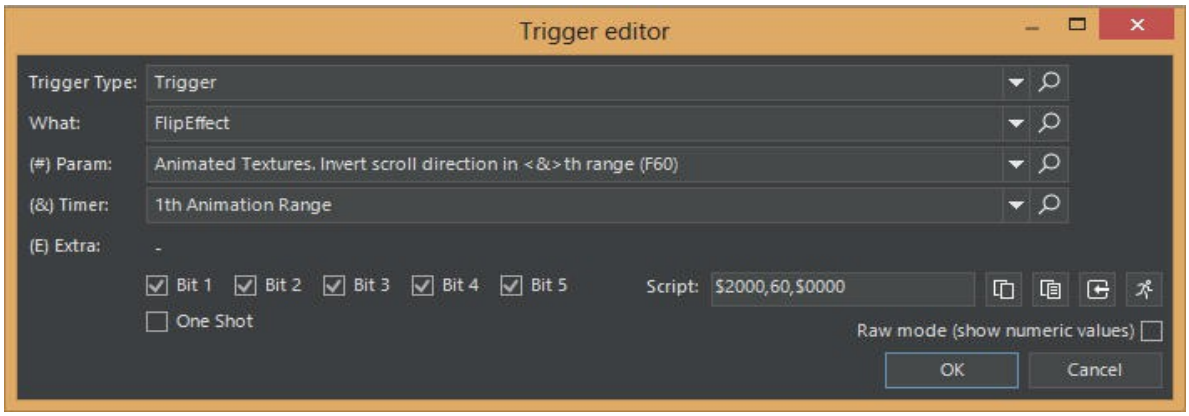
# INFORMATION

# TOMB NG TRIGGERS INFORMATION

## TRIGGERS

Triggers cause events to happen and ultimately have everything to do with how much fun your level is to play. Triggers activate when Lara moves onto a square that has been designated as a trigger. Any trigger placed under Lara at her starting position will activate as the level begins. Triggers appear as purple squares and make the square(s) as well as the vertical space above, an active zone. This way, Lara can not jump to avoid a trigger, unless it is designated as a “Pad trigger”.

### TRIGGER EDITOR WINDOW

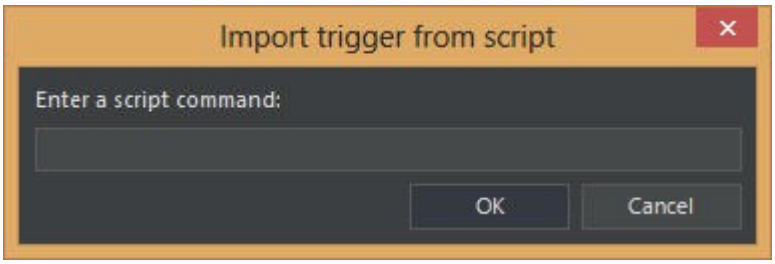



**Copy to clipboard.** That is: **$2000,60,$0000**

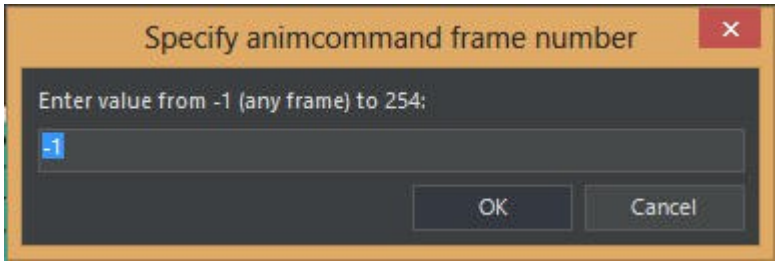
**Copy to clipboard with comments.**

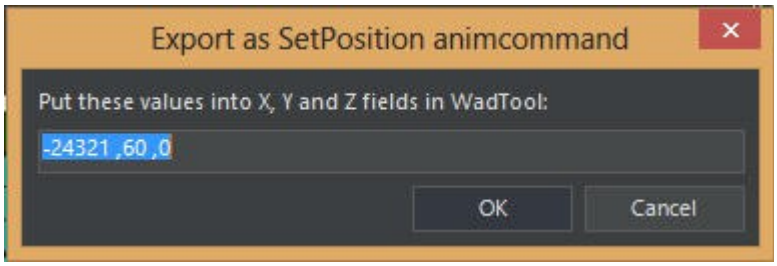
That is: **; Trigger for FlipEffect**
**; <#> Animated Textures. Invert scroll direction in <&>th range (F60)**
**; <&> 1th Animation Range**
**; Copy following values to your script:**
**; $2000,60,$0000**

**Import Trigger.**




**Export as an Animation Command:**



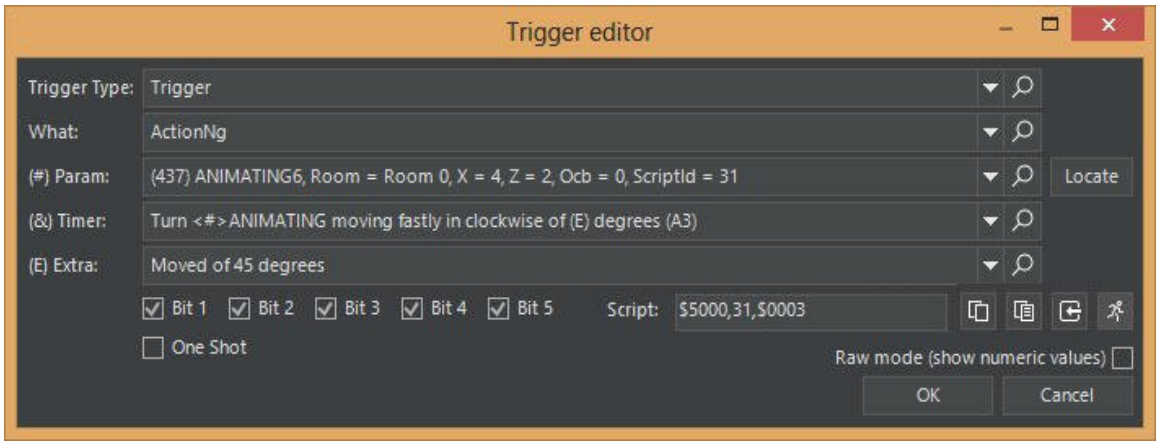
**TRIGGERS**

**What:**

**ACTION NG** This trigger is used on a movable object.
**See Appendix Action NG triggers.**

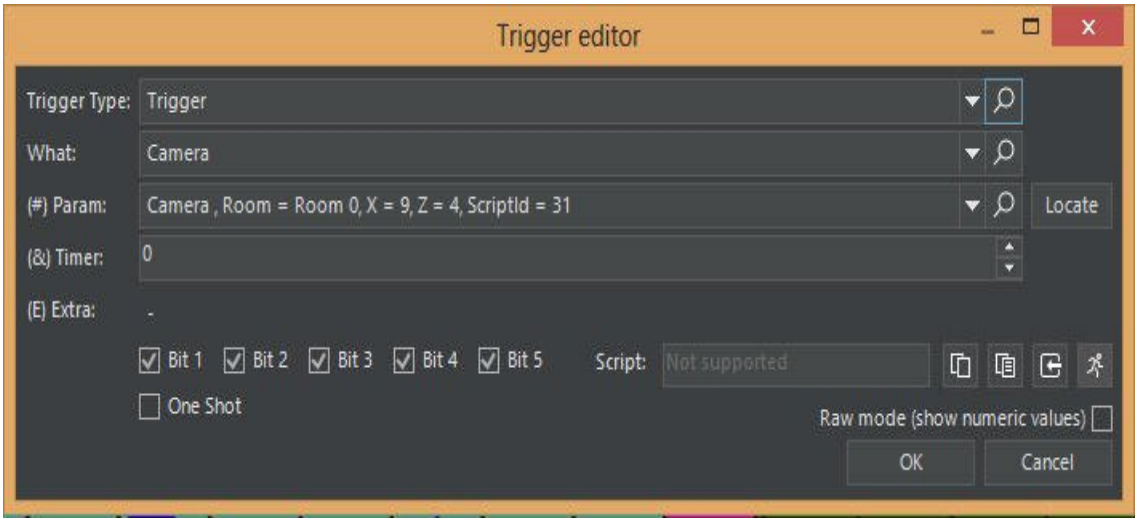
The **ACTION NG** works in a similar way to the **OBJECT trigger** in that both triggers require a moveable like argument. However, the **ACTION NG** allows you to perform different actions on the moveable other than the **OBJECT trigger** would permit.

**For example:** With the **ACTION NG** you can rotate an item or move it in different ways. You can also remove an item or kill a baddie in different ways.



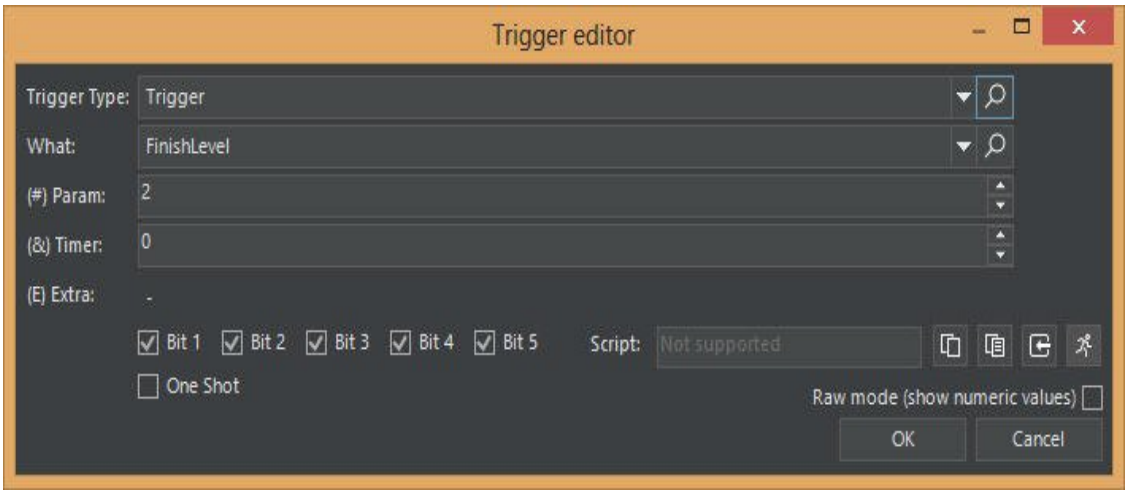

**Example: Move Animating6 45 degrees fast clockwise.**
**Script: $5000, 31, $0003**

**CAMERA** Sets a Camera Basic or Fixed.



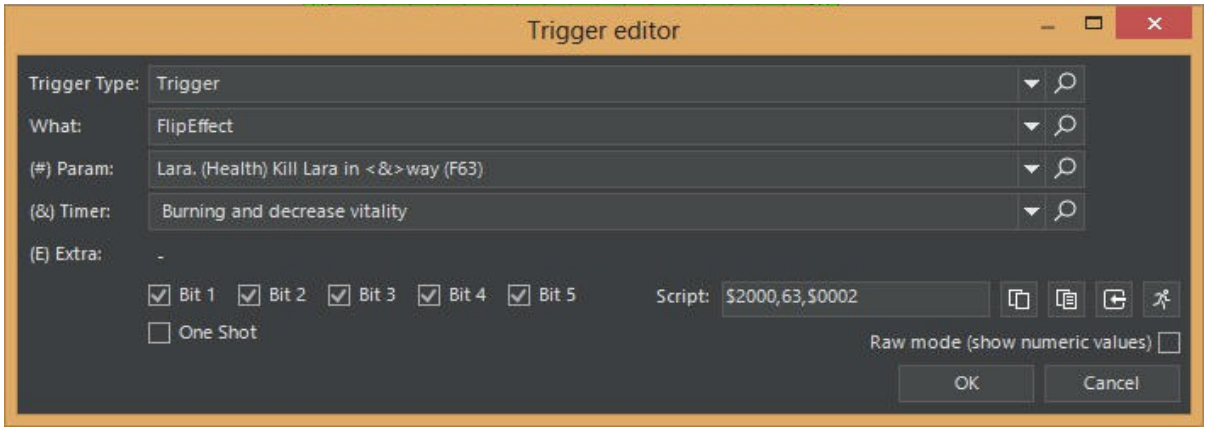

**Example: Camera.**

**FINISH LEVEL** When triggering a square for the end of the level, type a number in the (#) Param field.
The number is the next level or 99 to exit the game.



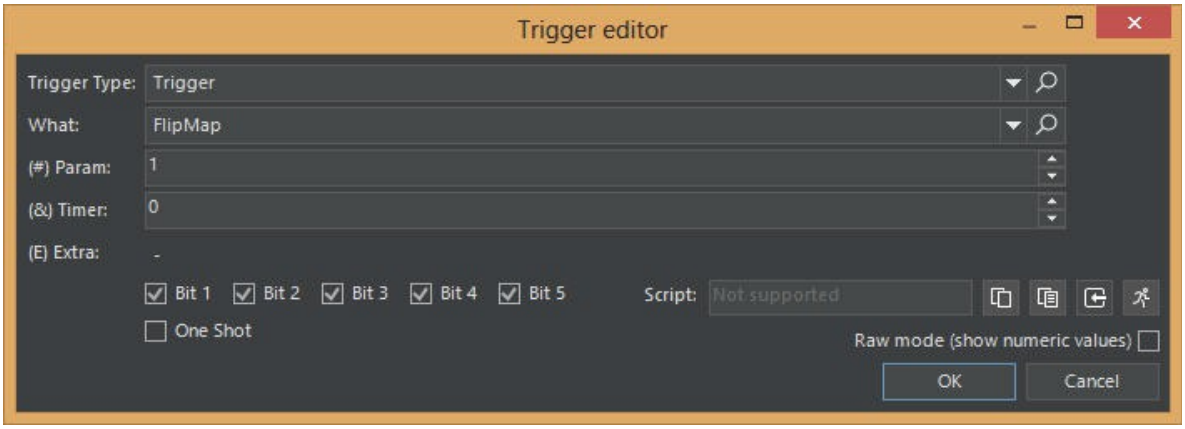

**Example: Finish level and start level 2**

**FLIPEFFECT** Permits parameters to be set.
**See Appendix Flip effect triggers.**



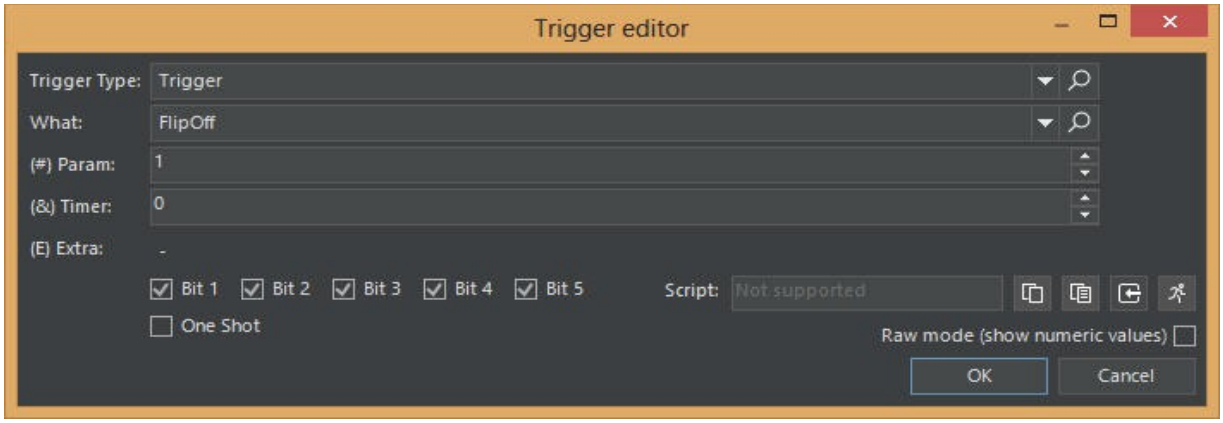

**Example: Kill Lara by burning**

**FLIPMAP** Used to trigger a flip map.
Type the flip map number in the <#> Param box.



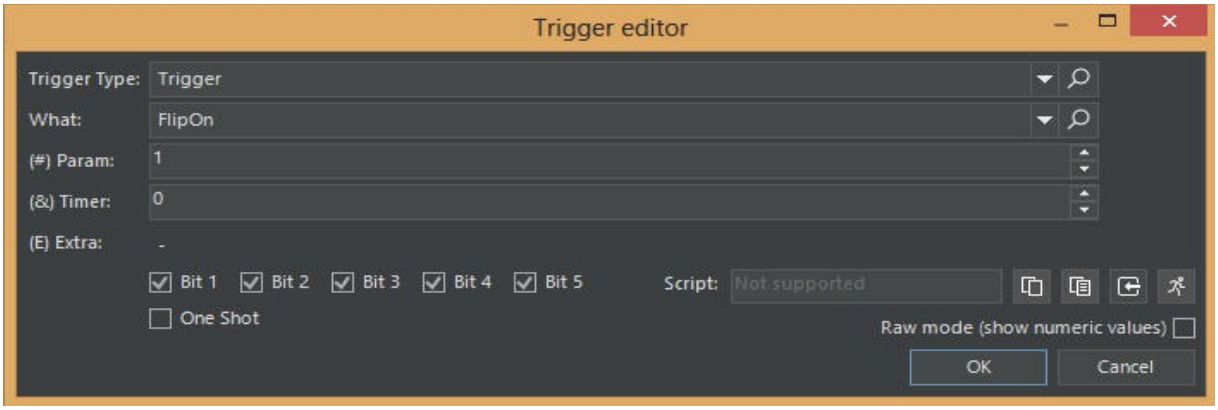

**Example: Activate flip map 1**

**FLIPOFF** Turns flip map off.
Type the flip map number in the <#> Param box.



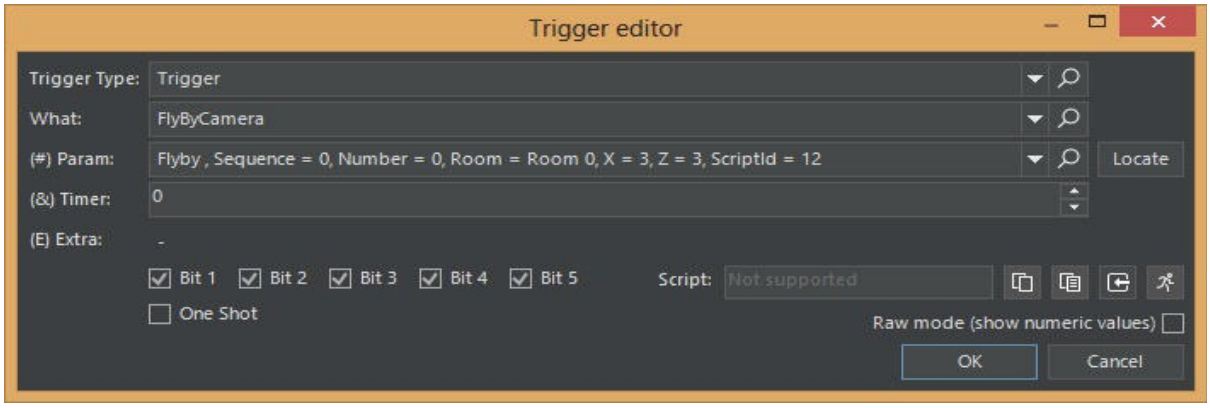

**Example: Turn off flip map 1**

**FLIPON** Turns flip map on.
Type the flip map number in the <#> Param box.



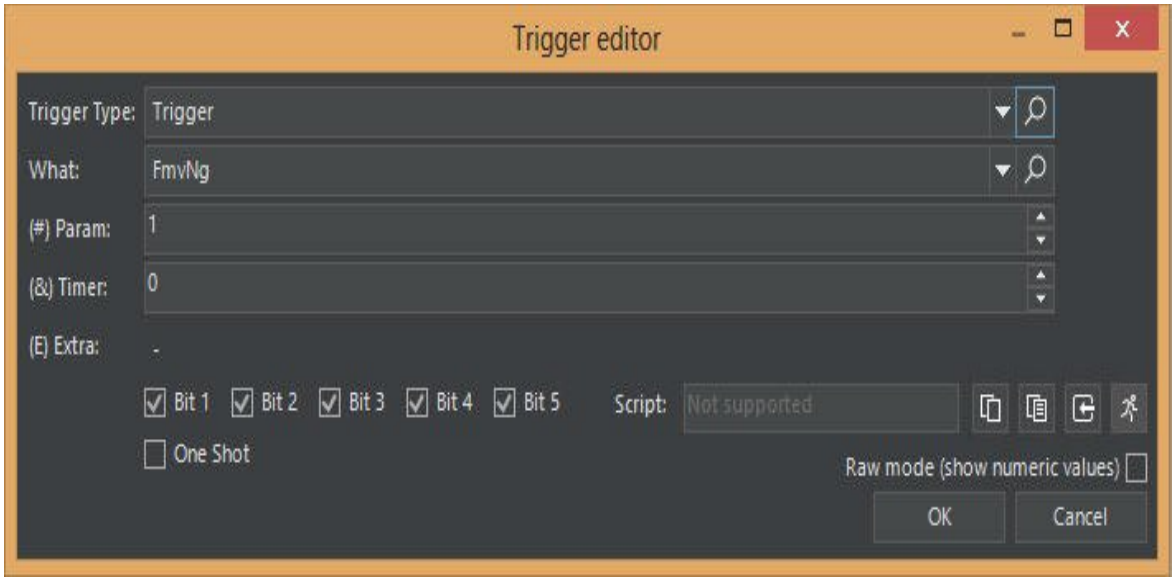

**Example: Reactivate flip map 1**

**FLYBY CAMERA** Sets a fly by camera.



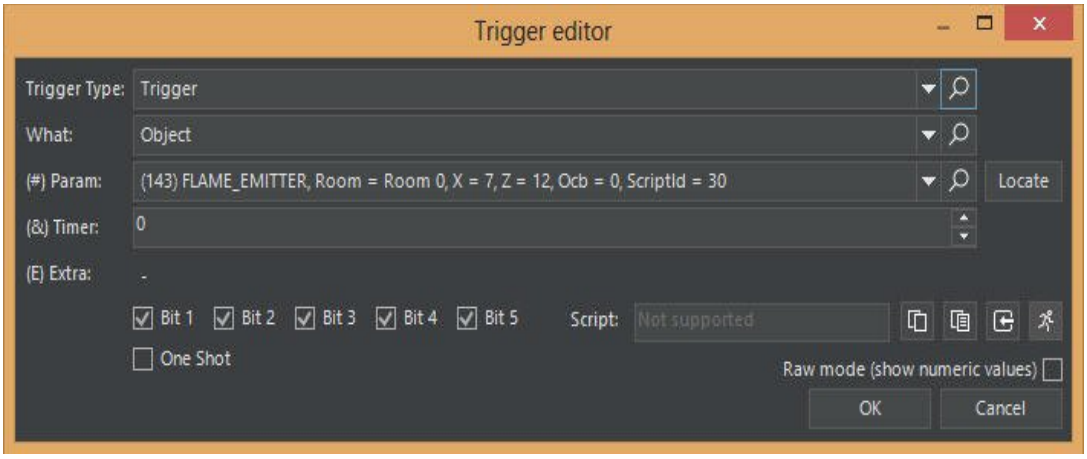

**Example: Activate Fly by sequence 0**

**FMV NG** Sets a real movie in your level.

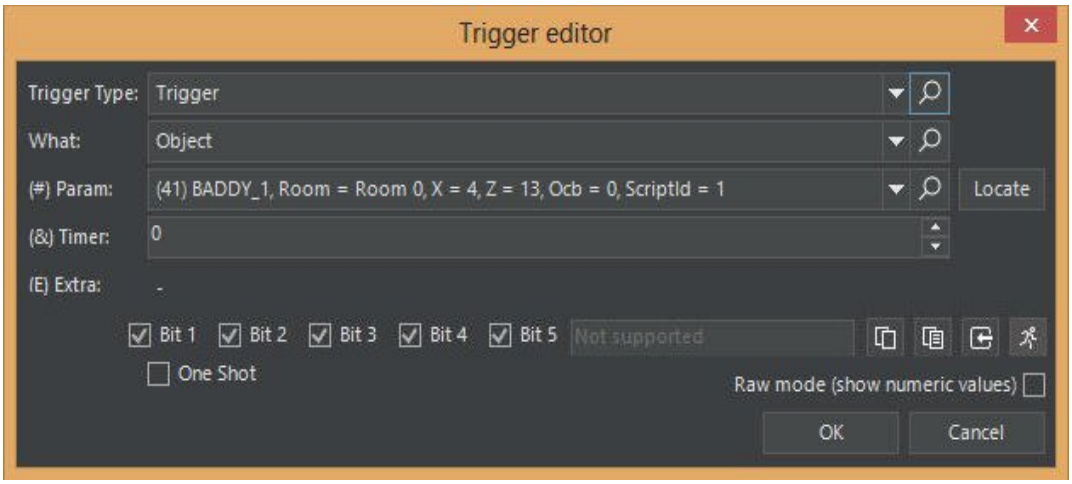



**Example: Activate FMV 1**

**OBJECT** This is the most used setting. Selects and activates mobiles (example BADDY_1,
flames (example FLAME_EMITTER) etc.

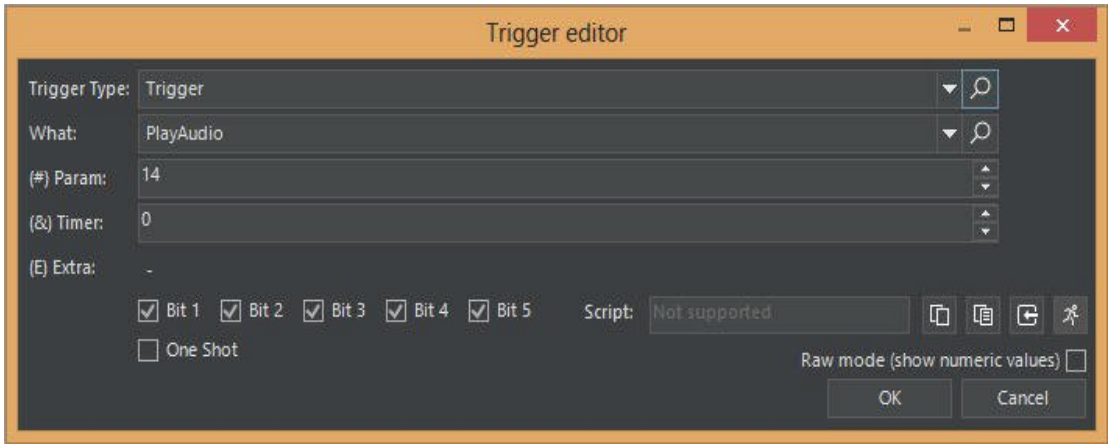



**Example: Flame Emitter.**



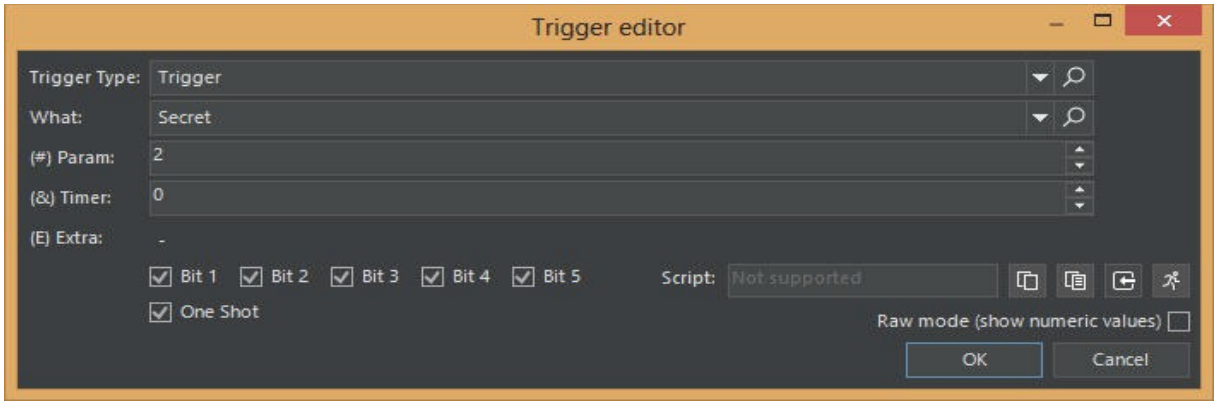

**Example: Baddy_1**

**PLAY AUDIO** This will activate an audio track.
The track number must be included in Param box **[ <#>]**

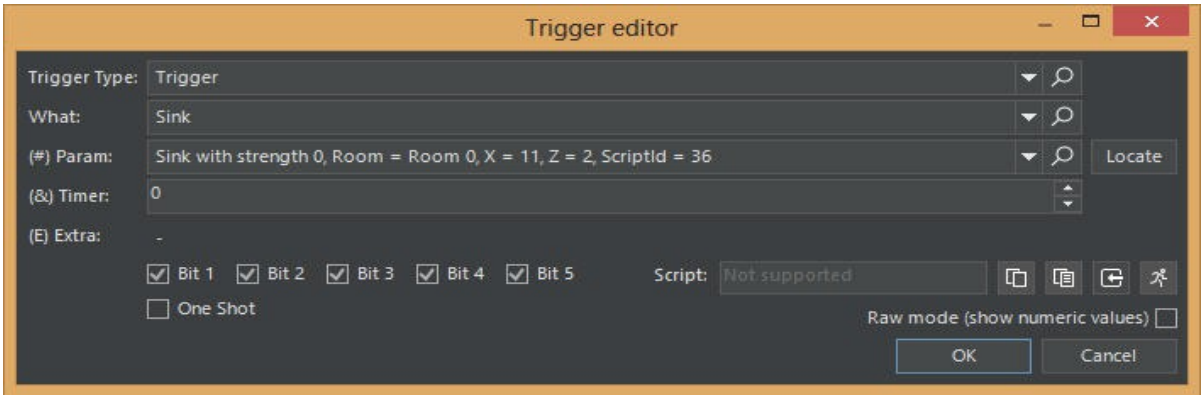



**Example: Play Audio Track 14 that is in the audio folder.**

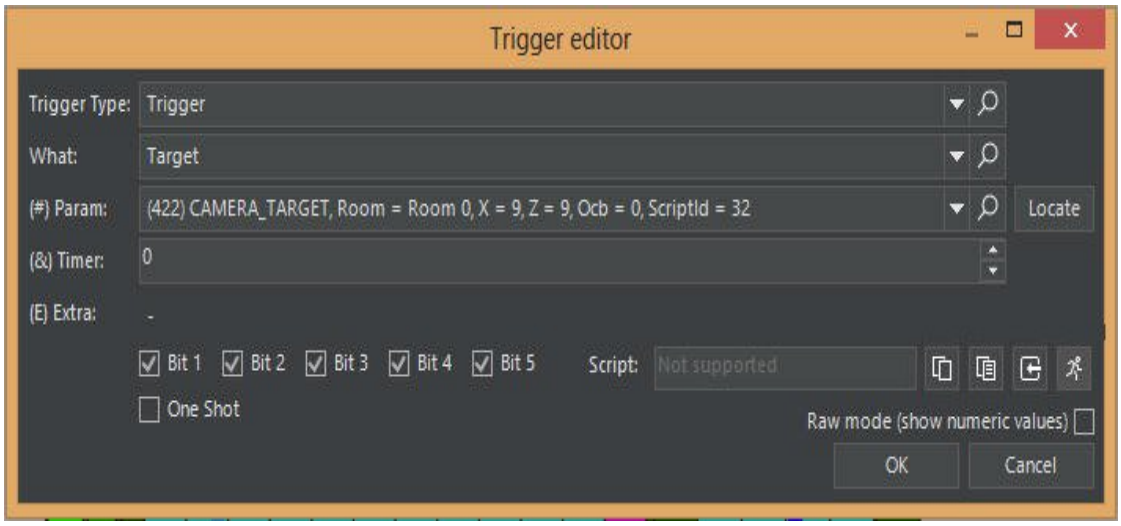
**SECRET** This plays the "secret" sound.
Input the number of the secret in the (*) Param field.
Make sure you click on the "one shot" button !




**SINK** Sets a Sink trigger. **See a tutorial.**



**TARGET** Used with the basic camera.
It tells the camera to look at the Target, not Lara.
If a camera is not used Lara looks at the Target location.




**Example: Target for use with a camera.**

**TIMER_FIELD NG** A timer value is set to delay the activation or deactivation of some object.

This trigger is in the group of what-to-trigger group ( **OBJECT**, **FLIPMAP** etc.) and it is not always necessary to use it.
However it is important to understand when to use this trigger. That is:
When a timer value is set for the trigger to delay the activation of some object, for example a rolling ball activated 3 seconds after the trigger has been triggered.
Or when the duration of some activity is set, a timed door.

In some circumstances the **TIMER_FIELD NG** has to set the value in seconds, positive or negative, instead of typing a value in the Timer field of the trigger window.

The reason for this is that new triggers in particular the **CONDITION NG** use many parameters and some of these are saved in the old timer field. So when a Condition trigger is placed and attached to another trigger to open a door for a limited time.

For example, it is necessary to place another trigger of the **TIMER_FIELD NG** type and set in the Param <#> field, the number of seconds.
In this setup do not set a value in the timer field.

The timer field can be set from 1 to 511 seconds before deactivating.
The timer field can be set from 1 to 511 seconds before activating.

**PARAMETER NG** This is used with the **CONDITION NG** trigger.

**USING TRIGGER CODE BITS** – the series of numbered bit boxes above the 'one shot' box default to all five boxes in the on position. The settings were originally given to allow you to play a CD track multiple times, but trigger code bits can also be used to set up multiple triggers for one event. This meant Lara will have to perform more than one action to get a response.

For instance, a door could have two separate triggers, one that feeds bits 1 & 2 and the other supplying bits 3, 4 & 5. So that only when both triggers are active will the door open.
All code bits must be fed by the multiple triggers for one event.
So if you have 3 triggers for one event, one trigger would be set to bit 1, the next to bit 2, and the last to bits 3,4 and 5.

See a Tutorial on using multiple moveable blocks or keys or puzzle pieces to open a door.

## Trigger Types:

**ANTIPAD** Turns off whatever was activated by the pad trigger.

**ANTITRIGGER** Turns off whatever was activated by a corresponding trigger.
It cannot be used on timed doors !
Special triggers such as pad, switch, key, anti trigger
and anti pad cannot be stacked
(no more than one of these types per square)
…one of these triggers overrides all other triggers.

**COMBAT** **Not used in TRLE or TRNG. Available in TOMB EDITOR.**

**CONDITION NG** As its name implies tests a condition for true or false.
If it is true then the trigger will be activated for the action.
If multiple conditions are required then it is necessary to
set up a Item Group command in the script file.
**See Appendix Condition NG triggers.**

**DUMMY** Used for Bridges and raising floors. This setting prevents
Lara from falling through the "floor".

**HEAVY** Trigger type not activated by Lara.
Activated by an enemy or guide or by an object
(e.g. pushed block, rolling ball, etc.)
that comes into contact with the triggered square.

**HEAVY ANTITRIGGER** Deactivates a heavy trigger.

**HEAVY SWITCH** A switch designated to be activated by something or
someone other than Lara.

**KEY** Used to activate a key (or Puzzle ).

**PAD** A pad trigger must be walked or stood upon to activate.
In other words, Lara can jump over a square with a pad trigger and
it will not be activated.
There is no vertical activation zone such as with a normal trigger.

**PICKUP** The action of picking up an object (e.g. medipak) becomes
a trigger for an event (eg. Rolling ball). Ensure that the pick up
object has 64 added into its OCB value.

| | |
|---|---|
| Object on floor = 0 + 64 = | OCB = 64 |
| Object on low table = 4 + 64 = | OCB = 68 |
| Object on high table = 3 + 64 = | OCB = 67 |
| Object on wall (Crowbar) = 2 + 64 = | OCB = 66 |
| Object in pickup hole = 1 + 64 = | OCB = 65 |

**SWITCH** Used to activate a switch.

**TRIGGER** The default setting for "triggers". Most common in the level.

## CONDITION NG

The **CONDITION NG** is a trigger of the Trigger-type Group.
That is a trigger which is set when a trigger enables it.
Other old triggers in this group are ; **HEAVY**, **SWITCH**, **PAD**, etc.

All triggers in this group are like a condition:

**For example**: a **HEAVY** trigger is the condition that something other than Lara activates it, for example, a pushable block or a flyby camera.

The **CONDITION NG**, as its name implies is a condition but in this case you can choose between a number of conditions.

One example of the **CONDITION NG** is that Lara can trigger an event only if she owns a particular object in her inventory (or if it is missing).
Another is that Lara has to be performing a specific move in order to activate a trigger.


**Example Condition: Quest Item 1 is not in the Inventory.**
**If true activate triggers on same square.**
**If false then do nothing.**

There are conditions that permit triggers to be set with a part tile.
These condition triggers are called **FRAGMENTED triggers** and set a fragment of the current sector as a trigger zone.

Another condition is **VERTICAL triggers**, where a trigger can be set at a specific height.

**For example:** A trigger when Lara reaches a certain height when climbing a ladder.

**PARAMETER NG**
This trigger works together with the **CONDITION NG** to set what action a condition will perform. The **PARAMETER NG** is in the what-to-trigger group [**What:** ], along with the **OBJECT**, **FLIPMAP**, **SINK** etc.

If the **CONDITION** is set on a moveable. **For example:**
When the condition is if the enemy is alive,
the condition will work with an **OBJECT** trigger.

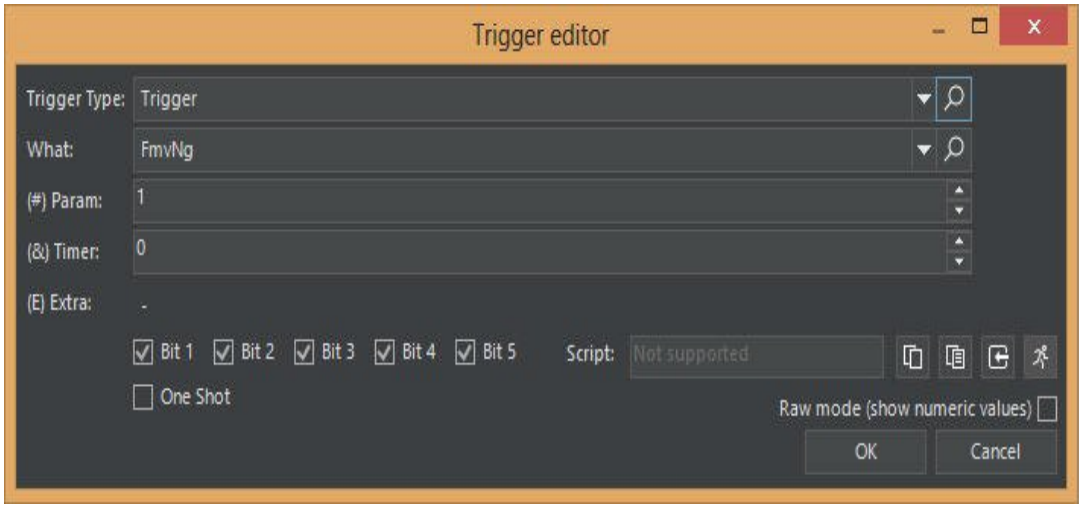
If the **CONDITION** is on an item other than a moveable: **For example:**
On an inventory item, then the **PARAMETER NG**
is used with a **CONDITION NG** to set whatever
number is chosen for the condition.

**FLIP EFFECT**
The **FLIP EFFECT** trigger is an old trigger, but merged with the next generation flip effects this permits more parameters to be set than a simple timer value.

If you are concerned about when you should use the **ACTION NG** group or the **FLIP EFFECT** group, the general rule is:

If the target is to change something regarding a moveable object other than Lara, then use **ACTION NG**, in all other cases you will find what you need in the **FLIP EFFECT** group.

**FMV NG**
The **FMV** trigger existed in The Last Revelation Level Editor and was in the **TRNG**. If you want have a real movie in your level, place an **FMV NG trigger** and set in the Param <#> field the number of the fmv to play. The movies should be stored in a folder called **Store** in the **Engine** folder. (similar to the TRNG setup).
Movies in wmv, mpg, avi and other well-known formats can be played.




**Example: Play FMV 1.**

For more information see the section **FMV NEW SCRIPT COMMANDS**.

## FRAGMENTED

In the **old TRLE** you were able to set interactive zones when placing a trigger on squares in the map. When Lara or some enemy or object touched any part of this zone, the set triggers were engaged. Now there are some new features.

If you use a **CONDITION** with a fragmented zone you can set a trigger so that it will only be activated when Lara walks over that fragmented trigger.

**For example**, on a quarter of a tile.

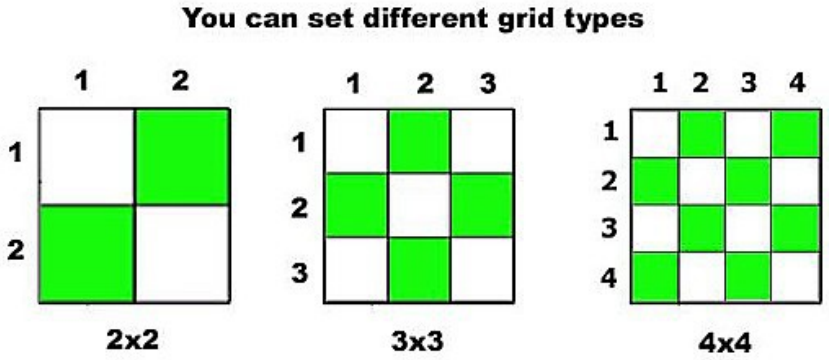
Once this small trigger zone is set using a **CONDITION NG** with fragmented settings, add to that zone the trigger for whatever is to activate in the game.
The first **CONDITION NG** trigger placed will only be used to set the active part of the tile while any other trigger placed there will activate the event.

The trigger window for a condition with fragments appears rather complicated, so an example of how it works:

Choose a grid to divide the zone.
Choose between three different grid types in the Timer parameter field:

Fragmented trigger. Check in (E) way if Lara is in <#>fragment of 2x2 sector grid
Fragmented trigger. Check in (E) way if Lara is in <#>fragment of 3x3 sector grid
Fragmented trigger. Check in (E) way if Lara is in <#>fragment of 4x4 sector grid

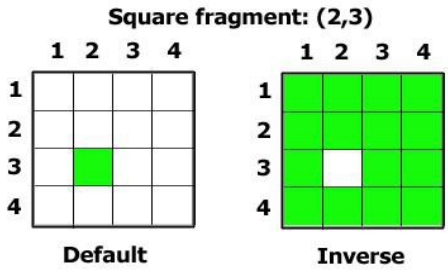
The three grids, 2x2, 3x3 and 4x4 correspond to the following illustration:




For a 2x2 grid the standard block of the level editor will be divided into four little sections. When you choose the grid type also choose which mini-sector of this grid to use as the sensor zone for the triggers. There are a lot of choices in the Object to trigger field of the Trigger window.

**Square Fragment: (x,y)**
Square fragment is the easiest as there is a single fragment for the sensor zone for triggers.

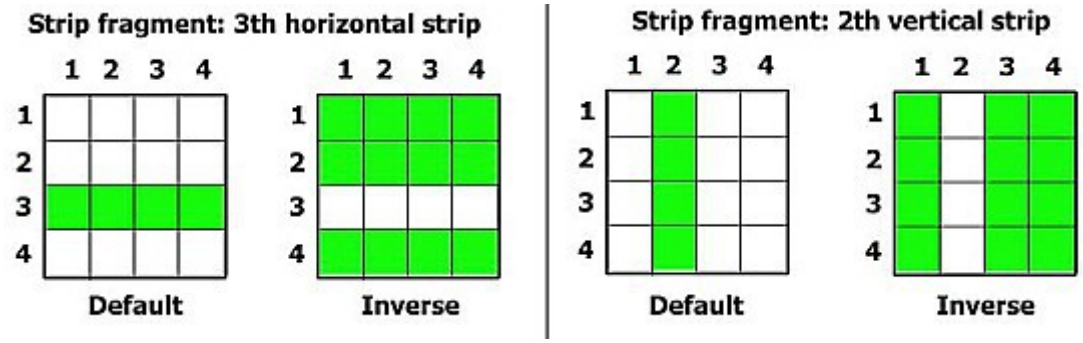
In the illustration a 4x4 grid is used and a fragment in position (2,3) of the grid.



Any grid or cell chosen can be set in an Inverse mode by selecting the Inverse in the (E)  Extra field of the trigger window. When Inverse is set the sensor zone (coloured Green in the image) will be the opposite of the chosen state.

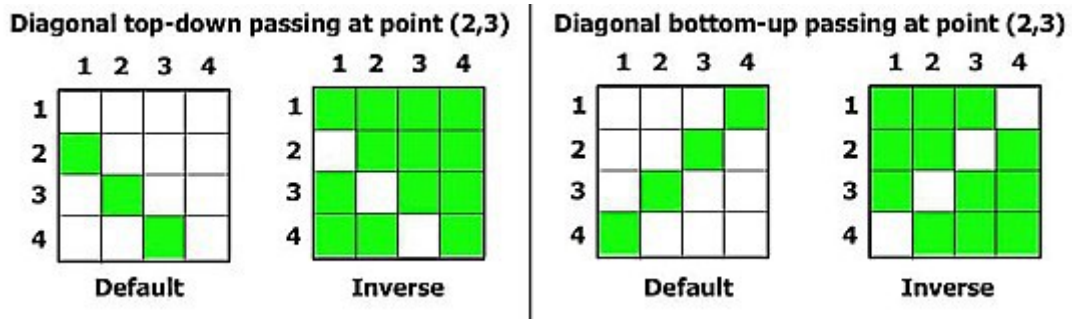
With some fragmented triggers it is possible to create very irregular trigger sensor zones over a single tile in the game.

**Strip Fragment: Nth horizontal or Vertical strip**
If a strip of fragments is chosen you get a sensor line of micro trigger zones.

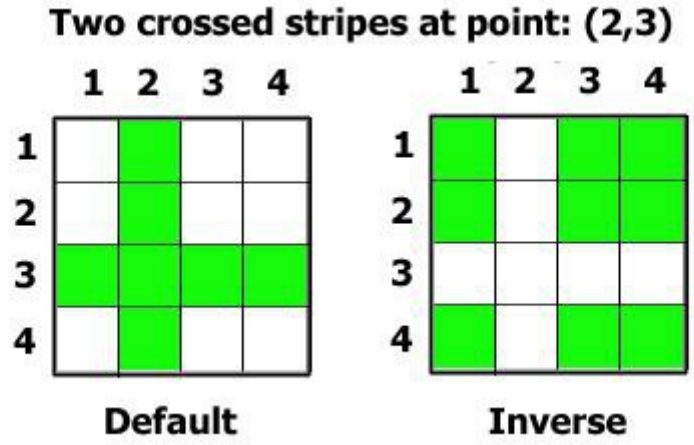



**Strip Fragment: Diagonal strips, top-down or bottom-up**
A sensor line can be created diagonally, but in this case choose the diagonal top left to bottom right or vice versa.

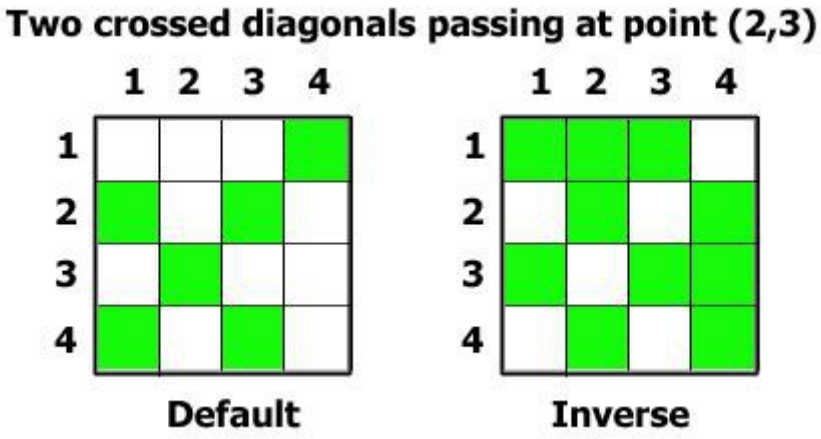
In the list choose the single micro sector from where the diagonal runs.



**Fragments: two crossed strips at point (x,y)**
Crossed strips are two strips, one vertical and the other horizontal, which pass through the named cell in the grid.




**Fragments: two crossed diagonals passing at point (x,y)**
Crossed diagonals which pass through the named cell in the grid..




**Tips & Tricks about Fragmented Triggers**

Fragmented triggers can be used to simulate laser sensory alarms. Fill the floor of the room with fragmented triggers using a grid shape to create a regular grid of sensory lines. To achieve this effect, set in the (E) Extra field of the Trigger window the setting PAD or PAD and inverse. Lara will be able to avoid any sensors by jumping.
However, this operation will be difficult if a grid of 3x3 or 4x4 is used.

To complete sensory alarms make static objects with no collision applied with waterfall textures to simulate blinking laser rays. Take care to place these statics very close to the floor.

Create very small objects statics or animatings and then place them in a position where it is within a single micro-cell of the fragment. Now by placing a fragment trigger for that micro-sector you can add some dynamic property to that object.

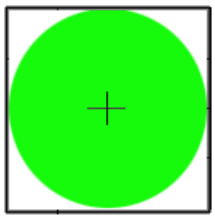
**For example:** Add a trigger that damages Lara,
the object could be a little blade that shoots up from the floor.

If a waterfall is used to simulate a shower,
place a trigger to remove the fire from Lara but only where the waterfall object falls.

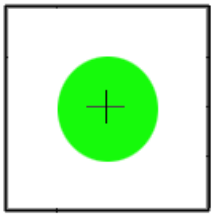
If a very thin laser is placed to simulate a mysterious light beam,
place a fragmented trigger where the light beam falls to teleport Lara to another room.

# CIRCLE AND SECTORS TYPES

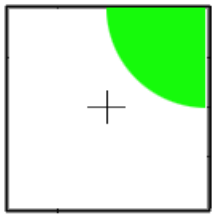
**Examples of circle and sector circle.**
**The sector circle have been created with condition triggers with syntax:**
**Fragmented trigger. Check in (E) way if lara is in the sector with center in ... and <#> Radius**



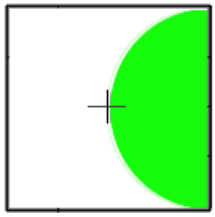
Circle Radius 512



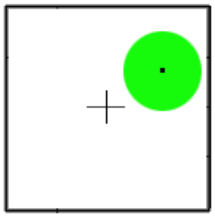
Circle Radius 256



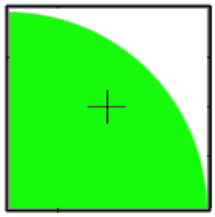
Sector with center in
north-east Radius 512



Sector with center
in middle east Radius 512



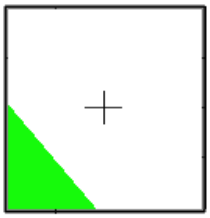
Custom Circle
Center(770, 290) Radius 160



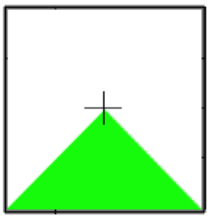
Sector with center in
south-west Radius 1023

# TRIANGLES AND QUADS

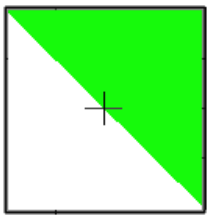
The size of standard triangles (corner and side triangles) will be increased by 1 in run-time, so 1023 it will become 1024 in game.
Belove triangles have been got with following condition triggers:
"Fragmented trigger. Check in (E) way if lara is in the <cardinal> corner triangle with <#>Size"
"Fragmented trigger. Check in (E) way if lara is in the <cardinal> side triangle with <#>Size"
"Fragmented trigger. Check in (E) way if lara is in the custom triangle defined in the <#>Parameter command"
For the rhombus and quadrilateral look for condition C77 (rhomubs) or C79 (quadrilateral)



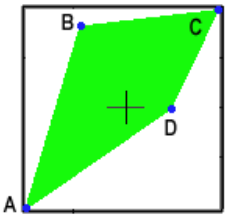
South-West Corner
Triangle, size 511



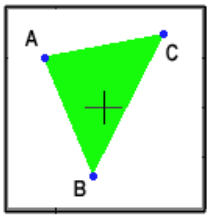
South side triangle
size 1023



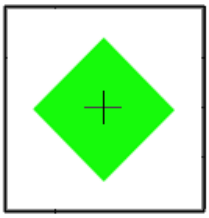
North-East corner
Triangle, size 1023




Quadrilateral:
A(0,1023) B(256,90)
C(1023,0) D(768, 512)

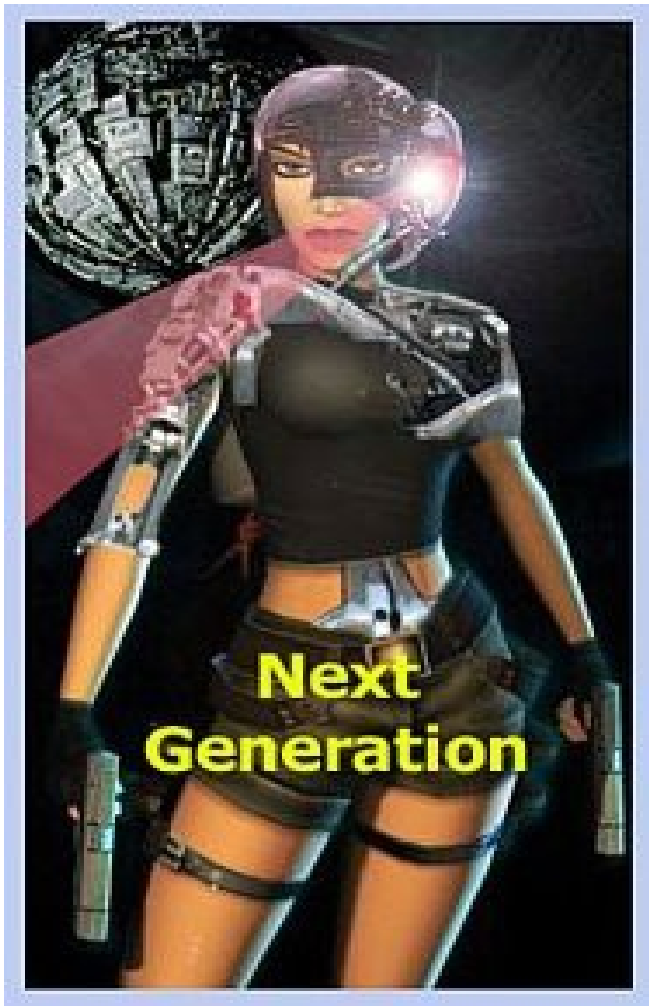



Custom Triangle:
A(200,212) B(490,920) C(890, 104)



Rhombous Size 600

# TOMB RAIDER
# NEXT GENERATION




# TOMB EDITOR

# FLIP EFFECT TRIGGERS

## FLIP EFFECT TRIGGERS LIST ( F1 to F411 )

Animated Textures. Invert scroll direction in <&> the range (F60)
Animated Textures. Restart animation of <&> th range (F57)
Animated Textures. Set <&> th frame in (E) th texture of first p-range (F58)
Animated Textures, Set <&> th frame in (E) th texture of second p-range (F59)
Animated Textures. Start <&> Texture Sequence for (E) animated range (F94)
Animated Textures. Stop <&> Texture Sequence (F95)
Animated Textures. Stop animation of <&> th range (F96)

Anim Command. Active heavy triggers in sector where is Lara (F101)
Anim Command. Add to current object the <&> Effect for (E) time (F87)
Anim Command. If current item is wading water, add to him twirls (ripples) with <&> Intensity in (E) quantity (F370)
Anim Command. Remove Free Hands and restore previous status (F213)
Anim Command. Reset the number of turns (jump power) of Parallel Bar (F216)
Anim Command. Set temporary Free Hands for <&> Seconds (F212)
Anim Command. Set temporary Free Hands until is performing <&> Animation (F211)
Anim Command. Turn (facing) current object of <&> degrees in (E) way (F102)
Anim Command. Update also original Lara position, (after a Set Position) (F103)

Backup. Restore (load) the <&> backup file in (E) way (F98)
Backup. Save in silent way the current game in <&> backup file (F97)

Camera. Change camera mode with <&> Parameters for (E) time (F214)
Camera. Enable the <&> Stand By camera effect for (E) seconds (F346)
Camera. Fade. Stop black screen and open curtain (F368)
Camera. Get/Remove <&> infinite duration for current camera (not flyby) (F406)
Camera. Increase the zoom factor (enable Super Zoom mode) for Binocular (F365)
Camera. Restore camera mode after a "change camera" flip effect (F215)
Camera. Set Cinema screen with black rows of <&> depth for (E) seconds (F369)
Camera. Set current CAMERA as follow camera on <&> Axis until (E) condition (F119)
Camera. Show black screen for <&> seconds with final curtain effect (F367)
Camera. Stop current axis or effect camera and the CAMERA linked with it (F120)
Camera. Use current CAMERA to perform <&> Effect at (E) distance from target (F123)

Collision. Set +X. direction (east) <&> Ceiling-Slope-Collision changing ceiling of (E) Clicks (F319)
Collision. Set -X. direction (east) <&> Slope-Collision changing floor of (E) Clicks (F315)

Collision. Set +X. +Z direction (north-east) <&> Ceiling-Tri-Collision changing ceiling of (E) Clicks (F325)
Collision. Set +X. -Z direction (north-east) <&> Tri-Collision changing floor of (E) Clicks (F312)
Collision. Set -X. -Z direction (north-east) <&> Tri-Split-Collision changing floor of (E) Clicks (F328)

Collision. Set +X. -Z direction (south-east) <&> Ceiling-Tri-Collision changing ceiling of (E) Clicks (F324)
Collision. Set +X. -Z direction (south-east) <&> Tri-Collision changing floor of (E) Clicks (F313)
Collision. Set -X. -Z direction (south-east) <&> Tri-Split-Collision changing floor of (E) Clicks (F329)

Collision. Set -Z. direction (north) <&> Ceiling-Slope-Collision changing ceiling of (E) Clicks (F320)
Collision. Set -Z. direction (north) <&> Slope-Collision changing floor of (E) Clicks (F316)

Collision. Set the <&> Side of closed sector as non-hangable from Lara (F330)

Collision. Set -X. direction (west) <&> Ceiling-Slope-Collision changing ceiling of (E) Clicks (F318)
Collision. Set -X. direction (west) <&> Slope-Collision changing floor of (E) Clicks (F314)

Collision. Set -X. +Z direction (north-west) <&> Ceiling-Tri-Collision changing ceiling of (E) Clicks (F323)
Collision. Set -X. -Z direction (north-west) <&> Tri-Collision changing floor of (E) Clicks (F311)
Collision. Set -X. -Z direction (north-west) <&> Tri-Split-Collision changing floor of (E) Clicks (F327)

Collision. Set -X.  -Z direction (south-west) <&> Ceiling-Tri-Collision changing ceiling of (E) Clicks (F322)
Collision. Set -X.  -Z direction (south-west) <&> Tri-Collision changing floor of (E) Clicks (F310)
Collision. Set -X.  -Z direction (south-west) <&> Tri-Split-Collision changing floor of (E) Clicks (F326)

Collision. Set  -Z direction (south) <&> Ceiling-Slope-Collision changing ceiling of (E) Clicks (F321)
Collision. Set  -Z direction (south) <&> Slope-Collision changing floor of (E) Clicks (F317)

Custom Bar. Hide the <&> Custom bar (F332)
Custom Bar. Show the <&> Custom bar on screen for (E) Seconds (F331)

Cutscene. Al. Set Von Croy <&> Data with (E) Value (F398)

Cutscene. Animations. Swap animations set in data of <&> Parameter command for (E) Actor (F393)

Cutscene. Camera. Actor with <&> role will look Lara (enemy subjective view, enemy not visible) (F395)
Cutscene. Camera. Freeze cutscene camera for <&> demo frames (F391)
Cutscene. Camera. Lara will look Actor with <&> role (Lara subjective view, Lara not visible) (F396)
Cutscene. Camera. Look Lara from <&> View angle and (E) Distance (F383)
Cutscene. Camera. Look Leading Actor from <&> View angle and (E) Distance (F381)
Cutscene. Camera. Move down cutscene camera of <&> Clicks in (E) demo frames (F386)
Cutscene. Camera. Move up cutscene camera of <&> Clicks in (E) demo frames (F385)
Cutscene. Camera. Remove freeze from cutscene camera (F392)
Cutscene. Camera. Reset cutscene camera and come back to Lara's chase camera (F384)
Cutscene. Camera. Rotate at left cutscene camera around target by <&> Degrees in (E) demo frames (F390)
Cutscene. Camera. Rotate at right cutscene camera around target by <&> Degrees in (E) demo frames (F389)
Cutscene. Camera. Zoom-in cutscene camera covering <&> Distance in (E) demo frames (F387)
Cutscene. Camera. Zoom-out cutscene camera covering <&> Distance in (E) demo frames (F388)

Cutscene. Extra Actor's texts. Set <&> color and (E) position for extra actor's texts (F401)
Cutscene. Free cutscene <&> resources (to call at end of cutscene) (F394)
Cutscene. Lara's texts. Set <&> color and (E) position for Lara's texts (F399)
Cutscene. Leading Actor's texts. Set <&> color and (E) position for leading actor's texts (F400)
Cutscene. Perform the demo.pak at <&> index of Demo script command (F379)
Cutscene. Set Fade In for <&> time (F84)
Cutscene. Set Fade Out for <&> time in (E) way (F85)
Cutscene. Stop the current demo in progress (F380)
Cutscene. Swap Von Croy <&> mesh with same mesh of (E)  slot (F397)

Delay. Load <&> level in (E) seconds (F82)

Diary. Add <&> Extra NG String to (E) Diary (F219)
Diary. Clear all strings in <&> Diary (F220)
Diary. Remove last string from <&> Diary (F221)
Diary. Show <&> Diary at (E) page (F222)

Distance. Set level far view (max distance) to <&> number of sectors (F159)

Enemy. Freeze all enemies for <&> seconds in (E) way (F347)
Enemy. Remove the "freeze all enemies" mode (F348)

Fish. Clear (disable} all fish of <&> fish Type (F343)

Flipmap. Alternate continuously the <&> flipmap with the (E) Frame interval (F333)
Flipmap. Enable <&> flipmap with (E) buttons for activation (F124)
Flipmap. FlipOff for <&> flipmap (F126)
Flipmap. FlipOn for <&> flipmap (F125)
Flipmap. Stop the alternate of <&> flipmap letting the (E) Flipmap type (F334)

FMV. Play <&> fmv (F405)

Global Triggers. <&> Enable/Disable the (E) Global Trigger (F109)
Global Triggers. Disable Global Trigger with ID <&> (F375)
Global Triggers. Enable Global Trigger with ID <&> (F374)

Images. Perform <&> Input Box parameters and wait for player input (F409)
Images. Remove from screen the current Pop Up Image (F218)
Images. Show image with data in <&> Image script command for (E) Seconds (F217)

Inventory-Item. Decrease (-1) number of <&> inventory-item in inventory (F49)
Inventory-Item. Increase (+1) in (E) way the number of <&> inventory-item in inventory (F48)
Inventory-Item. Pop up inventory to select the <&> Item in (E) way (F306)
Inventory-Item. Remove <&> inventory-item from inventory (F47)
Inventory-Item. Set (E) number of <&> inventory-item (F50)

Item Group. Activate <&> Item Group with (E) Timer value (F145)
Item Group. Disable all continuous actions of <&> Item Group (F147)
Item Group. Move continuously forward-backward <&> Item Group of (E) clicks (F137)
Item Group. Move continuously upstairs-downstairs <&> Item Group of (E) clicks (F144)
Item Group. Move down <&> Item Group for (E) clicks (F139)

Item Group. Move to -X direction (east) <&> Item Group for (E) clicks (F142)
Item Group. Move to -Z direction (north) <&> Item Group for (E) clicks (F141)
Item Group. Move to -X direction (west) <&> Item Group for (E) clicks (F140)
Item Group. Move to -Z direction (south) <&> Item Group for (E) clicks (F143)

Item Group. Move up <&> Item Group for (E) clicks (F138)

Item Group. Statics. Perform <&> trigger with (E) Item Group of statics (F354)

Item Group. Un-trigger <&> Item Group with (E) Timer value (F146)

Keyboard. Disable <&> keyboard command for (E) time (F51)
Keyboard. Enable newly <&> keyboard command (F52)
Keyboard. Simulate receive of <&> keyboard command in (E) way (F53)

Lara. (Animation) Force <&> Animation (0-255) of (E) slot for Lara (F77)
Lara. (Animation) Force <&> Animation (256-512) of (E) slot for Lara (F80)
Lara. (Animation) Force <&> Animation for Lara, preserve StateID (F169)
Lara. (Animation) Force <&> Animation for Lara, set neutral StateID (F171)
Lara. (Animation) Force <&> Animation for Lara, set new StateID (F170)
Lara. (Animation) Force <&> StatelD and (E) next StatelD for Lara (F78)

Lara. (Health) <&> Enable/disable infinite Air for Lara underwater (F104)
Lara. (Health) Damage Lara, decreasing life by <&> percentage of full vitality in (E) way (F89)
Lara. (Health) Decrease Cold bar of Cold room of <&> units in (E) way (F112)
Lara. (Health) Decrease Damage Bar of Damage room of <&> units in (E) way (F111)
Lara. (Health) Increase air for Lara of <&> units in (E) way (F110)
Lara. (Health) Kill Lara in <&> way (F63)
Lara. (Health) Lara invulnerable for <&> time with (E) effect (F91)
Lara. (Health) Poison Lara with <&> intensity of poison (F113)
Lara. (Health) Recharge Lara, increase life by <&> percentage of full vitality in (E) way (F90)
Lara. (Health) Remove flames from Lara (F92)
Lara. (Health) Remove invulnerable status for Lara (F93)
Lara. (Health) Remove poison from Lara (F114)

Lara. (Mesh) <&> Hide/Show holster meshes (F108)
Lara. (Mesh) Backup meshes of Lara in <&> slot in (E) way (F106)
Lara. (Mesh) Copy meshes from <&> slot to Lara meshes in (E) way (F105)
Lara. (Mesh) Set single <&> Lara mesh with mesh got from (E) slot (F100)
Lara. (Mesh) Swap Mesh of <&> Extra Lara Slots with that of (E) Slot (F340)
Lara. (Mesh) Swap meshes of Lara with <&> slot in (E) way (F99)
Lara. (Mesh) Torch. <&> Give/Remove Torch to/from hand of Lara (F200)
Lara. (Mesh) Torch. <&> Light/Put-Out the Torch in the hands of Lara (F199)

Lara. (Move) Move Lara in LARA_START_POS with <&> OCB value in (E) way (F79)

Lara. (Physics) Over Mode. Attract Lara in <&> direction with (E) speed (F135)
Lara. (Physics) Pad Mode. Attract Lara in <&> direction with (E) speed (F134)
Lara. (Physics) Pad-Over Mode. Attract Lara in <&> direction with (E) speed (F158)
Lara. (Physics) Trigger clockwise whirl at <&> center and (E) Diameter (F349)
Lara. (Physics) Trigger anticlockwise whirl at <&> center and (E) Diameter (F350)
Lara. (Physics) Vertical. Attract Lara <&> up/down with (E) speed (F136)

Lara. (Skills) Disable <&> Skill (F121)
Lara. (Skills) Restore <&> Skill (F122)

Lara. (Weapons) <&> Enable/disable usage of weapons for Lara (F107)
Lara. (Weapons) Disarm Lara in <&> way (F96)
Lara. (Weapons) Force <&> holsters type for Lara (F407)
Lara. (Weapons) Remove weapons or flare from Lara's hands (F83)
Lara. (Weapons) Set current selected weapon <&> (no change for mesh) (F408)

Lara. Set <&> Opacity level of Lara for (E) Seconds (F411)

Mirror. (E) Enable/Disable mirror with <&> hidden room (F88)

Moveable. Move. Move moveable with data in <&> parameters list (F167)
Moveable. Move. Stop motions of all moveables in <&> Room (F178)

Moveable. Rotation. Rotate moveable using data of <&> Parameters list (F173)
Moveable. Rotation. Stop all rotations of moveables in <&> Room (F176)

OldFlip. (?) Force Von Croy to reach <&> AI.FOLLOW OCB when ??? (F30)
OldFlip. Adds/Removes Left Gun from Lara's hand and/or holster (F15)
OldFlip. Adds/Removes Right Gun from Lara's hand and/or holster (F14)
OldFlip. Creates left gun constant flare (F17)
OldFlip. Creates right gun constant flare (F16)
OldFlip. Free left hand of Lara (F44)
OldFlip. Initialise Hair of Lara, to call after swap mesh (F26)
OldFlip. Jump to next level (following position in script.dat) (F4)
OldFlip. Kill all enemies. They disappear, no dying animation (F46)
OldFlip. Kills any swarming scarab beetles that are currently active (F31)
OldFlip. Plays a fast single earthquake, sound and rumble (F1)
OldFlip. Plays a flooding sound effect (F2)
OldFlip. Plays continuous earthquake sound effect and rumble (F7)
OldFlip. Remove items (weapons, crowbar, flare) from Lara's hands (F12)
OldFlip. Set the RGB color for the fog bulbs to the <&> value (F28)
OldFlip. Start screen timer and force Von Croy to reach <&> AI_FOLLOW OCB number (F45)
OldF ip. Swap crowbar with empty hand on Lara's right hand (F8)
OldFlip. Triggers a camera in puzzle animation below the puzzle_hole (F5)
OldFlip. Will play an explosion sound effect (F11)
OldFlip. Will play the <&> sound effect number (F10)

Organizer. Enable <&> Organizer (F127)

Organizer. Resume <&> Organizer from first command (reset) (F376)
Organizer. Resume <&> Organizer from next command (immediately) (F377)
Organizer. Resume <&> Organizer from next command in the given time set in next command (F378)
Organizer. Resume <&> Organizer in (E) way (F290)

Organizer. Stop <&> Organizer (F128)

Room. Remove from the <&> room the (E) type of room (F116)
Room. Set the <&> room as (E) type of room (F115)

Screen. Flash screen with the <&> Light color for (E) Duration (F355)
Screen. Hide screen for <&> time in (E) way (F54)
Screen. Remove Infinite Flash effect (F356)
Screen. Show screen (to abort Hide Screen effect) (F55)

Secret. Trigger <&> secret (F404)

Show. Statistics Screen (F223)

Sound. (CD) Play <&> CD track in (E) way on channel 1 (F68)
Sound. (CD) Play <&> CD track in (E) way on channel 2 (F129)
Sound. (CD) Play <&> CD Track on (E) channel with final restore of old track (F193)
Sound. (CD) Play <&> Imported file in loop mode on (E) channel (F131)
Sound. (CD) Play <&> Imported file in single play mode on (E) channel (F132)
Sound. (CD) Set <&> volume for audio track on (E) channel (F133)
Sound. (CD) Stop all CD tracks (channel l and channel 2) (F69)
Sound. (CD) Stop CD track of <&> Channel (Fl30)

Sound. Play <&> sound (single playback) of global sound map (v130) (F168)
Sound. Play <&> Sound sample of first group (0-255) for (E) time (F70)
Sound. Play <&> Sound sample of second group (256-max)for (E) time (F71)

Sound. Stop <&> Sound sample of first group (0-255) (F72)
Sound. Stop <&> Sound sample of second group (256-max) (F73)
Sound. Stop all sound samples currently played (F74)

Sprite. Remove from the screen the sprite with data in <&> Parameters (F358)
Sprite. Resume animation of sprites with data in <&> Parameter (F403)
Sprite. Show sprite with data in <&> Parameters for (E) Duration (F357)
Sprite. Stop the animated sprites with data in <&> Parameter at (E) frame (F402)

Statics. Burning. Remove burning attribute for <&> static (F188)
Statics. Burning. Set burning attribute for <&> static (F187)

Statics. Collision. Remove collision from <&> static (F161)
Statics. Collision. Restore collision for <&> static (F162)

Statics. Color. Change color of static using <&> PARAM.COLORITEM data (F191)

Statics. Damage. Set damage attribute for <&> static (F185)

Statics. Explosion. Explosion of <&> static (F180)
Statics. Explosion. Remove explosive attribute for <&> static (F182)
Statics. Explosion. Set explosive attribute for <&> static (F181)
Statics. Explosion. Shatter <&> static (F160)

Statics. Move. Move static with data in <&> parameters list (F166)
Statics. Move. Stop the motion of <&> Static (F177)
Statics. Move. Stop the movements of all statics in <&> Room (F179)

Statics. Poison. Remove poison attribute for <&> static (F184)
Statics. Poison. Set poison attribute for <&> static (F183)

Statics. Rotation. Rotate static with data of <&> Parameters list (F172)
Statics. Rotation. Stop all rotations for <&> Static (F174)
Statics. Rotation. Stop all rotations of statics in <&> Room (F175)

Statics. Scale a static item using the data in <&> Parameters command (F352)
Statics. Stop the endless scaling of the static started with the <&> Parameters command (F353)

Statics. Transparency. Remove any transparency from <&> static (F165)
Statics. Transparency. Set GLASS transparency for <&> static (F164)
Statics. Transparency. Set ICE transparency for <&> static (F163)

Statics. Visibility. Render newly visible <&> static (F190)
Statics. Visibility. Set <&> statics invisible (F189)

Swap Mesh. Swap mesh of <&> Slot with mesh of (E) Slot (F341)
Swap Mesh. Swap mesh of current Horizon object with <&> Slot mesh (F344)

Switch. Perform the <&> Switch script command (F289)

Text. Erase all strings showed with Print String effect (F67)
Text. Horizontal Scrolling of Extra NG <&> string with (E) formatting data (F206)

Text. Print Extra NG <&> string on screen for (E) seconds (F64)
Text. Print Extra NG <&> string on screen, freeze game and wait Escape (F148)
Text. Print Extra NG <&> string with (E) formatting data, and wait Escape (F210)
Text. Print Extra NG <&> string with windows font and formatting data in the (E) Parameters command (F363)
Text. Print formatted text <&> Extra NG string with (E) formatting data (F203)

Text. Print PC <&> String with (E) formatting data (F208)
Text. Print PC <&> string with (E) formatting data, and wait Escape (F209)

Text. Print PSX <&> String with (E) formatting data (F207)

Text. Print Standard <&> string on screen for (E) seconds (F65)
Text. Print Standard <&> string on screen freeze game and wait Escape (F149)

Text. Print unlimited <&> Extra NG String with current settings for infinite time (F360)
Text. Print Remove <&> Extra NG String from screen (F204)

Text. Remove print Extra NG <&> string with windows font that used data in the (E) Parameters command (F364)
Text. Reset all text formatting settings with default values (F76)

Text. Set <&> color and (E) position for next Print String flip effect (F66)
Text. Set <&> size characters for next print string command (F81)
Text. Set blink <&> status and (E) speed (F75)

Text. Vertical Scrolling of Extra NG <&> string with (E) speed (F201)
Text. Vertical Scrolling of Extra NG <&> string with (E) formatting data (F205)
Text. Vertical Scrolling. Abort all vertical scrolling text operations (F202)

Timer. <&> Show/Hide screen timer (F86)

Trigger Group. Enable newly the one-shot <&> Trigger Group already performed (F345)

Trigger Group. Perform <&> Trigger Group from script.dat (continue performing to stop with Fl92 trigger
Trigger Group. Perform <&> Trigger Group from script.dat (Multiple performing to use when in Trigger (F372)
Trigger Group. Perform <&> Trigger Group from script.dat (Single execution to use when in Trigger Group) (F371)
Trigger Group. Perform <&> Trigger Group from script.dat in (E) way (F118)

Trigger Group. Stop <&> Trigger Group (it had been enabled in continue mode) (F192)

Variables. Boat Move <&> fuel to boat tank (Local Long Delta variable) in (E) way (F366)

Variables. Clear. Clear the <&> Variable group (F241)

Variables. Convert the <&> NGLE Room index in TOMB Room Index to Current Value (F297)
Variables. Convert the NGLE Item Index to Tomb Item Index in Current Value (F301)
Variables. Convert the NGLE Room Index to Tomb Room Index in Current Value (F299)
Variables. Convert the Tomb Item Index to NGLE Item Index in Current Value (F300)
Variables. Convert the Tomb Room Index to NGLE Room Index in Current Value (F298)

Variables. Log. Print in log file the <&> Extra NG String (F308)
Variables. Log. Print the value of <&> Numeric Variable in (E) Format (F309)

Variables. Memory. Add to <&> Code Memory the (E) Value (F280)
Variables. Memory. Add to <&> Code Memory the Current Value (F283)
Variables. Memory. Add to <&> Save game Memory the (E) Value (F249)
Variables. Memory. Add to <&> Save game Memory the Current Value (F273)
Variables. Memory. Add to <&> Selected Item Memory the Current Value (F275)
Variables. Memory. Add to <&> Selected Item Memory the (E) Value (F258)

Variables. Memory. Clear in <&> Code Memory the (E) Bit (F282)
Variables. Memory. Clear in <&> Save game Memory the (E) Bit (F248)
Variables. Memory. Clear in <&> Selected Item Memory the (E) Bit (F260)

Variables. Memory. Convert from item address to item index the value in Current Value variable (F351)

Variables. Memory. Copy from (E) Selected Animation Memory to <&> Numeric Variable (F295)
Variables. Memory. Copy from (E) Selected Slot Memory to <&> Numeric Variable (F293)
Variables. Memory. Copy from <&> Code Memory to Current Value (F277)
Variables. Memory. Copy from <&> Numeric Variable to (E) Inventory Memory (F336)
Variables. Memory. Copy from <&> Numeric Variable to (E) Save game Memory (F245)
Variables. Memory. Copy from <&> Numeric Variable to (E) Selected Animation Memory (F296)
Variables. Memory. Copy from <&> Numeric Variable to (E) Selected Item Memory (F257)
Variables. Memory. Copy from <&> Numeric Variable to (E) Selected Slot Memory (F294)
Variables. Memory. Copy from Current Value to <&> Code Memory (F278)

Variables. Memory. Copy to <&> Numeric Variable the (E) Selected Item Memory (F256)
Variables. Memory. Copy to <&> Numeric Variable the (E) Inventory Memory (F339)
Variables. Memory. Copy to <&> Numeric Variable the (E) Save game Memory value (F244)

Variables. Memory. Set in <&> Code Memory the (E) Bit (F281)
Variables. Memory. Set in <&> Code Memory the (E) Negative number (F342)
Variables. Memory. Set in <&> Code Memory the (E) Value (F279)

Variables. Memory. Set in <&> Inventory Memory the (E) Big Number value (F338)
Variables. Memory. Set in <&> Inventory Memory the (E) Value (F337)

Variables. Memory. Set in <&> Save game Memory the (E) Big Number value (F262)
Variables. Memory. Set in <&> Save game Memory the (E) Bit (F247)
Variables. Memory. Set in <&> Save game Memory the (E) Negative Value (F254)
Variables. Memory. Set in <&> Save game Memory the (E) Value (F246)

Variables. Memory. Set in <&> Selected Item Memory the (E) Big Number value (F261)
Variables. Memory, Set in <&> Selected Item Memory the (E) Bit (F259)
Variables. Memory. Set in <&> Selected Item memory the (E) Value (F255)

Variables. Memory. Set the <&> Animation as Selected Animation Memory (F307)
Variables. Memory. Set the <&> Inventory item as Selected Inventory Memory (F335)
Variables. Memory. Set the <&> Slot as Selected Slot Memory (F292)

Variables. Memory. Subtract from <&> Item Memory the Current Value (F276)
Variables. Memory. Subtract from <&> Save game Memory the Current Value (F274)
Variables. Memory. Subtract to <&> Save game Memory the (E) Value (F250)

Variables. Numeric. Add to <&> Variable the (E) value (F231)
Variables. Numeric. Add to Current Value the <&> Numeric Variable (F285)

Variables. Numeric. Clear in <&> Variable the (E) bit (F235)

Variables. Numeric. Copy <&> Numeric Variable to Current Value (F271)
Variables. Numeric. Copy Current Value to <&> Numeric Variable (F272)
Variables. Numeric. Copy to <&> Numeric Variable the (E) Color RGB (F291)

Variables. Numeric. Divide <&> Numeric Variable by (E) Value (F253)
Variables. Numeric. Divide Current Value by <&> Numeric Variable (F287)

Variables. Numeric. Generate in <&> Numeric Variable a random Current Value (F304)
Variables. Numeric. Generate in <&> Numeric Variable the (E) random number (F303)

Variables. Numeric. Invert the sign of <&> Numeric Variable (F284)

Variables. Numeric. Multiply <&> Numeric Variable by (E) Value (F251)
Variables. Numeric. Multiply Current Value by <&> Numeric Variable (F288)

Variables. Numeric. Perform operation <&> Numeric Variable AND (E) Number (F305)

Variables. Numeric. Set <&> Variable with (E) value (F232)
Variables. Numeric. Set in <&> Numeric Variable the (E) Big Number value (F263)
Variables. Numeric. Set in <&> Numeric Variable the (E) Negative Value (F252)
Variables. Numeric. Set in <&> Variable the (E) bit (F234)

Variables. Numeric. Subtract from <&> Variable the (E) value (F233)
Variables. Numeric. Subtract from Current Value the <&> Numeric Variable (F286)

Variables. Save the coordinates and facing of Item index in Current Value (F302)

Variables. Store. Copy <&> Store variable to Current Value (F237)
Variables. Store. Copy Current Value to <&> Store variable (F236)

Variables. Text. Add to Big Text the <&> Extra NG String with (E) Separator (F240)
Variables. Text. Add to Big Text the <&> Numeric Variable with (E) Separator (F243)
Variables. Text. Add to Big Text the <&> Text Variable with (E) Separator (F242)

Variables. Text. Clear <&> Text variable (F410)

Variables. Text. Copy the <&> NG String to (E) Text Variable. (F239)
Variables. Text Copy the <&>Text Variable to (E) Text Variable (F238)

Variables. Timer. Hide <&> TRNG Timer in (E) Seconds (F270)
Variables. Timer. Initialize <&> TRNG Timer to (E) Big Number seconds (F267)

Variables. Timer. Initialize <&> TRNG Timer to (E) Frame Ticks (1/30 of second) (F268)
Variables. Timer. Initialize <&> TRNG Timer to (E) seconds (F266)

Variables. Timer. Show <&> TRNG Timer in (E) Position (F269)
Variables. Timer. Start the <&> TRNG Timer in (E) Mode (F264)
Variables. Timer. Stop the <&> TRNG Timer (F265)

Weather. Fog. <&> Enable/Disable all fog (distance fog or fog bulbs) (F197)
Weather. Fog. Change End limit of Distance Fog in <&> way with (E) speed (F228)
Weather. Fog. Change Start Fog distance to <&> Distance in (E) seconds (F195)
Weather. Fog. Change Start limit of Distance Fog in <&> way with (E) speed (F229)

Weather. Fog. Disable Volumetric FX in current level (Enable fog Distance) (F62)
Weather. Fog. Enable Hardware Fog (removed, no more effect) (F225)
Weather. Fog. Enable Volumetric FX in current level (Disable fog Distance) (F61)

Weather. Fog. Pulse Start distance Fog from current to <&> Distance in (E) seconds (F196)

Weather. Fog. Set <&> End Fog limit for Distance fog (F227)
Weather. Fog. Set <&> Max visibility distance for Fog Bulbs (F226)
Weather. Fog. Set <&> Start Distance Fog value (F194)
Weather. Fog. Set the <&> color for Distance Fog (F224)

Weather. Fog. Stop the <&> Change limit of Distance fog effect (F230)
Weather. Fog. Stop the Pulse Start distance fog and set new <&> Fog Distance (F198)

Weather. Lightning. <&> Enabled/Disable the Lightning (F151)
Weather. Lightning. Perform lightning with data in <&> Parameters for (E) Duration Tick frames (1/30 second) (F359)

Weather. Rain. Set <&> new state for Rain in current level (F157)
Weather. Rain. Set in advance the rain/snow setting using the intensity of <&> Room (F361)
Weather. Rain. Set Rain/Snow intensity for <&> room with the new (E)intensity value (F117)

Weather. Sky. <&> Enable/Disable the (E) Layer1/2 (F150)

Weather. Sky. change slowly the color of Layer1 to <&> color in (E) seconds (F154)
Weather. Sky. change slowly the color of Layer2 to <&> color in (E) seconds (F155)

Weather. Sky. Set new <&> color for (E) Layer1/2 (F152)
Weather. Sky. Set new <&> Speed for (E) Layer1/2 (F153)

Weather. Snow. Set <&> new state for Snow in current level (F156)

Weather. Stop the endless lightning effect with <&> Parameters (F362)

## FLIP EFFECT TRIGGERS <&> AND (E) FIELD VALUES

**Animated Textures:**

F57 F60 #ANIMATION_RANGE#

| | | |
|---|---|---|
| F58 F59 | 0: 1st Frame | 0: 1st Position |
| | 1: 2nd Frame | 1: 2nd Position |
| | 2: 3rd Frame | 2: 3rd Position |
| | 3: 4th Frame | 3: 4th Position |
| | 4: 5th Frame | 4: 5th Position |
| | 5: 6th Frame | 5: 6th Position |
| | 6: 7th Frame | 6: 7th Position |
| | 7: 8th Frame | 7: 8th Position |
| | 8: 9th Frame | 8: 9th Position |
| | 9: 10th Frame | 9: 10th Position |
| | 10: 11th Frame | 10: 11th Position |
| | 11: 12th Frame | 11: 12th Position |
| | 12: 13th Frame | 12: 13th Position |
| | 13: 14th Frame | 13: 14th Position |
| | 14: 15th Frame | 14: 15th Position |
| | 15: 16th Frame | 15: 16th Position |

| | | |
|---|---|---|
| F94 | #TEX_SEQUENCE# | #ANIMATION_RANGE# |
| F95 | #TEX_SEQUENCE# | |

F96 0:Remove All. (Weapons + Ammos)
1:Remove only weapons

**Anim Command:**

F101 F103 F213 F216 *

| | | |
|---|---|---|
| F87 | #ADD_EFFECT_255# | #TIME_LIST_128# |

F102 0: Clockwise direction
1: Inverse Clockwise direction
2: 45 degrees
4: 90 degrees
6: 135 degrees
8: 180 degrees

F211 #Animation_#0#1000

F212 #TIME_LIST_128#

| | | |
|---|---|---|
| F370 | #Intensity=#1#127 | #Quantity=#1#20 |

**Backup:**

F97 #BACKUP_LIST#

F98 #BACKUP_LIST#
0: Standard way (progress bar + load camera screen)
1: Hidden screen (let last game screen and load in background)
2: Black screen (Set black screen and no progress bar)

**Camera:**
F120 F215 F365 F368 *

F119
0:North-South (in NGLE) fixed other East-West and Up-Down coordinates
1:East-West (in NGLE) fixed other North-South and Up-Down coordinates
2:Up-Down (3d space) fixed North-South and East-West coordinates
3:Horizontal axes fixed the Up-Down coordinate.
4:North-South (in NGLE) preserving East-West distance and fixed Up-Down coordinates
5:East-West (in NGLE) preserving North-South distance and fixed Up-Down coordinates
6:Up-Down (3d space) preserving North-South distance fixed East-West coordinates
7:Up-Down (3d space) preserving East-West distance and fixed North-South coordinates
8:Horizontal axes preserving Up-Down distance.
9:North-South (in NGLE) preserving Up-Down distance and fixed East-West coordinates
10:East-West (in NGLE) preserving Up-Down distance and North-South coordinates

0:Forever (forces CAMERA to be enabled until you perform flip to stop it)
1:Until Lara is in current room (where she enabled this trigger)
2:Same time set in current CAMERA

F123
0: Matrix effect, slow speed
1: Matrix effect, normal speed
2: Matrix effect, fast speed
3: Matrix effect, very fast speed
4: Portrait effect on target (Lara or enemy), preserve Up/down distance
5: Enemy effect, from back like for Lara, preserve Up/Down distance
6: Portrait effect on target (Lara or enemy), same Up/Down coordinate
7: Enemy effect, from back like for Lara, same Up/Down coordinate
8: Portrait effect on target (Lara or enemy), Upper than target of 1 click
9: Enemy effect, from back like for Lara, Upper than target of 1 click
10: Portrait effect on target (Lara or enemy), Upper than target of 2 clicks
11: Enemy effect, from back like for Lara, Upper than target of 2 clicks
12: Portrait effect on target (Lara or enemy), Upper than target of 3 clicks
13: Enemy effect, from back like for Lara, Upper than target of 3 clicks
14: Portrait effect on target (Lara or enemy), Upper than target of 4 clicks (1 sector)
15: Enemy effect, from back like for Lara, Upper than target of 4 clicks (1 sector)

#CLICK_DISTANCE_32#

F214 #PARAM_SET_CAMERA,#1#100 #TIME_LIST_128#

F346 #StandBy=#1#50 #Seconds=#1#127

F367 #TIME_LIST_128#

F369
0: No cinema effect (remove infinite cinema effect)
1: Tiny
2: Middle
3: Big
4: Huge
5: Fissure (looking through a fissure)
#TIME_LIST_128#

F406
0:Remove infinite duration, quit now the camera
1:Enable infinite duration

**Collision. Set:**

| | | |
|---|---|---|
| F310 | #Triangular collision with height=#0#15 | #COLLISION_FLOOR# |
| F311 | #Triangular collision with height=#0#15 | #COLLISION_FLOOR# |
| F312 | #Triangular collision with height=#0#15 | #COLLISION_FLOOR# |
| F313 | #Triangular collision with height=#0#15 | #COLLISION_FLOOR# |
| F314 | #Slope Collision with height=#0#15 | #COLLISION_FLOOR# |
| F315 | #Slope Collision with height=#0#15 | #COLLISION_FLOOR# |
| F316 | #Slope Collision with height=#0#15 | #COLLISION_FLOOR# |
| F317 | #Slope Collision with height=#0#15 | #COLLISION_FLOOR# |
| F318 | #Slope Collision with height=#0#15 | #COLLISION_CEILING# |
| F319 | #Slope Collision with height=#0#15 | #COLLISION_CEILING# |
| F320 | #Slope Collision with height=#0#15 | #COLLISION_CEILING# |
| F321 | #Slope Collision with height=#0#15 | #COLLISION_CEILING# |
| F322 | #Slope Collision with height=#0#15 | #COLLISION_CEILING# |
| F323 | #Slope Collision with height=#0#15 | #COLLISION_CEILING# |
| F324 | #Slope Collision with height=#0#15 | #COLLISION_CEILING# |
| F325 | #Slope Collision with height=#0#15 | #COLLISION_CEILING# |
| F326 | #Triangular split collision with height=#0#15 | #COLLISION_FLOOR# |
| F327 | #Triangular split collision with height=#0#15 | #COLLISION_FLOOR# |
| F328 | #Triangular split collision with height=#0#15 | #COLLISION_FLOOR# |
| F329 | #Triangular split collision with height=#0#15 | #COLLISION_FLOOR# |

F330
0:North Side
1:East Side
2:South Side
3:West Side

**Custom Bar:**

F331
4:BAR_CUSTOM1
5:BAR_CUSTOM2
6:BAR_CUSTOM3
7:BAR_CUSTOM4

#TIME_LIST_128#

F332
4:BAR_CUSTOM1
5:BAR_CUSTOM2
6:BAR_CUSTOM3
7:BAR_CUSTOM4

**Cutscene:**
F380 F384 F392 *

F84
3:Very long time
8:Long
16:Default
22:Fast
25:Very fast

F85
0: Fade Out standard (screen becomes black)
1: Fade Out and Fade In (screen becomes black and then come back the light)

3:Very long time
8:Long
16:Default
22:Fast
25:Very fast

F379 #Index in DemoArray fields=#1#999

F381
0:Absolute. Camera placed at NORTH of target
1:Absolute. Camera placed at NORTH-EAST of target
2:Absolute. Camera placed at EAST of target
3:Absolute. Camera placed at SOUTH-EAST of target
4:Absolute. Camera placed at SOUTH of target
5:Absolute. Camera placed at SOUTH-WEST of target
6:Absolute. Camera placed at WEST of target
7:Absolute. Camera placed at NORTH-WEST of target
8:Relative. Camera placed AHEAD of target
9:Relative. Camera placed at RIGHT-AHEAD of target
10:Relative. Camera placed at RIGHT of target
11:Relative. Camera placed at RIGHT-BEHIND of target
12:Relative. Camera placed at BEHIND of target
13:Relative. Camera placed at LEFT-BEHIND of target
14:Relative. Camera placed at LEFT of target
15:Relative. Camera placed at LEFT-AHEAD of target
#Clicks=#0#127

F383 **SAME AS F381**

| | | |
|---|---|---|
| F385 | #Clicks=#1#127 | #Demo frames=#0#127 |
| F386 | #Clicks=#1#127 | #Demo frames=#0#127 |
| F387 | #Clicks=#1#160 | #Demo frames=#0#127 |
| F388 | #Clicks=#1#160 | #Demo frames=#0#127 |

F389 0:Degrees Infinite (rotate forever)
1:Degrees 15
2:Degrees 30
3:Degrees 45
4:Degrees 60
5:Degrees 75
6:Degrees 90
7:Degrees 105
8:Degrees 120
9:Degrees 135
10:Degrees 150
11:Degrees 165
12:Degrees 180
13:Degrees 195
14:Degrees 210
15:Degrees 225
16:Degrees 240
17:Degrees 255
18:Degrees 270
19:Degrees 285
20:Degrees 300
21:Degrees 315
22:Degrees 330
23:Degrees 345
24:Degrees=360 (full circle and stop)

#Demo frames=#0#127

F390 **SAME AS F389**

F391 #Demo frames=#0#3000

F393 #PARAM_SWAP_ANIMATIONS, #1#255

0:Lara
1:Leading Actor
2:Extra Actor

F394 0:Restore ALL. AI for actors, disable Basic Collision, free cutscene camera and restore animation swapping
1:Restore cutscene stuff but do not affect the animation swapping

F395 0:Leading Actor
1:Extra Actor

F396 **SAME AS F395**

F397

0: empty (stomach)
1: Left Thigh
2: Left Calf
3: Left Foot
4: Right Thigh
5: Right Calf
6: Right Foot
7: Chest
8: Left Hip
9: empty (Left Side)
10: Right Hip
11: empty (Right Side)
12: Left Arm
13: Left Forearm
14: Left Palm with thumb
15: Left Fingers (no thumb)
16: Right Arm
17: Right Forearm
18: Right Hand
19: Right Holster
20: Left Holster
21: Head
22: empty (back belly)
23: empty (groin)
24: empty (right internal knee)

0: MESHSWAP1
1: MESHSWAP2
2: MESHSWAP3
3: ANIMATING1
4: ANIMATING1_MIP
5: ANIMATING2
6: ANIMATING2_MIP
7: ANIMATING3
8: ANIMATING3_MIP
9: ANIMATING4
10: ANIMATING4_MIP
11: ANIMATING5
12: ANIMATING5_MIP
13: ANIMATING6
14: ANIMATING6_MIP
15: ANIMATING7
16: ANIMATING7_MIP
17: ANIMATING8
18: ANIMATING8_MIP
19: ANIMATING9
20: ANIMATING9_MIP
21: ANIMATING10
22: ANIMATING10_MIP
23: ANIMATING11
24: ANIMATING11_MIP
25: ANIMATING12
26: ANIMATING12_MIP
27: ANIMATING13
28: ANIMATING13_MIP
29: ANIMATING14
30: ANIMATING14_MIP
31: ANIMATING15
32: ANIMATING15_MIP
33: ANIMATING16
34: ANIMATING16_MIP

F398 0:Von Croy wait for Lara (0=false / 1=true)
1:Current AI OCB value
2:Next AI OCB value to reach
3:Von Croy Mode (0=Angkor Wat / 1=Iris Race)
4:Knife in right hand (0=No / 1=Knife)
#Value=#0#127

F399 **SAME AS F66**
F400 **SAME AS F66**
F401 **SAME AS F66**

**Delay:**
F82 #SEQUENCE_128#
#TIME_LIST_32#

**Diary:**

| | |
|---|---|
| F219 | #Diary=#1#100 |
| F220 | #Diary=#1#100 |
| F221 | #Diary=#1#100 |
| F222 | #Diary=#1#100 |

0:Last Page
1:Page 1
2:Page 2
3:Page 3
4:Page 4
5:Page 5
6:Page 6
7:Page 7
8:Page 8
9:Page 9
10:Page 10
11:Page 11
12:Page 12
13:Page 13
14:Page 14
15:Page 15
16:Page 16
17:Page 17
18:Page 18
19:Page 19
20:Page 20

**Distance:**

| | | |
|---|---|---|
| F159 | #Sectors=#5#127 | |

**Enemy:**

| | | |
|---|---|---|
| F348 | * | |
| F347 | #TIME_LIST_128# | |
| | | 0: Stop only enemies<br>1: Stop enemies and time counters |

**Fish:**

| | | |
|---|---|---|
| F343 | 0:ALL FISH<br>1:Predator Fish (all fish that attack Lara)<br>2:Good Fish (all fish that do not attack Lara)<br>3:Pirana Fish (Gray fish)<br>4:Clown Fish (White/Red fish)<br>5:Butterfly Fish (Yellow fish)<br>6:Angel Fish (white/azure fish) | |

**Flipmap:**

| | | |
|---|---|---|
| F124 | #FlipMap=#0#31 | #BUTTONS_LIST# |
| F125 | #FlipMap=#0#31 | |
| F126 | #FlipMap=#0#31 | |
| F333 | #FlipMap=#0#31 | |
| | | #Frames=#1#127 |
| F334 | #FlipMap=#0#31 | 0:Let the main room<br>1:Let the flipped room |

**FMV:**

| | | |
|---|---|---|
| F405 | #FMV_LIST# | |

**Global Triggers:**

| | | |
|---|---|---|
| F109 | 0: Disable global trigger<br>1: Enable global trigger | |
| | | #GlobalTrigger=#1#100#14 |
| F374 | #GlobalTrigger=#1#4999 | |
| F375 | #GlobalTrigger=#1#4999 | |

**Images:**

| | | |
|---|---|---|
| F218 F409 | * | |
| F217 | #Image=#1#200 | #TIME_LIST_128# |

**Inventory-Item:**

| | | |
|---|---|---|
| F47 | #INVENTORY-ITEM-INDEX# | |
| F48 | #INVENTORY-ITEM-INDEX# | |
| | | 0: Hidden way (change number of items with no visible effect)<br>1: Show animation of item (like it was picked up) |
| F49 | #INVENTORY-ITEM-INDEX# | |
| F50 | #INVENTORY-ITEM-INDEX# | |
| | | #SEQUENCE_128# |
| F306 | #INVENTORY-ITEM-INDEX# | |
| | | 0:Silent way<br>1:If item is missing play LARA_SAY_NO sound |

**Item Group:**

| | | |
|---|---|---|
| F137 | #ItemGroup=#1#100 | #CLICK_DISTANCE_32# |
| F138 | #ItemGroup=#1#100 | #CLICK_DISTANCE_32# |
| F139 | #ItemGroup=#1#100 | #CLICK_DISTANCE_32# |
| F140 | #ItemGroup=#1#100 | #CLICK_DISTANCE_32# |
| F141 | #ItemGroup=#1#100 | #CLICK_DISTANCE_32# |
| F142 | #ItemGroup=#1#100 | #CLICK_DISTANCE_32# |
| F143 | #ItemGroup=#1#100 | #CLICK_DISTANCE_32# |
| F144 | #ItemGroup=#1#100 | #CLICK_DISTANCE_32# |
| F145 | #ItemGroup=#1#100 | #TIMER_SIGNED# |
| F146 | #ItemGroup=#1#100 | #TIMER_SIGNED# |
| F147 | #ItemGroup=#1#100 | |

F354

160:Statics. Explosion. Shatter <&>static
161:Statics. Collision. Remove collision from <&>static
162:Statics. Collision. Restore collision for <&>static
163:Statics. Transparency. Set ICE transparency for <&>static
164:Statics. Transparency. Set GLASS transparency for <&>static
165:Statics. Transparency. Remove any transparency from <&>static
174:Statics. Rotation. Stop all rotations for <&>Static
177:Statics. Move. Stop the motion of <&>Static
180:Statics. Explosion. Explosion of <&>static
181:Statics. Explosion. Set explosive attribute for <&>static
182:Statics. Explosion. Remove explosive attribute for <&>static
183:Statics. Poison. Set poison attribute for <&>static
184:Statics. Poison. Remove poison attribute for <&>static
185:Statics. Damage. Set damage attribute for <&>static
186:Statics. Damage. Remove damage attribute for <&>static
187:Statics. Burning. Set burning attribute for <&>static
188:Statics. Burning. Remove burning attribute for <&>static
189:Statics. Visibility. Set <&>static as invisible
190:Statics. Visibility. Render newly visible <&>static

#ItemGroup=#1#100

**Keyboard:**

F51

0: All keyboard commands
1: Up
2: Down
3: Left
4: Right
5: Duck
6: Dash
7: Walk
8: Jump
9: Action (and Enter)
10: Draw Weapon
11: Use Flare
12: Look
13: Roll
14: Inventory
15: Step Left
16: Step Right
17: Pause
18: Save the game (special)
19: Load the game (special)
20: Select weapon keys (all fast weapon selectors) #TIME_LIST_128#

F52 **SAME AS F51**

| | | |
|---|---|---|
| F53 | **SAME AS F51** | 0:Single sending<br>1:Send command for 0.2 seconds<br>2:Send command for 0.3 seconds<br>3:Send command for 0.4 seconds<br>4:Send command for 0.5 seconds<br>5:Send command for 0.7 seconds<br>6:Send command for 1 second<br>7:Send command for 2 seconds<br>8:Send command for 3 seconds<br>9:Send command for 4 seconds<br>10:Send command for 5 seconds<br>11:Send command for 6 seconds<br>12:Send command for 7 seconds<br>13:Send command for 8 seconds<br>14:Send command for 9 seconds<br>15:Send command for 10 seconds<br>16:Send command for 15 seconds<br>17:Send command for 20 seconds<br>18:Send command for 25 seconds<br>19:Send command for 30 seconds<br>20:Send command for 35 seconds |

**Lara. (Animation) Force:**

| | | |
|---|---|---|
| F77 | #ANIMATION_LIST_255# | |
| | | #LARA_ANIM_SLOT# |
| F78 | #STATE_ID_LIST# | |
| | | #STATE_ID_LIST# |
| F80 | #ANIMATION_LIST_B# | |
| | | #LARA_ANIM_SLOT# |
| F169 | #Animation=#0#2047 | |
| F170 | #Animation=#0#4095 | |
| F171 | #Animation=#0#4095 | |

**Lara. (Health):**
F92 F93 F94 F114 *

F63
0: Default death (vitality=0)
1: Burning and immediate death
2: Burning and decrease vitality

F89 #PERCENTAGE#
0:Immediately, one-shot
1:Continuously, until Lara is over current trigger

F90 #PERCENTAGE#
0:Immediately, one-shot
1:Continuously, until Lara is over current trigger

F91 #TIME_LIST_128#
0:No effect
1:Transparency
2:Blinking transparency - fast
3:Blinking transparency - middle
4:Blinking transparency - slow
5:Blinking transparency - very slow

F104
0: Disable Infinite air
1: Enable Infinite air

F110 0: Continue, until Lara remains in current sector (30 times for second)
1: Single recharge. (You can use One-shot button to forbid further charging)
#RECHARGE_256#

F111 0: Continue, until Lara remains in current sector (30 times for second)
1: Single recharge. (You can use One-shot button to forbid further charging)
#RECHARGE_256#

F112 0: Continue, until Lara remains in current sector (30 times for second)
1: Single recharge. (You can use One-shot button to forbid further charging)
#RECHARGE_256#

F113
0: Intensity 1 (Very low, it requires some seconds to see effects)
1: Intensity 2 (Little)
2: Intensity 3 (Like Darts)
3: Intensity 4 (Like little scorpion)
4: Intensity 5 (Like Harpy)
5: Intensity 6 (Max level, immediate and huge screen deformation)

**Lara. (Mesh):**

F99 #SWAP_MESH_SLOT#

0: Lara Skin (standard)
1: Lara Skin + Lara Joints (Slot+1)
2: Lara Skin + Lara Joints (Slot+1) + Hairs (Slot+2)
3: Lara Skin + Lara Joints (Slot+1) + Hairs (Slot+2) + ShootingHead (Slot+3)
4: Lara Skin + Shooting Head (Slot+1)
5: Lara Skin + Shooting Head (Slot+1) + Hairs (Slot+2)

F100

0: Lara Butt
1: Lara Right Thigh
2: Lara Right Calf
3: Lara Right Foot
4: Lara Left Thigh
5: Lara Left Calf
6: Lara Left Foot
7: Lara Bust
8: Lara Right Arm
9: Lara Right Fore-Arm
10: Lara Right Hand
11: Lara Left Arm
12: Lara Left Fore-Arm
13: Lara Left Hand
14: Lara Head
15: Object on the Lara's Back
16: Objects in the Holsters

#SET_STANDARD_MESH#

F105 **SAME AS F99**

F106 **SAME AS F99**

F108

0: Show holsters
1: Hide holsters (like with young Lara)

F199

0:Put out the Torch
1:Light the Torch

F200

0:Remove Torch from hand of Lara
1:Give to Lara the Torch in her hand

F340 #LARA_OTHER_SLOTS# #SWAP_MESH_SLOT#

**Lara. (Move):**

F79 #LARA_POS_OCB#

0: Standard (at centre of sector)
1: Keep original sector displacement of Lara

**Lara. (Physics):**

F134
0: North
1: North-East
2: East
3: South-East
4: South
5: South-West
6: West
7: North-West
#Speed=#1#127

F135 **SAME AS F134**

F136
0:Upward (Only during upward jumping phase)
1:Down (Only during falling phase)
2:Upward (Always, jumping/falling phase)
3:Down (Always, jumping/falling phase)
4:Upward Proportional (Only during upward jumping phase)
5:Down Proportional (Only during falling phase)
6:Upward Proportional (Always, jumping/falling phase)
7:Down Proportional (Always, jumping/falling phase)
#Speed=#1#127

F158 **SAME AS F134**

F349 #LARA_POS_OCB# #Diameter clicks=#4#40
F350 #LARA_POS_OCB# #Diameter clicks=#4#40

**Lara. (Skills):**

F121
0:Disable LOOK feature
1:Disable Combat Camera

F122
0:Disable LOOK feature
1:Disable Combat Camera

**Lara. (Weapons):**

F83 *

F96
0:Remove All. (Weapons + Ammos)
1:Remove only weapons

F107
0: Enable newly the usage of weapons
1: Disable usage of weapons (the weapons will remain in the inventory)

F407
0: No Holster
13: Empty Holsters
14: Holsters with Pistols
15: Holsters with Uzis
16: Holsters with Revolver

F408
0: No selected weapon
1: Pistols
2: Revolver
3: UZIs
4: Shot Gun
5: Grenade Gun
6: Cross Bow

**Lara. Set:**

F411 #Opacity#1#254# #Seconds=#0#127#

**Mirror:**

F88 #ROOMS_1023#

0:Disable Mirror
1:Enable Mirror
2:Enable Mirror with blinking effect

**Moveable. Move:**

F167 #PARAM_MOVE_ITEM,#1#99

F178 #ROOMS_1023#

**Moveable. Rotation:**

F173 #PARAM_MOVE_ITEM,#1#99

F176 #ROOMS_1023#

**Old Flip:**

F10 0:Sound for little beetle
1:Elevator or cable way
2:Electric motor
3:Vibrating only while Lara is walking.
4:Helicopter
5:Strong electric motor (like a drill)
6:Electric motor (acute) like chain pulley
7:Electric motor (more acute than the above)
8:Electric motor (more near (high volume) than the above)
9:Electric motor (more far, low volume)
10:Exchange of shots, whistling of shots (cool)
11:Motor in neutral (car)
18:Chains or a fall of pebbles
19:Low buzzing
24:Sea surf
26:Like effect 5
28:Like buzz of electricity
29:Metal sound, chaotic
30:Despairing scream. (Cool)
31:Short scream of Lara when she touches enemies (ugly)
32:Like effect 11
33:Landslip
34:Like above but more acute
35:Thunders (cool)
36:Like effect 1
39:Ticking of clock work.

F28 #COLORS#

**Organizer:**

F127 #Organizer=#1#100

F128 #Organizer=#1#100

F290 #Organizer=#1#100

0:Resume from first command (like a new Enabling)
1:Resume from next command immediately
2:Resume from next command in required time set in next command

F376 #Organizer=#1#4999
F377 #Organizer=#1#4999
F378 #Organizer=#1#4999

**Room:**

F115 #ROOMS_1023#

0:Water room
2:Quick Sand room
4:Damage room
5:Outside room
10:Snow room
11:Rain room
12:Cold water room

F116 **SAME AS F115**

**Screen:**

F55 F356 *

F54 #TIME_LIST_128#

0:Black screen
1:Let current frame

F355
0:Red Light
1:Orange
2:Yellow
3:White
4:Green
5:Purple
6:Light Green
7:Blue
8:Azure
9:Gray
10:Brown

5:Infinite
10:Fast
20:Normal
30:Slow
40:Very Slow

**Secret:**

F404 #Secret #0#255

**Show. Statistics:**

F223 *

**Sound. (CD):**

| | | |
|---|---|---|
| F69 | * | |
| F68 | #CD_TRACK_LIST# | |
| | | 0:Single playback<br>1:Looped playback |
| F129 | **SAME AS F68** | |
| F130 | 0:Channel 1 (Background track)<br>1:Channel 2 (Foreground track) | |
| F131 | #ImportFile=#1#200 | |
| | | 0:Channel 1 (Background track)<br>1:Channel 2 (Foreground track) |
| F132 | **SAME AS F131** | |
| F133 | #Volume="#1#100 | |
| | | 0:Channel 1 (Background track)<br>1:Channel 2 (Foreground track) |
| F193 | #CD_TRACK_LIST# | |
| | | 0:Channel 1 (Background track)<br>1:Channel 2 (Foreground track) |

**Sound. Play:**

| | | |
|---|---|---|
| F70 | #SOUND_EFFECT_A# | #TIME_LIST_32# |
| F71 | #SOUND_EFFECT_B# | #TIME_LIST_32# |
| F168 | #SoundEffect=#0#4095 | |

**Sound. Stop**

| | |
|---|---|
| F74 | * |
| F72 | #SOUND_EFFECT_A# |
| F73 | #SOUND_EFFECT_B# |

**Sprite:**

| | | |
|---|---|---|
| F357 | #PARAM_SHOW_SPRITE,#1#100 | #TIME_LIST_128# |
| F358 | #PARAM_SHOW_SPRITE,#1#100 | |
| F402 | #PARAM_SHOW_SPRITE,#1#255 | #Frame=#0#127 |
| F403 | #PARAM_SHOW_SPRITE,#1#255 | |

**Statics:**

| | |
|---|---|
| F161 | #STATIC_LIST# |
| F162 | #STATIC_LIST# |
| F187 | #STATIC_LIST# |
| F188 | #STATIC_LIST# |
| F191 | #PARAM_COLOR_ITEM,#1#99 |

**Statics. Damage. Set:**

| | |
|---|---|
| F185 | #STATIC_LIST# |

**Statics. Explosion:**

| | |
|---|---|
| F160 | #STATIC_LIST# |
| F180 | #STATIC_LIST# |
| F181 | #STATIC_LIST# |
| F182 | #STATIC_LIST# |

**Statics. Poison:**

| | |
|---|---|
| F183 | #STATIC_LIST# |
| F184 | #STATIC_LIST# |

**Statics. Rotation:**

| | |
|---|---|
| F172 | #PARAM_ROTATE_ITEM,#1#99 |
| F174 | #STATIC_LIST# |
| F175 | #ROOMS_1023# |

**Statics. Scale:**

| | |
|---|---|
| F352 | #PARAM_SCALE_ITEM, #1#100 |
| F353 | #PARAM_SCALE_ITEM, #1#100 |

**Statics. Transparency:**

| | |
|---|---|
| F163 | #STATIC_LIST# |
| F164 | #STATIC_LIST# |
| F165 | #STATIC_LIST# |

**Statics. Visibility:**

| | |
|---|---|
| F189 | #STATIC_LIST# |
| F190 | #STATIC_LIST# |

**Swap Mesh:**

| | | |
|---|---|---|
| F341 | #SLOT_MESH_MOVEABLES# | #SLOT_MESH_MOVEABLES# |
| F344 | #SWAP_MESH_SLOT# | |

**Switch:**

| | |
|---|---|
| F289 | #Switch=#1#127 |

**Text:**

| | | |
|---|---|---|
| F67 | * | |
| F206 | #NG_STRING_LIST_255# | #PARAM_PRINT_TEXT, #1#100 |

**Text. Print Extra NG:**

| | | |
|---|---|---|
| F64 | #NG_STRING_LIST_255# | #TIME_LIST_128# |
| F148 | #NG_STRING_LIST_255# | |
| F203 | #NG_STRING_LIST_255# | #PARAM_PRINT_TEXT, #1#100 |
| F210 | #NG_STRING_LIST_255# | #PARAM_PRINT_TEXT, #1#100 |
| F363 | #NG_STRING_LIST_255# | #PARAM_WTEXT,#1#127 |

**Text. Print PC:**

| | | |
|---|---|---|
| F208 | #PC_STRING_LIST# | #PARAM_PRINT_TEXT, #1#100 |
| F209 | #PC_STRING_LIST# | #PARAM_PRINT_TEXT, #1#100 |

**Text. Print PSX:**

| | | |
|---|---|---|
| F207 | #PSX_STRING_LIST# | #PARAM_PRINT_TEXT, #1#100 |

**Text. Print Standard:**

| | | |
|---|---|---|
| F65 | #STRING_LIST_255# | #TIME_LIST_128# |
| F149 | #STRING_LIST_255# | |

**Text. Print:**

| | |
|---|---|
| F204 | #NG_STRING_LIST_ALL# |
| F360 | #NG_STRING_LIST_ALL# |

**Text. Remove:**

| | | |
|---|---|---|
| F364 | #NG_STRING_LIST_255# | #PARAM_WTEXT,#1#127 |

**Text. Reset:**

F76 *

**Text. Set:**

F66
1:Blinking White
2:White
3:Red
4:Blue
5:Metal (White + Gray)
6:Gold (White + Yellow)
7:Dark Metal (Dark Gray + Light Gray)
8:Yellow

1:Bottom line, central alignment
2:Top line, central alignment
3:Central line, central alignment
4:Top line, left alignment
5:Top line, right alignment
6:Bottom line, left alignment
7:Bottom line, right alignment
10:Under left default bars
11:Under right default bars

F75
0:Disable blinking
1:Enable blinking

1:Max speed
2:Very very fast
4:Very fast
8:Fast
16:Normal
32:Slow
64:Very slow

F81
0:Standard Size
1:Half Width
2:Half Height
3:Half Width and Height
4:Double Width
5:Double Height
6:Double Width and Height
7:Half Width and Height and no borders
8:Micro Characters, always squared of 'keypad' type
9:Atomic Characters, the little available characters

**Text. Vertical Scrolling:**

F202 *

F201 #NG_STRING_LIST_255#

0: Abs. Normal Speed (30 fps)
1: Abs. Slow Speed (15 fps)
2: Abs. Very Slow Speed (10 fps)
3: Abs. Fast Speed (60 fps)
4: Abs. Very Fast Speed (90 fps)
5: Prop. Normal Speed (30 fps)
6: Prop. Slow Speed (15 fps)
7: Prop. Very Slow Speed (10 fps)
8: Prop. Fast Speed (60 fps)
9: Prop. Very Fast Speed (90 fps)

F205 #NG_STRING_LIST_255# #PARAM_PRINT_TEXT, #1#100

**Timer:**

F86 0:Hide screen timer
1:Show screen timer

**Trigger Group:**

F118 #TriggerGroup=#1#255
0: Multiple performing (to use when in Trigger Group there is some condition)
1: Single performing (to use when in Trigger Group there are only commands)
2: Continue performing (it will be always perform until you stop it)

F192 #TriggerGroup=#1#255
F345 #TriggerGroup=#1#255
F371 #TriggerGroup=#1#9999
F372 #TriggerGroup=#1#9999

**Variables. Boat:**

F266 0:Local Timer
1:Global Timer #Seconds=#0#127

**Variables. Clear:**

F241 0: Clear ALL variables
1: Clear All Common Numeric Variables
2: Clear Store Variables
3: Clear Text Variables
4: Clear Common Numeric Local Variables
5: Clear Common Numeric Global Variables

**Variables. Convert:**

F298 F299 F300 F301 *

F297 #ROOMS_1023#

**Variables. Log:**

F308 #NG_STRING_LIST_255#

F309 #VAR_NORMALS#
1:Decimal
2:Hexadecimal
4:Binary
3:Decimal and Hexadecimal
5:Decimal and Binary
6:Hexadecimal and Binary
7:Decimal, Hexadecimal and Binary

**Variables. Memory. Add:**

F249 #MEMORY_SAVE# #Value #0#127
F258 #MEMORY_ITEM# #Value #0#127
F273 #MEMORY_SAVE#
F275 #MEMORY_ITEM#
F280 #MEMORY_CODE# #Value #0#127
F283 #MEMORY_CODE#

**Variables. Memory. Clear:**

F248 #MEMORY_SAVE# #BIT_LIST#
F260 #MEMORY_ITEM# #BIT_LIST#
F282 #MEMORY_CODE# #BIT_LIST#

**Variables. Memory. Convert:**

F351 *

**Variables. Memory. Copy from:**

| | | |
|---|---|---|
| F245 | #VAR_NORMALS# | #MEMORY_SAVE# |
| F257 | #VAR_NORMALS# | #MEMORY_ITEM# |
| F277 | #MEMORY_CODE# | |
| F278 | #MEMORY_CODE# | |
| F293 | #VAR_NORMALS# | #MEMORY_SLOT# |
| F294 | #VAR_NORMALS# | #MEMORY_SLOT# |
| F295 | #VAR_NORMALS# | #MEMORY_ANIMATION# |
| F296 | #VAR_NORMALS# | #MEMORY_ANIMATION# |
| F336 | #VAR_NORMALS# | #MEMORY_INVENTORY# |

**Variables. Memory. Copy to:**

| | | |
|---|---|---|
| F244 | #VAR_NORMALS# | #MEMORY_SAVE# |
| F256 | #VAR_NORMALS# | #MEMORY_ITEM# |
| F339 | #VAR_NORMALS# | #MEMORY_INVENTORY# |

**Variables. Memory. Set:**

| | | |
|---|---|---|
| F246 | #MEMORY_SAVE# | #Value #0#127 |
| F247 | #MEMORY_SAVE# | #BIT_LIST# |
| F254 | #MEMORY_SAVE# | #NEGATIVE_NUMBERS# |
| F255 | #MEMORY_ITEM# | #Value #0#127 |
| F259 | #MEMORY_ITEM# | #BIT_LIST# |
| F261 | #MEMORY_ITEM# | #PARAM_BIG_NUMBERS index=#0#127 |
| F262 | #MEMORY_ITEM# | #PARAM_BIG_NUMBERS index=#0#127 |
| F281 | #MEMORY_CODE# | #BIT_LIST# |
| F292 | #WAD-SLOTS# | |
| F307 | #Animation=#0#999 | |
| F335 | #MEM_INVENTORY_INDICES# | |
| F337 | #MEMORY_INVENTORY# | #Value=#0#127 |
| F338 | #MEMORY_INVENTORY# | #PARAM_BIG_NUMBERS index=#0#127 |

**Variables. Memory. Subtract:**

| | | |
|---|---|---|
| F250 | #MEMORY_SAVE# | #Value #0#127 |
| F274 | #MEMORY_SAVE# | |
| F276 | #MEMORY_ITEM# | |

**Variables. Numeric. Add:**

| | | |
|---|---|---|
| F231 | #VAR_NORMALS# | #Value #0#127 |
| F285 | #VAR_NORMALS# | |

**Variables. Numeric. Clear:**

| | | |
|---|---|---|
| F235 | #VAR_NORMALS# | BIT_LIST# |

**Variables. Numeric. Copy:**

| | | |
|---|---|---|
| F271 | #VAR_NORMALS# | |
| F272 | #VAR_NORMALS# | |
| F291 | #VAR_NORMALS# | #ColorRBG=#1#127 |

**Variables. Numeric. Divide:**

| | | |
|---|---|---|
| F253 | #VAR_NORMALS# | #Value #0#127 |
| F287 | #VAR_NORMALS# | |

**Variables. Numeric. Generate:**

| | | |
|---|---|---|
| F303 | #VAR_NORMALS# | #Random Number between 0 and #1#126 |
| F304 | #VAR_NORMALS# | |

**Variables. Numeric. Invert:**

| | | |
|---|---|---|
| F284 | #VAR_NORMALS# | |

**Variables. Numeric. Multiply:**

| | | |
|---|---|---|
| F251 | #VAR_NORMALS# | #Value #0#127 |
| F288 | #VAR_NORMALS# | |

**Variables. Numeric. Perform:**

| | | |
|---|---|---|
| F305 | #VAR_NORMALS# | #Number=#1#127 |

**Variables. Numeric. Set:**

| | | |
|---|---|---|
| F232 | #VAR_NORMALS# | #Value #0#127 |
| F234 | #VAR_NORMALS# | #BIT_LIST# |
| F252 | #VAR_NORMALS# | #NEGATIVE_NUMBERS# |
| F263 | #VAR_NORMALS# | #PARAM_BIG_NUMBERS index=#0#127 |

**Variables. Numeric. Subtract:**

| | | |
|---|---|---|
| F233 | #VAR_NORMALS# | #Value #0#127 |
| F286 | #VAR_NORMALS# | |

**Variables. Save:**

| | |
|---|---|
| F302 | * |

**Variables. Store. Copy:**

| | |
|---|---|
| F236 | #VAR_STORES# |
| F237 | #VAR_STORES# |

**Variables. Text. Add:**

| | | |
|---|---|---|
| F240 | #NG_STRING_LIST_255# | 0: Use a space as separator<br>1: Use a comma + space as separator<br>2: Use a full stop + space as separator<br>3: Use a full stop + new line character<br>4: Use a full stop + 2 new line characters |
| F242 | #VAR_TEXT# | **SAME AS F240** |
| F243 | #VAR_NORMALS# | **SAME AS F240** |

**Variables. Text. Clear:**

| | |
|---|---|
| F410 | #BIG_TEXT# |

**Variables. Text. Copy:**

| | | |
|---|---|---|
| F238 | #VAR_TEXT# | #VAR_TEXT# |
| F239 | #NG_STRING_LIST_255# | #VAR_TEXT# |

**Variables. Timer:**

| | | |
|---|---|---|
| F264 | 0:Local Timer<br>1:Global Timer | |
| | | 0:Increasing Timer<br>1:Decreasing Timer (Countdown) |
| F265 | 0:Local Timer<br>1:Global Timer | |
| F266 | * | |
| F267 | 0:Local Timer<br>1:Global Timer | #PARAM_BIG_NUMBERS index=#0#127 |
| F268 | 0:Local Timer<br>1:Global Timer | |
| | | #Frame Ticks=#0#127 |
| F269 | 0:Local Timer<br>1:Global Timer | |
| | | 1:POSITION_BOTTOM_CENTER<br>2:POSITION_TOP_CENTER<br>3:POSITION_CENTER_CENTER<br>4:POSITION_TOP_LEFT<br>5:POSITION_TOP_RIGHT<br>6:POSITION_BOTTOM_LEFT<br>7:POSITION_BOTTOM_RIGHT<br>8:POSITION_DOWN_DAMAGE_BAR<br>9:POSITION_DOWN_COLD_BAR<br>10:POSITION_DOWN_LEFT_BARS<br>11:POSITION_DOWN_RIGHT_BARS |
| F270 | 0:Local Timer<br>1:Global Timer | |
| | | #Seconds=#0#127 |

**Weather. Fog:**

| | | |
|---|---|---|
| F61 F62 F225 | * | |
| F194 | #FOG_DISTANCES# | |
| F195 | #FOG_DISTANCES# | #Seconds=#1#127 |
| F196 | #FOG_DISTANCES# | #Seconds=#1#127 |
| F197 | 0:ENABLE fog<br>1:DISABLE fog | |
| F198 | #FOG_DISTANCES# | |
| F224 | #COLORS# | |
| F226 | #FOG_DISTANCES# | |
| F227 | #FOG_DISTANCES# | |

F228
0: 1 RANDOM way - Low Intensity (1 sector)
1: 2 RANDOM way - Middle Intensity (2 sectors)
2: 4 RANDOM way - High Intensity (4 sectors)
3: 8 RANDOM way - Very high Intensity (8 sectors)
4:16 RANDOM way - Huge Intensity (16 sectors)
5:32 RANDOM way - Max Intensity (32 sectors)
8: 1 PULSE way - Low Intensity (1 sector)
9: 2 PULSE way - Middle Intensity (2 sectors)
10: 4 PULSE way - High Intensity (4 sectors)
11: 8 PULSE way - Very high Intensity (8 sectors)
12:16 PULSE way - Huge Intensity (16 sectors)
13:32 PULSE way - Max Intensity (32 sector)

0:6.0 Very Slow (6 seconds)
1:4.0 Slow (4 seconds)
2:3.0 Middle (3 seconds)
3:2.0 Fast (2 seconds)
4:1.0 Very Fast (1 second)
5:0.5 Ultra Fast (0.5 seconds)

F229 **SAME AS F228** **SAME AS F228**

F230
1:Stop the [Change END LIMIT fog distance] effect
2:Stop the [Change START LIMIT fog distance] effect

**Weather. Lightning:**

F151
0: Disable Lightning
1: Enable Lightning

F359 #PARAM_LIGHTNING,#1#255

#Frame Ticks=#0#127

**Weather. Rain:**

F117 #ROOMS_1023#
0: Intensity 1
1: Intensity 2
2: Intensity 3
3: Intensity 4

F157
0: Rain DISABLED
1: Rain SINGLE ROOMS
2: Rain ALL OUTSIDE

F361 #ROOMS_1023#

**Weather. Sky:**

F150 0: Disable
1: Enable
0: Layer1
1: Layer2

F152 #REPEAT#ColorRBG=#1#200
0: Layer1
1: Layer2

F153 #REPEAT#Speed=#0#255
0: Layer1
1: Layer2

F154 #ColorRBG=#1#200
#Seconds=#1#127

F155 #ColorRBG=#1#200
#Seconds=#1#127

**Weather. Snow:**

F156 0: Snow DISABLED
1: Snow SINGLE ROOMS
2: Snow ALL OUTSIDE

**Weather. Stop:**

F362 #PARAM_LIGHTNING,#1#999

**Fog Colours** #COLORS#

**Fog colour #00**
Default value: 0, 0, 0


**Fog colour #01**
Default value: 245, 200, 60


**Fog colour #02**
Default value: 120, 196, 112

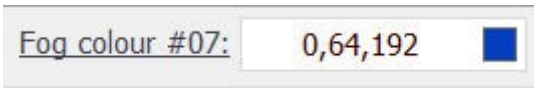

**Fog colour #03**
Default value: 202, 204, 230


**Fog colour #04**
Default value: 128, 64, 0


**Fog colour #05**
Default value: 64, 64, 64


**Fog colour #06**
Default value: 243, 232, 236


**Fog colour #07**
Default value: 0, 64, 192




**Fog colour #08**
Default value: 0, 128, 0

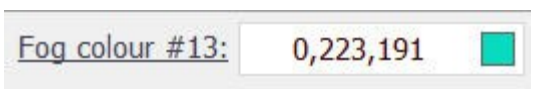

**Fog colour #09**
Default value: 150, 172, 157


**Fog colour #10**
Default value: 128, 128, 128


**Fog colour #11**
Default value: 204, 163, 123


**Fog colour #12**
Default value: 177, 162, 140


**Fog colour #13**
Default value: 0, 223, 191

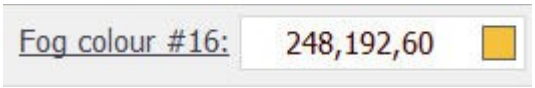



**Fog colour #14**
Default value: 111, 255, 223

**Fog Colours** #COLORS#

**Fog colour #15**
Default value: 244, 216, 152


**Fog colour #16**
Default value: 248, 192, 60



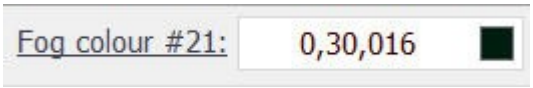

**Fog colour #17**
Default value: 252, 0, 0


**Fog colour #18**
Default value: 198, 95, 87


**Fog colour #19**
Default value: 226, 151, 118


**Fog colour #20**
Default value: 248, 235, 206


**Fog colour #21**
Default value: 0, 30, 16




**Fog colour #22**
Default value: 250, 222, 167


**Fog colour #23**
Default value: 218, 175, 117

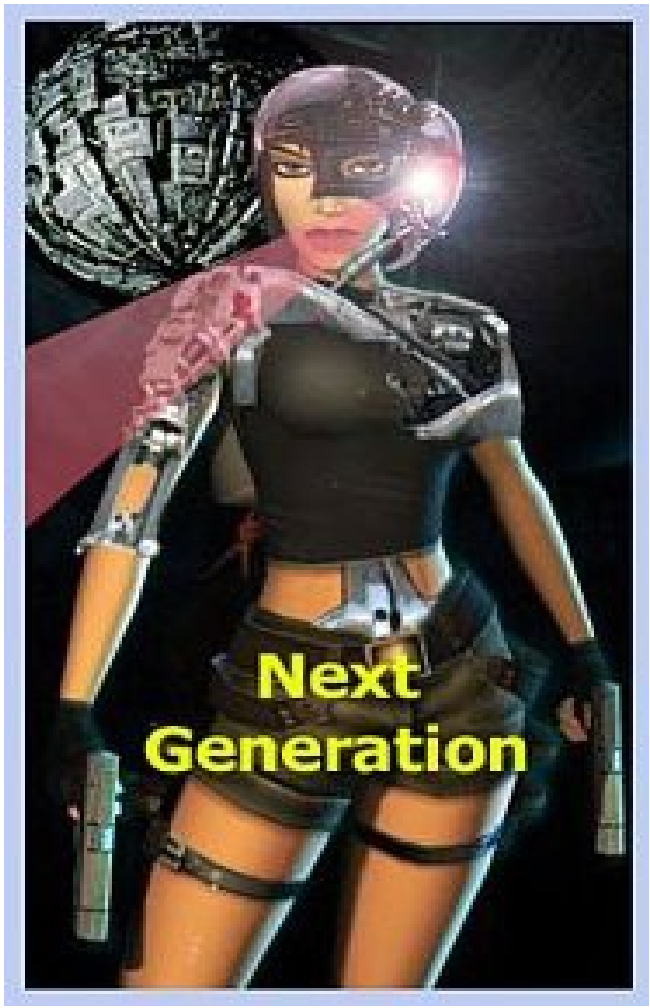

**Fog colour #24**
Default value: 225, 191, 78


**Fog colour #25**
Default value: 77, 140, 141


**Fog colour #26**
Default value: 4, 181, 154


**Fog colour #27**
Default value: 255, 174, 0

# TOMB RAIDER
# NEXT GENERATION




# TOMB EDITOR

# ACTION NG TRIGGERS

# ACTION NG TRIGGERS LIST ( A1 to A95 )

Collision. Enable newly the collisions of <#> Moveable (A62)

Creature. Force for <#> Moveable the (E) Frame of current animation (A89)
Creature. Force for <#> Moveable the (E) State-id (A90)

Cutscene. Change <#> Moveable to (E) Actor status (A86)
Cutscene. Give to <#> Moveable the (E) Leading or Extra Actor role (A87)

Cutscene. Set for actor <#> Moveable the (E) Basic collision status (A88)

Cutscene. Speech. Apply (E) Speech Parameters for <#> Moveable (A91)

Disable. Disable all continuous actions on <#> Moveable (A47)

Effect. Add to <#> Enemy the (E) Add Effect from script.txt (A48)
Effect. Apply on the <#> Moveable the (E) preset effect (A82)
Effect. Remove from <#> Enemy the (E) Add Effect from script.txt (A49)

Elevator. Move <#> elevator to (E) floor (A27)
Elevator. Move <#> elevator to floor number set in last keypad operation (A28)

Enemy. (OCB) Change the OCB value of <#> Moveable with (E) Big Number value (A79)

Enemy. (Physics) OVER Mode. Attract to -X direction (east) <#> Moveable with (E) speed (A70)
Enemy. (Physics) OVER Mode. Attract to -Z direction (north) <#> Moveable with (E) speed (A71)
Enemy. (Physics) OVER Mode. Attract to -X direction (west) <#> Moveable with (E) speed (A69)
Enemy. (Physics) OVER Mode. Attract to -Z direction (south) <#> Moveable with (E) speed (A72)

Enemy. (Physics) PAD Mode. Attract to +X direction (east) <#> Moveable with (E) speed (A74)
Enemy. (Physics) PAD Mode. Attract to -Z direction (north) <#> Moveable with (E) speed (A75)
Enemy. (Physics) PAD Mode. Attract to -X direction (west) <#> Moveable with (E) speed (A73)
Enemy. (Physics) PAD Mode. Attract to -Z direction (south) <#> Moveable with (E) speed (A76)

Enemy. Freeze. Freeze <#> Enemy for (E) Seconds (A58)
Enemy. Freeze, Remove freeze for <#> Enemy in (E) way (A59)

Enemy. Hurt <#> enemy removing (E) Vitality points (A38)
Enemy. Kill <#> object in (E) way (A14)

Enemy. Mesh. Flip (E) Mesh of <#> Moveable (A92)
Enemy. Mesh. Set for <#> enemy the (E) mesh as invisible (A50)

Enemy. Mesh. Set for <#> enemy the (E) mesh as visible (A51)
Enemy. Mesh. Set for <#> enemy the (E) transparency level (A53)

Enemy. Move immediately <#> enemy in Lara_start_pos with (E) OCB setting (A40)

Enemy. Save the coordinates and facing of <#> Moveable in save game (A60)
Enemy. Set (E) Next State Id for <#> enemy (A39)

Enemy. Timer. Show the trigger count-down for <#> enemy using (E) format (A52)

Force. (E) animation (0-31) for <#> object (A15)
Force. (E) animation (32-63) for <#> object (A16)
Force. (E) animation (64-95) for <#> object (A17)

Move. Move continuously forward-backward <#> animating of (E) clicks (A29)
Move. Move continuously upstairs-downstairs <#> animating of (E) clicks (A36)

Move. Move down <#> animating for (E) clicks (A31)
Move. Move down <#> animating for (E) units (one sector = 1024) (A64)

Move. Move to +X direction (east) <#> animating for (E) clicks (A34)
Move. Move to -X direction (east) <#> animating for (E) units (one sector = 1024) (A67)

Move. Move to +Z direction (north) <#> animating for (E) clicks (A33)
Move. Move to -Z direction (north) <#> animating for (E) units (one sector = 1024) (A66)

Move. Move to -X direction (west) <#> animating for (E) clicks (A32)
Move. Move to -X direction (west) <#> animating for (E) units (one sector = 1024) (A65)

Move. Move to -Z direction (south) <#> animating for (E) clicks (A35)
Move. Move to -Z direction (south) <#> animating for (E) units (one sector = 1024) (A68)

Move. Move up <#> animating for (E) clicks (A30)
Move. Move up <#> animating for (E) units (one sector = 1024) (A63)

Move. Update room for <#> animating with (E) units of V displacement (A93)

Perform. (E) flip effect on <#> object (A13)

Statics. Apply on <#> static the (E) Add Effect from script file (A83)
Statics. Remove from <#> static the (E) Add Effect of script file (A84)

Swap Mesh. of <#> moveable with (E) Slot (A37)

Trigger. (Camera) Activate <#> Camera or fixed camera with (E) Timer value (A41)
Trigger. (Door) (Open/Close <#> door (A26)
Trigger. (FlyBy) (E) Activate or Un-trigger the <#> Fly By camera sequence (A48)
Trigger. (Moveable) Activate <#> Object with (E) Timer value (A43)
Trigger. (Moveable) Untrigger <#> Object with (E) Timer value (A44)
Trigger. (Sink) Activate the <#> Sink (A46)

Trigger. (Target) Set <#> Moveable as Target for camera or fixed camera (A42)

Trigger. (Tight-Rope) Disable <#> Tight-Rope (A77)
Trigger. (Tight-Rope) Enable newly <#> Tight-Rope (previously disabled) (A78)

Trigger. Remove <#> Moveable from active item list (you will not move or animate it) (A95)

Trigger. Set <#> Moveable as ACTIVE item (item that you will move or animate) (A94)

Turn. (#) ANIMATING moving endless in (E) way (A5)
Turn. (#) ANIMATING moving fast clockwise (E) degrees (A3)
Turn. (#) ANIMATING moving fast clockwise until (E) facing (A20)

Turn. (#) ANIMATING moving fast inverse clockwise (E) degrees (A4)
Turn. (#) ANIMATING moving fast inverse clockwise until (E) facing (A21)

Turn. (#) ANIMATING moving slowly clockwise (E) degrees (A1)
Turn. (#) ANIMATING moving slowly clockwise until (E) facing (A18)

Turn. (#) ANIMATING moving slowly inverse clockwise (E) degrees (A2)
Turn. (#) ANIMATING moving slowly inverse clockwise until (E) facing (A19)

Turn. immediately <#> object  (E) degrees clockwise (A11)
Turn. immediately <#> object  (E) degrees inverse clockwise (A12)

Turn. vertically <#> ANIMATING moving endless in (E) way (A10)

Turn. vertically <#> ANIMATING moving fast clockwise  (E) degrees (A8)
Turn. vertically <#> ANIMATING moving fast clockwise until (E) facing (A24)

Turn. vertically <#> ANIMATING moving fast inverse clockwise (E) degrees (A9)
Turn. vertically <#> ANIMATING moving fast inverse clockwise until (E) facing (A25)

Turn. vertically <#> ANIMATING moving slowly clockwise  (E) degrees (A6)
Turn. vertically <#>ANIMATING moving slowly clockwise until (E) facing (A22)

Turn. vertically <#> ANIMATING moving slowly inverse clockwise  (E) degrees (A7)
Turn. vertically <#> ANIMATING moving slowly inverse clockwise until (E) facing (A23)

Turn. Resume circular turning of  <#> Animating previously put in Pause (A85)
Turn. Stop circular turning for  <#> Animating item in (E) way (A81)

Turn. Turn <#> Animating around the center at -X direction (west) (E)Distance in circular way (A80)

Variables. Move <#> Moveable to position saved from (E) Store Variable (A56)
Variables. Move <#> Moveable to position saved from (E) Store Variable (center) (A57)

Variables. Save the position of <#> Moveable from (E) Store Variable (x.y.z.room) (A55)
Variables. Set the index of (#) Moveable as selected item (A54)

**ACTION NG TRIGGERS <#> AND (E) FIELD VALUES**

**Collision:**

| | | |
|---|---|---|
| A62 | #MOVEABLES# | |

**Creature:**

| | | |
|---|---|---|
| A89 | #MOVEABLES# | #FRAME#1#127 |
| A90 | #MOVEABLES# | #STATE_ID#1#127 |

**Cutscene:**

| | | |
|---|---|---|
| A86 | #MOVEABLES# | Activate again former removed enemy setting as Actor<br>Activate enemy and force him as a Actor<br>Force living Actor as common enemy<br>Force living enemy as Actor and initialise first state id<br>Force living enemy as Actor and let current animation<br>Remove living Actor and restore his AI slot skills |
| A87 | #MOVEABLES# | Extra Actor<br>Leading Actor |
| A88 | #MOVEABLES# | Add basic collision to Actor<br>Remove basic collision to Actor |
| A91 | #MOVEABLES# | #PARAM_ACTOR_SPEECH#1#127 |

**Disable:**

| | | |
|---|---|---|
| A47 | #MOVEABLES# | |

**Effect:**

| | | |
|---|---|---|
| A48 | #MOVEABLES# | #AddEffect=#1#127 |
| A49 | #MOVEABLES# | #AddEffect=#1#127 |
| A82 | #MOVEABLES# | #AddEffect=#1#127 |

**Elevator:**

| | | |
|---|---|---|
| A27 | #ELEVATOR# | 0:1st floor<br>1:2nd Floor<br>2:3rd floor<br>3:4th floor<br>4:5th floor<br>5:6th floor<br>6:7th floor<br>7:8th floor<br>8:9th floor<br>9:10h floor |
| A28 | #ELEVATOR# | KEYPAD INPUT |

**Enemy. (OCB):**

| | | |
|---|---|---|
| A79 | #MOVEABLES# | #PARAM_BIG_NUMBERS index=#0#127 |

**Enemy. (Physics):**

| | | |
|---|---|---|
| A69 | #MOVEABLES# | #Speed=#1#127 |
| A70 | #MOVEABLES# | #Speed=#1#127 |
| A71 | #MOVEABLES# | #Speed=#1#127 |
| A72 | #MOVEABLES# | #Speed=#1#127 |
| A73 | #MOVEABLES# | #Speed=#1#127 |
| A74 | #MOVEABLES# | #Speed=#1#127 |
| A75 | #MOVEABLES# | #Speed=#1#127 |
| A76 | #MOVEABLES# | #Speed=#1#127 |

**Enemy. Freeze:**

| | | |
|---|---|---|
| A58 | #MOVEABLES# | #TIME_LIST_128# |
| A59 | #MOVEABLES# | 0:No effect<br>1:Explosion Effect<br>2:Vibrate effect<br>3:Vibrate and explosion |

**Enemy. Hurt:**

| | | |
|---|---|---|
| A38 | #MOVEABLES# | #Vitality Points=#1#127# |

**Enemy. Kill:**

| | | |
|---|---|---|
| A14 | #MOVEABLES# | 0:Default death animation (only for mortal creatures, removing vitality)<br>1:Remove immediately (disappear any item)<br>2:Exploding moveable on ground/sky<br>3:Exploding moveable underwater<br>4:Exploding creature<br>5:Kill Creature<br>6:Hide Creature (when other ways don't work)<br>7:Anti-trigger Item (like if it was never enabled)<br>8:Disable emitter |

**Enemy. Mesh:**

| | | |
|---|---|---|
| A50 | #MOVEABLES# | #MESH=#0#31 |
| A51 | #MOVEABLES# | #MESH=#0#31 |
| A53 | #MOVEABLES# | #Transparency Level=#0#126 |
| A92 | #MESH# | #MOVEABLES# |

**Enemy. Move:**

| | | |
|---|---|---|
| A40 | #MOVEABLES# | #LARA_POS_OCB# |

**Enemy. Save:**

| | |
|---|---|
| A60 | #MOVEABLES# |

**Enemy. Set:**

| | | |
|---|---|---|
| A39 | #MOVEABLES# | #Next State Id=#0#127 |

**Enemy. Timer:**

| | | |
|---|---|---|
| A52 | #MOVEABLES# | 0: Only seconds. Example "13"<br>1: Seconds and one decimal digit. Point separator. Example "13.4"<br>2: Seconds and two decimal digit. Point separator. Example "13.46"<br>3: Seconds and one decimal digit. Colon separator. Example "13;4"<br>4: Seconds and two decimal digit. Colon separator. Example "13;46"<br>5: Only seconds with three noughts format. Example "013" or "001" |

**Force. (E) animation:**

| | |
|---|---|
| A15 | #ANIMATION_LIST_32A# |
| A16 | #ANIMATION_LIST_32B# |
| A17 | #ANIMATION_LIST_32C# |

**Move. Move continuously:**

| | | |
|---|---|---|
| A29 | #MOVEABLES# | #CLICK_DISTANCE_32# |
| A36 | #MOVEABLES# | #CLICK_DISTANCE_32# |

**Move. Move down:**

| | | |
|---|---|---|
| A31 | #MOVEABLES# | #CLICK_DISTANCE_32# |
| A64 | #MOVEABLES# | #MICRO_CLICKS# |

**Move. Move to:**

| | | |
|---|---|---|
| A32 | #MOVEABLES# | #CLICK_DISTANCE_32# |
| A33 | #MOVEABLES# | #CLICK_DISTANCE_32# |
| A34 | #MOVEABLES# | #CLICK_DISTANCE_32# |
| A35 | #MOVEABLES# | #CLICK_DISTANCE_32# |
| | | |
| A65 | #MOVEABLES# | #MICRO_CLICKS# |
| A66 | #MOVEABLES# | #MICRO_CLICKS# |
| A67 | #MOVEABLES# | #MICRO_CLICKS# |
| A68 | #MOVEABLES# | #MICRO_CLICKS# |

**Move. Move up:**

| | | |
|---|---|---|
| A30 | #MOVEABLES# | #CLICK_DISTANCE_32# |
| A63 | #MOVEABLES# | #MICRO_CLICKS# |

**Move. Update:**

| | | |
|---|---|---|
| A93 | #MOVEABLES# | #CLICKS# |

**Perform:**

| | |
|---|---|
| A13 | 0:Make the <&>object turn around 180 degrees.<br>1:Floor shake effect closed to <&>Moveable<br>3:Makes bubbles in position of <&>moveable (LARA_START_POS)<br>6:Activates key triggers of <&>key switch object.<br>18:Swaps meshes of #object with meshswap1.<br>19:Swaps meshes of #object with meshswap2.<br>20:Swaps meshes of #object with meshswap3.<br>21:Hide object. Makes #ANIMATING invisible<br>22:Show object. Makes #ANIMATING visible<br>29:Ghost trap in position #LARA_START_POS for Wraith3<br>32:Create floor shadow for #moveable (futile)<br>43:(?) Put in left hand of Lara some (?) mesh of #moveable |

**Statics:**

| | | |
|---|---|---|
| A83 | #STATICS# | #AddEffect=#1#127 |
| A84 | #STATICS# | #AddEffect=#1#127 |

**Swap Mesh:**

| | |
|---|---|
| A37 | #SWAP_MESH_SLOT# |

**Trigger:**

| | |
|---|---|
| A42 A48 | * |
| | |
| A26 | 0:Close the door<br>1:Open the door |
| | |
| A41 | #CAMERA_EFFECTS# #Timer=#0#127 |
| | |
| A43 | #MOVEABLES# #TIMER_SIGNED# |
| A44 | #MOVEABLES# #TIMER_SIGNED# |
| | |
| A46 | #SINK_LIST# |
| | |
| A77 | #MOVEABLES# |
| A78 | #MOVEABLES# |
| A94 | #MOVEABLES# |
| A95 | #MOVEABLES# |

**Turn. (#) ANIMATING:**

| | | |
|---|---|---|
| A1 | #MOVEABLES# | #DEGREES# |
| A2 | #MOVEABLES# | #DEGREES# |
| A3 | #MOVEABLES# | #DEGREES# |
| A4 | #MOVEABLES# | #DEGREES# |
| A5 | #MOVEABLES# | 0:Clockwise slowly<br>1:Clockwise fast<br>2:Inverse Clockwise slowly<br>3:Inverse Clockwise fast |
| A18 | #MOVEABLES# | 0: North<br>2: North-East<br>4: East<br>6: South-East<br>8: South<br>10: South-West<br>12: West<br>14: North-West |
| A19 | **SAME AS A18** | |
| A20 | **SAME AS A18** | |
| A21 | **SAME AS A18** | |

**Turn. Immediately:**

| | | |
|---|---|---|
| A11 | #MOVEABLES# | #DEGREES# |
| A12 | #MOVEABLES# | #DEGREES# |

**Turn. Vertically:**

| | | |
|---|---|---|
| A6 | #MOVEABLES# | #DEGREES# |
| A7 | #MOVEABLES# | #DEGREES# |
| A8 | #MOVEABLES# | #DEGREES# |
| A9 | #MOVEABLES# | #DEGREES# |
| A10 | #MOVEABLES# | 0:Clockwise slowly<br>1:Clockwise fast<br>2:Inverse Clockwise slowly<br>3:Inverse Clockwise fast |
| A22 | #MOVEABLES# | 0: North<br>2: North-East<br>4: East<br>6: South-East<br>8: South<br>10: South-West<br>12: West<br>14: North-West |
| A23 | **SAME AS A22** | |
| A24 | **SAME AS A22** | |
| A25 | **SAME AS A22** | |

**Turn. Resume:**

| | |
|---|---|
| A85 | #MOVEABLES# |

**Turn. Stop:**

| | | |
|---|---|---|
| A81 | #MOVEABLES# | 1:Immediately<br>2:Slow down until stopping<br>3:Stop to next east,west,south or north of the center<br>4:Stop when it reaches NORTH of the center<br>5:Stop when it reaches SOUTH of the center<br>6:Stop when it reaches EAST of the center<br>7:Stop when it reaches WEST of the center<br>8:Pause. Stop temporary its movement |

**Turn. Turn:**

| | | |
|---|---|---|
| A80 | #MOVEABLES# | #Sectors=#1#127 |

**Variables. Move:**

| | | |
|---|---|---|
| A56 | #MOVEABLES# | #VAR_LONG_STORE# |
| A57 | #MOVEABLES# | #VAR_LONG_STORE# |

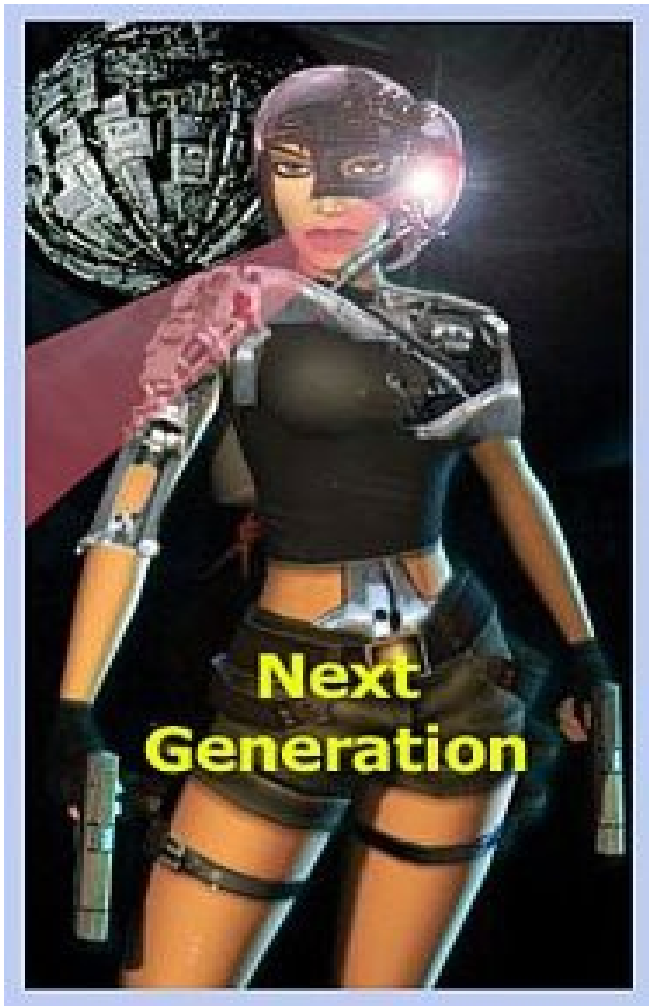
**Variables. Save:**

| | | |
|---|---|---|
| A55 | #MOVEABLES# | #VAR_LONG_STORE# |

**Variables. Set:**

| | |
|---|---|
| A54 | #MOVEABLES# |

# TOMB RAIDER
# NEXT GENERATION




# TOMB EDITOR

# CONDITION NG TRIGGERS

# CONDITION NG TRIGGERS ( C1 to C97 )

Anim Textures. The <#> AnimRange textures is (E) enabled/disabled (C32)

Collision. <#>Moveable is touching Lara with its (E) mesh (C82)
Collision. Lara is touching <#> Moveable (C26)
Collision. Lara is touching <#> Moveable with her (E) mesh (C83)
Collision. Lara is touching some <#> Creature type (C28)
Collision. Lara is touching some moveable of <#> Slot type (C27)
Collision. Lara is touching some static of <#> Slot static type (C33)
Collision. Lara is touching the <#> Static item (C34)

Creature. <#> Creature is currently (E) (C14)
Creature. <#> Moveable with (E) degrees of view is able to see Lara (C84)

Creature. Current animation of <#> creature is (E) animation (0-31) (C21)
Creature. Current animation of <#> creature is (E) animation (32-63) (C23)
Creature. Current animation of <#> creature is (E) animation (64-95) (C24)

Creature. Current State Id of <#> creature is (E) State Id (C22)
Creature. PAD trigger. The <#> moveable is touching floor (C92)
Creature. Transparency. The <#> creature has the (E) Transparency level (C37)

Cutscene. Current demo is playing/recording the <#> frame (C86)
Cutscene. Current demo is playing/recording the <#> frame from PARAM_BIG_NUMBERS script (C87)

Cutscene. Leading Actor is far from floor of <#> Units or greater (C88)
Cutscene. Leading Actor is far from floor of <#> Units or lower (C89)
Cutscene. Leading Actor top side is far from ceiling of <#> Units or greater (C90)
Cutscene. Leading Actor top side is far from ceiling of <#> Units or lower (C91)

Fragmented trigger. Check in (E) way if Lara is in <#> fragment of 2x2 sector grid (C6)
Fragmented trigger. Check in (E) way if Lara is in <#> fragment of 3x3 sector grid (C7)
Fragmented trigger. Check in (E) way if Lara is in <#> fragment of 4x4 sector grid (C8)

Fragmented trigger. Check in (E) way if Lara is in the East side triangle <#> Size (C73)
Fragmented trigger. Check in (E) way if Lara is in the North side triangle <#> Size (C75)
Fragmented trigger. Check in (E) way if Lara is in the South side triangle <#> Size (C76)
Fragmented trigger. Check in (E) way if Lara is in the West side triangle <#> Size (C74)

Fragmented trigger. Check in (E) way if Lara is in the North East corner triangle <#> Size (C71)
Fragmented trigger. Check in (E) way if Lara is in the South East corner triangle <#> Size (C72)
Fragmented trigger. Check in (E) way if Lara is in the North West corner triangle <#> Size (C69)
Fragmented trigger. Check in (E) way if Lara is in the South West corner triangle <#> Size (C70)

Fragmented trigger. Check in (E) way if Lara is in the <#> circle (C60)

Fragmented trigger. Check in (E) way if Lara is in the custom triangle defined in the <#> Parameter (C78)
Fragmented trigger. Check in (E) way if Lara is in the quadrilateral defined in the <#> Parameter (C79)
Fragmented trigger. Check in (E) way if Lara is in the Rhombus <#> Size (C77)

Fragmented trigger. Check in (E) way if Lara is in the sector with center North East corner and <#> Radius (C63)
Fragmented trigger. Check in (E) way if Lara is in the sector with center North West corner and <#> Radius (C62)
Fragmented trigger. Check in (E) way if Lara is in the sector with center South East corner and <#> Radius (C64)
Fragmented trigger. Check in (E) way if Lara is in the sector with center South West corner and <#> Radius (C61)

Fragmented trigger. Check in (E) way if Lara is in the sector with center middle East side and <#> Radius (C66)
Fragmented trigger. Check in (E) way if Lara is in the sector with center middle North side and <#> Radius (C67)
Fragmented trigger. Check in (E) way if Lara is in the sector with center middle West side and <#> Radius (C65)
Fragmented trigger. Check in (E) way if Lara is in the sector with center middle South side and <#> Radius (C68)

Fragmented trigger: Check in (E) way if Lara is in the custom Circle defined in the <#>Parameter (C80)

Inventory. Missing <#> inventory_item. (C1)
Inventory. Present <#> inventory_item. (C2)
Inventory. The just selected item from inventory is <#> Item (C59)
Inventory. There are at least (E) of <#> inventory_item in inventory (C3)
Inventory. There are less than (E) of <#> inventory_item in inventory (C4)

Keyboard. <#> Command game is currently (E) (C13)
Keyboard. <#> keyboard scan code is currently (E) (C12)

Key Pad. Last number typed in keypad is <#> value (C19)

Lara. (Animation) Lara is performing <#> animation (C30)

Lara. (Health) Lara vitality is (E) Condition than <#> vitality (C29)

Lara. (Holds) Lara is holding/driving the <#> item (C35)

Lara. (Secrets) Lara has found at least <#> secrets (C17)
Lara. (Secrets) Lara has found exactly <#> secrets (C18)

Lara. (State-Id) Lara is in <#> State-id (C31)

Lara. (Status) Current <#> Lara status is (E) enabled/disabled (C25)
Lara. (Status) Lara is performing <#> action is (E)  (C5)

Lara. Distance. Lara is distant by <#> Moveable less or even than (E) Clicks (C54)
Lara. Distance. Lara is distant by <#> Moveable less or even than (E) Units (C55)

Lara. Room. Lara is in the <#> room type (C81)

Multiple condition of <#> MultEnvCondition script command in (E) way (C16)
Multiple condition of <#> TriggerGroup script command (C15)

Random. Condition is true with <#> chances on 64 computed in (E) way (C36)

Sound. The <#> Sfx Sound effect is playing (C85)

Timer. Timer Screen value is (E) than <#> seconds (C20)

Variables. Current Value is = than <#> Variable (C57)
Variables. Current Value is >= than <#> Variable (C56)
Variables. Current Value is < than <#> Variable (C58)

Variables. The (E)Text Variable is even than <#> NG String (Case sensitive comparison) (C93)
Variables. The (E)Text Variable is even than <#> NG String (Not case sensitive comparison) (C94)

Variables. The (E)Text Variable is even than <#> Text Variable (Case sensitive comparison) (C95)
Variables. The (E)Text Variable is even than <#> Text Variable (Not case sensitive comparison) (C96)

Variables. The <#> Code Memory has the (E) Bit clear (C53)
Variables. The <#> Code Memory has the (E) Bit set (C52)

Variables. The <#> Code Memory is < than Current Value (C51)
Variables. The <#> Code Memory is = than Current Value (C49)
Variables. The <#> Code Memory is >= than Current Value (C50)

Variables. The <#> Numeric Variable has the (E) Bit clear (C45)
Variables. The <#> Numeric Variable has the (E) Bit set (C44)

Variables. The <#> Numeric Variable is < than (E) Big Number value (C39)
Variables. The <#> Numeric Variable is < than (E) Value (C42)

Variables. The <#> Numeric Variable is = than (E) Big Number value (C40)
Variables. The <#> Numeric Variable is = than (E) Value (C43)

Variables. The <#> Numeric Variable is >= than (E) Big Number value (C38)
Variables. The <#> Numeric Variable is >= than (E) Value (C41)

Variables. The <#> Text Variable is a (E) string (C97)

Variables. The Current Value variable is < than <#> Value (C47)
Variables. The Current Value variable is = than <#> Value (C48)
Variables. The Current Value variable is >= than <#> Value (C46)

Vertical trigger. Anti zone of <#> click from floor and high (E) clicks (C11)
Vertical trigger. Inverse zone of <#> clicks from floor and high (E) clicks (C10)
Vertical trigger. Zone of <#> clicks from floor and high (E) clicks (C9)

**CONDITION NG TRIGGERS <#> AND (E) FIELD VALUES**

**Anim Textures:**

C32 #ANIMATION_RANGE#

0:Disabled
1:Enabled

**Collision:**

C26 #MOVEABLES#

C27 #WAD-SLOTS#

C28 0: Mortal Creatures
1: Immortal Creatures
2: Guides and friends

C33 #STATIC_SLOTS#

C34 #STATIC_LIST#

C82 #MOVEABLES#

#Mesh #0#31

C83 #MOVEABLES#

#Mesh #0#31

**Creature:**

C14 #MOVEABLES#

0: Enemy is dead
1: Enemy has not been yet activated
2: Enemy is living
3: Enemy is active
4: Enemy is not active

C84 #MOVEABLES#

1: 22.5 degrees
2: 45 degrees
3: 67.5 degrees
4: 90 degrees
5:112.5 degrees
6:135 degrees
7:157.5 degrees
8:180 degrees
9:202.5 degrees
10:225 degrees
11:247.5 degrees
12:270 degrees

**Creature. Current animation:**

C21 #Animation=#0#31

C23 #Animation=#32#63

C24 #Animation=#64#95

**Creature. Current State:**

C22 #StateId=#0#31

**Creature. PAD trigger:**

C92 #MOVEABLES#

**Creature. Transparency:**

C37 #MOVEABLES#

#TRANSPARENCY32#

**Cutscene. Current demo:**

C86 #Frame#0#1023
C87 PARAM_BIG_NUMBERS index=#0#127

**Cutscene. Leading Actor:**

C88 PARAM_BIG_NUMBERS index=#0#127
C89 PARAM_BIG_NUMBERS index=#0#127
C90 PARAM_BIG_NUMBERS index=#0#127
C91 PARAM_BIG_NUMBERS index=#0#127

**Fragmented trigger. Grid:**

C6 #FRAG_2x2#

0:DEFAULT. Lara is over current #fragment
1:PAD. Lara is touching current #fragment
2:INVERSE. Lara is over any fragment except specified #fragment
3:PAD & INVERSE. Lara is touching any fragment except specified #fragment

C7 #FRAG_3x3#

**SAME AS C6**

C8 #FRAG_4x4#

**SAME AS C6**

**Fragmented trigger. Side Triangle:**

C73 #Side Size=#16#1023

0:DEFAULT. Lara is over current Triangle
1:PAD. Lara is touching current Triangle
2:INVERSE. Lara is outside of current Triangle
3:PAD & INVERSE. Lara is touching the outside zone of current Triangle

C74 #Side Size=#16#1023 **SAME AS C73**
C75 #Side Size=#16#1023 **SAME AS C73**
C76 #Side Size=#16#1023 **SAME AS C73**

**Fragmented trigger. Corner Triangle:**

C69 #Cathetus Size=#16#1023

0:DEFAULT. Lara is over current Triangle
1:PAD. Lara is touching current Triangle
2:INVERSE. Lara is outside of current Triangle
3:PAD & INVERSE. Lara is touching the outside zone of current Triangle

C70 #Cathetus Size=#16#1023 **SAME AS C69**
C71 #Cathetus Size=#16#1023 **SAME AS C69**
C72 #Cathetus Size=#16#1023 **SAME AS C69**

**Fragmented trigger. Shapes:**

C60 #Circle with radius=#1#512

0:DEFAULT. Lara is over current circle
1:PAD. Lara is touching current circle
2:INVERSE. Lara is outside of current circle
3:PAD & INVERSE. Lara is touching the outside zone of current circle

C77 #Diagonal Size=#16#1023

0:DEFAULT. Lara is over current Rhombus
1:PAD. Lara is touching current Rhombus
2:INVERSE. Lara is outside of current Rhombus
3:PAD & INVERSE. Lara is touching the outside zone of current Rhombus

C78 PARAM_TRIANGLE, #1#255

0:DEFAULT. Lara is over current Triangle
1:PAD. Lara is touching current Triangle
2:INVERSE. Lara is outside of current Triangle
3:PAD & INVERSE. Lara is touching the outside zone of current Triangle

C79 PARAM_QUADRILATERAL, #1#255

0:DEFAULT. Lara is over current Quadrilateral
1:PAD. Lara is touching current Quadrilateral
2:INVERSE. Lara is outside of current Quadrilateral
3:PAD & INVERSE. Lara is touching the outside zone of current Quadrilateral

**Fragmented trigger. Center Corner:**

C61 #Circle Sector with radius=#1#1023

0:DEFAULT. Lara is over current circle
1:PAD. Lara is touching current circle
2:INVERSE. Lara is outside of current circle
3:PAD & INVERSE. Lara is touching the outside zone of current circle

C62 #Circle Sector with radius=#1#1023

**SAME AS C61**

C63 #Circle Sector with radius=#1#1023

**SAME AS C61**

C64 #Circle Sector with radius=#1#1023

**SAME AS C61**

**Fragmented trigger. Center Side:**

C65 #Circle Sector with radius=#1#1023

**SAME AS C61**

C66 #Circle Sector with radius=#1#1023

**SAME AS C61**

C67 #Circle Sector with radius=#1#1023

**SAME AS C61**

C68 #Circle Sector with radius=#1#1023

**SAME AS C61**

**Fragmented trigger. Custom Circle:**
C80 PARAM_CIRCLE, #1#255

0:DEFAULT. Lara is over current circle
1:PAD. Lara is touching current circle
2:INVERSE. Lara is outside of current circle
3:PAD & INVERSE. Lara is touching the outside zone of current circle

**Inventory:**
C1 #INVENTORY-ITEMS#
C2 #INVENTORY-ITEMS#

C3 #INVENTORY-ITEMS#
#SEQUENCE_32#

C4 #INVENTORY-ITEMS#
#SEQUENCE_32#

C59 #INVENTORY-ITEMS#

**Keyboard:**
C12 1:ESCAPE
2:Number1
3:Number2
4:Number3
5:Number4
6:Number5
7:Number6
8:Number7
9:Number8
10:Number9
11:Number0
14:BACK_SPACE
15:TAB
16:KeyQ
17:KeyW
18:KeyE
19:KeyR
20:KeyT
21:KeyY
22:KeyU
23:KeyI
24:KeyO
25:KeyP
28:ENTER
29:CTRL
30:KeyA
31:KeyS
32:KeyD
33:KeyF
34:KeyG
35:KeyH
36:KeyJ
37:KeyK
38:KeyL
42:SHIFT Left
44:KeyZ
45:KeyX
46:KeyC
47:KeyV
48:KeyB

49:KeyN
50:KeyM
54:SHIFT_Right
56:ALT
57:SPACE
58:CAPS_LOCK
59:F1
60:F2
61:F3
62:F4
63:F5
64:F6
65:F7
66:F8
67:F9
68:F10
69:NUM_LOCK
70:SCROLL_LOCK
71:HOME_PAD7
72:UP_ARROW_PAD8
73:PAGE_UP_PAD_9
74:PAD_MINUS
75:LEFT_ARROW_PAD4
76:PAD_5
77:RIGHT_ARROW_PAD6
78:PAD_PLUS
79:END_PAD1
80:DOWN_ARROW_PAD2
81:PAGE_DOWN_PAD3
82:INS_PAD0
83:DEL_PAD_POINT
87:F11
88:F12

#KEYBOARD_MODE#

C13

0:Forward (run, UP Arrow)
1:Backward (DOWN arrow)
2:Left
3:Right
4:Duck
5:Rush (dash)
6:Walk (slowly)
7:Jump
8:Action (engage)
9:Extract current weapon
10:Extract flare
11:Look
12:Roll
13:Require inventory
14:Walk left
15:Walk right
16:Pause
17:Inventory
18:Escape

#KEYBOARD_MODE#

**Key Pad:**
C19 #Value=#0#1023

**Lara. (Animation):**
C30 #Animation=#0#999

**Lara. (Health):**
C29 #Vitality=#0#1000

0: Equal than ...
1: Higher than ...
2: Less than ...

**Lara. (Holds):**
C35 1:Holding_Pistols
2:Holding_Revolver
3:Holding_Uzi
4:Holding_Shotgun
5:Holding_GrenadeGun
6:Holding_CrossBow
7:Holding_Flare
8:Holding_Out_Torch
9:Holding_Fired_Torch
10:Driving_Jeep
11:Driving_SideCar
12:Driving_RubberBoat
13:Driving_MotorBoat
14:Holding_Rope
15:Holding_Pole
16:Holding_Any_Torch
17:Driving_Kayak

**Lara. (Secrets):**
C17 #Found Secrets=#1#127
C18 #Found Secrets=#1#127

**Lara. (State-Id):**
C31 #State-Id=#0#255

**Lara. (Status):**

C5

0:Climbing
1:Swimming underwater
2:Floating on water
3:Falling
4:Jumping
5:Moving on all fours or is duck
6:Sliding
7:Rolling
8:Running
9:Walking
10:Dying
11:Stopping
12:Monkey
13:Pushing block
14:Pulling block
15:Pushing or pulling block
16:Swimming underwater or on water
17:Shooting
18:Hanged
19:Dripping

0:TRUE (Lara is performing #action)
1:FALSE (Lara is NOT performing #action)

**C25**

0: Invulnerable
1: Infinite Air underwater
2: Poisoned
3: Transparent
4: Touching floor (PAD)
5: Demo/Cutscene mode

0: Disabled (False)
1: Enabled (True)

**Lara. Distance:**

C54 #MOVEABLES#

#Value=#1#31

C55 #MOVEABLES#

PARAM_BIG_NUMBERS index=#0#31

**Lara. Room:**

C81
0:Water room
2:Quick Sand room
4:Damage room
5:Outside room
10:Snow room
11:Rain room
12:Cold water room

**Multiple condition of:**

C15 #TriggerGroup=#1#1023

C16 #MultEnvCondition=#1#1023

0: In AND way. (All ENV conditions have to be true)
1: in OR way. (Just a single ENV condition is true)

**Random:**

C36 #Chances=#1#64

0:Test condition only while Lara enters in this sector
1:Test condition continuously until Lara is over this sector

**Sound:**

C85 #SFX_1024#

**Timer. Timer Screen:**

C20 #Seconds=#0#1023

0: Higher than ...
1: Lower than ...
2: Equal than ...

**Variables. Current Value:**

C56 #VAR_NORMALS#
C57 #VAR_NORMALS#
C58 #VAR_NORMALS#

**Variables. The (E)Text:**

C93 #NG_STRING_LIST_ALL#

0: BigText (319 characters)
1: Last Input Text (79 characters)
2: Text1 (79 characters)
3: Text2 (79 characters)
4: Text3 (79 characters)
5: Text4 (79 characters)

C94 #NG_STRING_LIST_ALL#

**SAME AS C93**

C95 #VAR_TEXT#

**SAME AS C93**

C96 #VAR_TEXT#

**SAME AS C93**

**Variables. The <#> Code Memory:**

| | | |
|---|---|---|
| C49 | #MEMORY_CODE# | |
| C50 | #MEMORY_CODE# | |
| C51 | #MEMORY_CODE# | |
| C52 | #MEMORY_CODE# | #BIT_LIST# |
| C53 | #MEMORY_CODE# | #BIT_LIST# |

**Variables. The <#> Numeric :**

| | | |
|---|---|---|
| C38 | #VAR_NORMALS# | PARAM_BIG_NUMBERS index=#0#31 |
| C39 | #VAR_NORMALS# | PARAM_BIG_NUMBERS index=#0#31 |
| C40 | #VAR_NORMALS# | PARAM_BIG_NUMBERS index=#0#31 |
| C41 | #VAR_NORMALS# | #Value=#0#31 |
| C42 | #VAR_NORMALS# | #Value=#0#31 |
| C43 | #VAR_NORMALS# | #Value=#0#31 |
| C44 | #VAR_NORMALS# | #BIT_LIST# |
| C45 | #VAR_NORMALS# | #BIT_LIST# |

**Variables. The <#> Text:**

| | | |
|---|---|---|
| C97 | #VAR_TEXT# | 0:An empty string (no character, zero length)<br>1:A meaningful string (not empty, there is one or more character) |

**Variables. The Current Value:**

| | |
|---|---|
| C46 | #Value=#0#1023 |
| C47 | #Value=#0#1023 |
| C48 | #Value=#0#1023 |

**Vertical trigger:**

| | | |
|---|---|---|
| C9 | #HALF_CLICKS# | #HALF_CLICKS_32# |
| C10 | #HALF_CLICKS# | #HALF_CLICKS_32# |
| C11 | #HALF_CLICKS# | #HALF_CLICKS_32# |