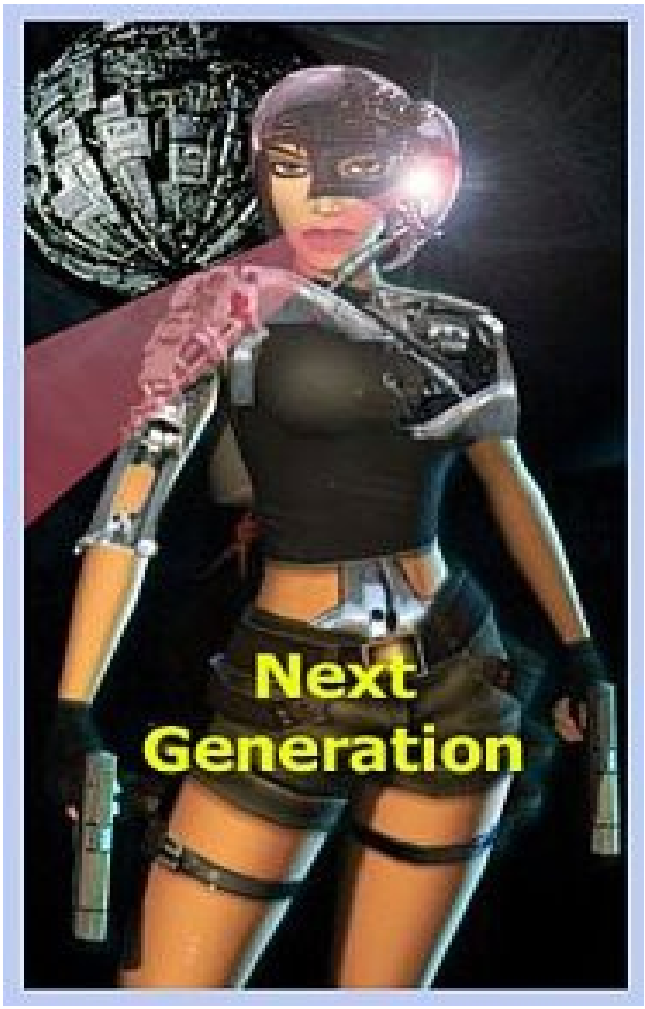
TOMB RAIDER
NEXT GENERATION



SCRIPT COMMANDS
ORIGINAL

SCRIPT COMMANDS ORIGINAL

SCRIPT COMMANDS ORIGNAL

SCRIPT COMMANDS ORIGINAL

LANGUAGE

Start of the Language section.

List of language.txt files with different languages.

For each File= statement, a language.dat file will be output (for example JAPAN.DAT file)

Syntax:

```
[Language]
File=   0,ENGLISH.TXT
File=   1,FRENCH.TXT
File=   2,GERMAN.TXT
File=   3,ITALIAN.TXT
File=   4,SPANISH.TXT
File=   5,US.TXT
File=   6,JAPAN.TXT
File=   7,DUTCH.TXT
```

Arguments:

Index number ("0,") Sort position for the language.txt file.
The first file listed is important because the Level names and Puzzle item names in this file must be the same as the **script.txt** file.

Text file name (**english.txt**).
The Source text file to get the text for the language.
Other language.txt files can be added at the bottom of the list.

SCRIPT COMMANDS ORIGINAL

[LEVEL]

Start of the Level section.
Each tr4 file must have its own [level] section where the audio track,
level name, puzzle items etc. are defined.

Syntax:

```
[Level]
Name=          Playable Tutorial Level
Legend=        The year 2012, somewhere in Egypt...
Horizon=       ENABLED
Layer1=              160,160,192,7
PuzzleCombo=         3,1,Cartouche Piece 1,      $0000,$0400,$0000,$0000,$0000,$0002
PuzzleCombo=         3,2,Cartouche Piece 2,      $0000,$0400,$0000,$0000,$0000,$0002
Puzzle=              3,Ba Cartouche,             $0000,$0400,$0000,$c000,$8000,$0002
Puzzle=              5,Eye Of Horus,             $0017,$0500,$0000,$0000,$0000,$0002
PuzzleCombo=         5,1,Eye Piece,              $0017,$0500,$0000,$0000,$0000,$0002
PuzzleCombo=         5,2,Eye Piece,              $0017,$0500,$0000,$0000,$0000,$0002
Puzzle=              6,The Hand Of Orion,        $0000,$0400,$8000,$c000,$0000,$0002
Puzzle=              8,The Hand Of Sirius,       $0000,$0400,$8000,$c000,$0000,$0002
LoadCamera=          0,0,0,0,0,0,255
LoadCamera=          11088,-1100,28896,11119,-1399,31486,0
Level=               DATA\TUT1,107
```

SCRIPT COMMANDS ORIGINAL

OPTIONS

The start of the Options section.

Syntax:

```
[Options]
LoadSave=           ENABLED
Title=              ENABLED
PlayAnyLevel=       ENABLED
InputTimeout=       18000          ; frames * seconds = 60x30
FlyCheat=           ENABLED
Security=           $55
DemoDisc=           DISABLED
```

SCRIPT COMMANDS ORIGINAL

PC_EXTENSIONS

Syntax:

```
[PCxtensions]
Level= .TR4
Cut= .TR4
FMV= .BIK
```

Assign the file extensions for the PC Game version.

1	Level file	Level=
2	Cut Scene files	CUT=
3	Movies	FMV=

It is not useful to change these values.

SCRIPT COMMANDS ORIGINAL

PSX _EXTENSIONS

Syntax:

```
[PSXExtensions]
Level= .PSX
Cut= .CUT
FMV= .FMV
```

Assign the file extensions for the Play station 1 Game version.

1	Level file	(Level=)
2	Cut Scene files	(CUT=)
3	Movies	(FMV=)

It is not useful to change these values.

SCRIPT COMMANDS ORIGINAL

[TITLE]

Start of the Title section.
The Title section defines the title.tr4 file that will be shown at the Start of the Game when the menu : [**New game**] [**Load game**] [**Options**] etc. is on the screen.

Statements in the **[Title]** section are the same as the **[Level]** sections but the **[Title]** section has no statements for puzzle items.

[Title]

LoadCamera= 84246,-533,78233,81622,-1514,78208,40 ;source x,y,z target x,y,z, room
Level= DATA\TITLE,104

SCRIPT COMMANDS ORIGINAL

ANIMATING_MIP

AnimatingMIP=

Syntax: AnimatingMIP= Slot , SectorDistance

Scope: To use in the [Level] section

This command enables the use of lower quality animation (MIP) when it is seen from a given distance.

This is useful to reduce the job of the **TRNG** engine.

Arguments:

Slot=Index of the main Slot that will use a MIP version.
This is number seen in the name of the animation in a wad file.
For example that name could be: **ANIMATING13**

The SectorDistance: Distance that activate the use of the MIP object rather than the full model animation.

SCRIPT COMMANDS ORIGINAL

COL_ADD_HORIZON **ColAddHorizon=**

Syntax: ColAddHorizon= ENABLED/DISABLED

Scope: To use in the [Level] section

This command pastes the Sky texture with a horizon object.
It avoids the Black line between the Sky and the Horizon.
It works better if a Layer1= command is set to the correct Sky Color value.

SCRIPT COMMANDS ORIGINAL

DEMO_DISC **DemoDisc=**

Syntax: DemoDisc=DISABLED/ENABLED

Scope: To use in the [Options] section.

This command is set if the current game is only a Demo.

If the argument is ENABLED it will only be played as a first level.

SCRIPT COMMANDS ORIGINAL

EXAMINE Examine=

Syntax: Examine= NumberOfExamine,NameInInventory,
TopBorder,DistanceFromCam,Orient_X, Orient_Y, Orient_Z, RotationFlag

Scope: To use in the [Level] section

The Examine command sets data for a pickable item that the player can examine.
When the player clicks on Examine Object in the inventory it will show the image of the object in full screen and above this background will be shown the text found in the language.txt file.

Three Examine Objects have different behaviour for displaying text:

Examine 1 Object
This has no text it is a graphic image.
It could be used to show maps and special symbols.
To change this map use **STRPIX** to put new (high definition) textures on the **EXAMINE1** Object because it will show these textures on a full screen.

Examine 2 Object This has two different texts:

The First Text
This starts in the **language.txt** file after the header "Rules1:" and it will be shown in the top half of the screen.

The Second Text
This starts in the **language.txt** file after the header "Rules2:" and it will be shown in the bottom half of screen.

The Object of Examine 2 will be shown at a reduced size in the center of the screen.

Examine 3 Object
This is the most common Examine Object.
The text starts after the header "PETEPOO:" and the object will be shown full screen as a background while in the foreground there will be the common text found after the "PETEPOO:" tag.

For the argument descriptions of the Examine= command
See the description for the Puzzle= command.
It has the same syntax and meaning.

SCRIPT COMMANDS ORIGINAL

FLY_CHEAT **FlyCheat=**

Syntax: FlyCheat= ENABLED/DISABLED

Scope: To use in the [Options] section.

This command Enables or Disables the possibility to fly Lara by typing the letters: **DOZY** on the Keyboard.

Use Control key and arrow keys to move.
Use Shift key to return to walk mode.

Usually it is useful to Enable this option only for the debugging phase to easily check all of the room structure (and textures) of the level.

Before releasing a final version of the level this command is set to DISABLED

SCRIPT COMMANDS ORIGINAL

FOG **FOG=**
Syntax: Fog= Red, Green, Blue

Scope: To use in the [Level] section

Set the Fog Color for the current level.
The FOG in the **script.txt** sets a Fog effect enabled everywhere in the current level and it will be more visible in big spaces.

Fog is a good way to avoid the Black Color distance problem in very big zones (over 18 squares).

Arguments:

Red	Intensity of fog ("210")
Green	Intensity of fog ("176")
Blue	Intensity of fog ("99")

To see **Fog** in the game the **Volumetric FX** must be **DISABLED** in the Set-up menu.

SCRIPT COMMANDS ORIGINAL

HORIZON **Horizon=**

Syntax: Horizon= ENABLED/DISABLED

Scope: To use in the [Level] section

Sets the use of a Horizon for the current level.
If the horizon is ENABLED it will be visible.
If the horizon is DISABLED the distant view will be Black.

SCRIPT COMMANDS ORIGINAL

INPUT_TIME_OUT **InputTimeOut=**

Syntax: InputTimeout=FramesBy60

Scope: To use in the [Options] section.

This sets the frame rate for the game.
The argument is computed as Frames * seconds.

For example: 1800 = 60 x 30 (30 frame per second)

DO NOT change this value because old and slow computers could have trouble with higher frame rates.

SCRIPT COMMANDS ORIGINAL

KEY **Key=**

Syntax:: Key= NumberOfKey,NameInInventory, TopBorder,DistanceFromCam,Orient_X, Orient_Y, Orient_Z, RotationFlag

Scope: To use in the [Level] section

The arguments and the meanings are the same as "Puzzle=" and "Examine=" commands, but in this case will define a "Key".

See the description for the PuzzleCombo= command.

SCRIPT COMMANDS ORIGINAL

KEY_COMBO **KeyCombo=**

Syntax: KeyCombo=NumberOfCombo,NumberOfPart, NameInInventory, TopBorder,DistanceFromCam,Orient_X, Orient_Y, Orient_Z, RotationFlag

Scope: To use in the [Level] section.

This is used to set data about the parts of a key.

It works like the PuzzleCombo= command and it describes a part of the key item.

For a description of the arguments See the PuzzleCombo= command.

SCRIPT COMMANDS ORIGINAL

LAYER1 **Layer1=**

Syntax: Layer1= Red, Green, Blue, Speed

Scope: To use in the [Level] section when the Horizon=ENABLED

This command sets the color of the Sky texture and the speed of movement of the Sky texture.

Arguments:

Red Color	("160")	Set the intensity of the Red color for the sky.
Green Color	("150")	Set the intensity of the Green color for the sky.
Blue Color	("192")	Set the intensity of the Blue color for the sky.

Set the Speed of movement for the Sky texture ("7")

Range values: **-16 to +16**

Use Negative values to reverse the movement of the animation.

SCRIPT COMMANDS ORIGINAL

LAYER2 **Layer2=**

Syntax: Layer2= Red, Green, Blue, Speed

Scope: To use in the [Level] section when the Horizon=ENABLED

This command sets the second layer if required for the color of the Sky texture and the speed of movement of the Sky texture.

Arguments:

Red Color	("160")	Set the intensity of the Red color for the sky.
Green Color	("150")	Set the intensity of the Green color for the sky.
Blue Color	("192")	Set the intensity of the Blue color for the sky.

Set the Speed of movement for the Sky texture ("7")

Range values: **-16 to +16**

Use Negative values to reverse the movement of the animation.

SCRIPT COMMANDS ORIGINAL

LEGEND **Legend=**

Syntax: Legend= TextToShowAtLevelBegin

Scope: To use in the [Level] section AFTER {Name=} statement

Set the text that will be shown at the start of the current level.
This message will be shown for about 4 seconds.
This statement is optional.

SCRIPT COMMANDS ORIGINAL

LENS_FLARE **LensFlare=**

Syntax: LensFlare=OrigX,OrigY,OrigZ,Red,Green, Blue

Scope: To use in the [Level] section

It is used to create a light effect like a shining Sunlight on the lens of a camera.
This command can create different effects.

Arguments: Reflex origin in the X axis
Reflex origin in the Y axis
Reflex origin in the Z axis

Red color Intensity of the reflex light
Green color Intensity of the reflex light
Blue color Intensity of the reflex light

To set a value for the Origin it is advisable to use the same method that is used for the LoadCamera settings.

Use the F1 key and then experiment.

SCRIPT COMMANDS ORIGINAL

LEVEL **Level=**

Syntax: Level= FileName, NumberOfCdTrack

Scope: To use in the [Level] section

Arguments: Level file ("DATA\KARNAK")
Path of the .tr4 file, without the .tr4 extension.

The default Audio Track ("110") Number of the .wav file in the audio folder to use for the background sound for the current level.

SCRIPT COMMANDS ORIGINAL

LIGHTNING **Lightning=**

Syntax: Lightning= ENABLED/DISABLED

Scope: To use in the [Level] section

Enables or disables the Thunder (sound) and Lightning (white flashes) on the sky.

Enable this effect for levels where there is a storm.

SCRIPT COMMANDS ORIGINAL

LOAD_CAMERA **LoadCamera=**

Syntax: LoadCamera= SourceX,SourceY,SourceZ,TargetX,TargetY,TargetZ,SourceRoom

To set the position of the camera to create an image to use in the 'load game' screen.

Scope: To use in the [Level] section

Arguments:		
	Source X position of the camera in game units	("76406")
	Source Y position of the camera in game units	("-3880")
	Source Z position of the camera in game units	("40584")
	Target that the camera is pointing at X position	("75794")
	Target that the camera is pointing at Y position	("-3220")
	Target that the camera is pointing at Z position	("40328")
	The Number of the room where the camera is located	("23")

DO NOT try and set these values manually.

Read them using the F1 key in the game and then copy the values into the **script.txt** file.

The top left corner of screen will show the numbers that are in accordance with the current view in the game.

The F1 feature only works when the command FlyCheat = ENABLED is in the **script.txt** file.

SCRIPT COMMANDS ORIGINAL

LOAD_SAVE **LoadSave=**

Syntax: LoadSave= ENABLED/DISABLED

Scope: To use in the [Options] section

This command Enables or Disables the load and save operation in the game.

If DISABLED is set in this command the load and save function is prohibited in the game.

SCRIPT COMMANDS ORIGINAL

MIRROR Mirror=

Syntax: Mirror= RoomNumber, XOriginRoomBy1024

Scope: To use in the [Level] section

This command sets a mirror effect.

Arguments:

RoomNumber.
This is the number of the room where Lara can see the mirror.
It is the room in front of the mirror (hidden) room.

XOriginRoomBy1024 = X Origin of the room units.
This is a hexadecimal format number.
Read this value in the Information Panel below the 3d panel.

To get the final value to type into the Mirror= command
add 1 to the X Origin and then multiply this value by 1024.

For example: If the XOrigin of the room in front of the mirror is 12 (decimal)

The hexadecimal number is obtained in following way:

12 + 1 = 13
13 * 1024 = 13312
13312 = $3400 hexadecimal.

See the **OCB Calculator** in the **Tools2** section **NG_Center**.

Remark: The mirror in the room edit must always be the left wall of the room in front of the mirror.

SCRIPT COMMANDS ORIGINAL

NAME **Name=**

Syntax: Name= NameForNewGameScreen

Scope: Use at the start of the [Level] section

Sets the name for the level.
This name will be shown in the New Game Screen.

If this name is changed in the **script.txt** file it must also be changed in the **english.txt** file.

SCRIPT COMMANDS ORIGINAL

PICKUP **Pickup=**

Syntax: Pickup= NumberOfPickup, NameInInventory, TopBorder, DistanceFromCam,Orient_X, Orient_Y, Orient_Z, RotationFlag

Scope: To use in the [Level] section

The arguments and the meanings are the same as the "Puzzle=" and "Examine=" commands but will define a generic Pickable item.

See the description of arguments for the PuzzleCombo= command.

SCRIPT COMMANDS ORIGINAL

PICKUP_COMBO **PickupCombo=**

Syntax: PickupCombo=NumberOfPickup, NumberOfPart, NameInInventory, TopBorder, DistanceFromCam, Orient_X, Orient_Y, Orient_Z, RotationFlag

Scope: To use in the [Level] section.

To set the data about parts of the pickable (not puzzles) items.
It works the same as the PuzzleCombo= but describes part of the generic pickup item.

For a description of the arguments see the PuzzleCombo= command.

SCRIPT COMMANDS ORIGINAL

PLAY_ANY_LEVEL **PlayAnyLevel=**

Syntax: PlayAnyLevel= ENABLED/DISABLED

Scope: To use in the [Options] section

This command is set and will enable the player to choose any level to play in any order.

If this command is disabled the **TRNG** engine will only allow playing levels in the order defined in the **script.txt** file.

The adventure should always set this command as DISABLED
so it starts from the first level and then goes on to level 2, level 3 etc.

SCRIPT COMMANDS ORIGINAL

PUZZLE **Puzzle=**

Syntax: Puzzle=NumberOfPuzzle, NameInInventory, TopBorder, DistanceFromCam,Orient_X, Orient_Y, Orient_Z, RotationFlag

Scope: To use in the [Level] section

This command sets the data for a pickable item.

For a description see the "PuzzleCombo=" command.

The arguments are the same, the only difference is that in the Puzzle= command is missing the "Index of part" of the argument.

SCRIPT COMMANDS ORIGINAL

PUZZLE_COMBO PuzzleCombo=

Syntax: PuzzleCombo= NumberOfPuzzle, NumberOfPart, NameInInventory, TopBorder, DistanceFromCam, Orient_X, Orient_Y, Orient_Z, RotationFlag

Scope: To use in the [Level] section

This command sets the data for the puzzle combo object used in the current level.

Note: Combo is a Combined Object.
It is part of an object that has two or more parts.
Before using it (putting it in hole item) the different parts will have been pasted together.

Arguments:

Index of Object ("1") This number is the same as the "PUZZLE_DONE" object name in the wad file.

For example if the current combo puzzle is part of **PUZZLE_ITEM4**,
in this field there will be the number "4".
Other commands, pickup, key etc. follow the same rule.

For example: **PUZZLE_ITEM3** will have "3" in this field.
KEY5 will have "5" in this field.

Index of the part of the object ("1").

For example if the combo item has 3 parts there will be three PuzzleCombo statements in the **script.txt** file.

The first PuzzleCombo part will be "1", the second part "2" and the third part "3"

Name of the Object ("Sun Disk").
This name will be shown in the inventory when the player picks up the item.
If the name is changed in the **script.txt** file the same change must be made in the **english.txt** file.

PUZZLE_COMBO **PuzzleCombo=**

Following are six hexadecimal values to set the view of the object in the inventory
$0000, $0180, $0000, $0000, $0000, $0002

To explain name them:

A Number, **B** Number, **C** Number, **D** Number, **E** Number and **F** Number

A Number ($0000)
This is the position (in pixels) from the top border of the screen.
The origin of the object not always at the top-left visible point.
The origin depends on the position of the object in the 3d structure.
Sometimes it is useful to increase or decrease this **A** number to have the object at the same height of other inventory objects.

Negative numbers can be entered and must be in hexadecimal format.
For an example to set -10 (10 pixels over the top border) type the number $FFF6.

B Number ($0180)
This is the distance from the virtual camera.
This argument is useful to increase or reduce the size of the object in the inventory.
Increase the value and the object will display smaller.
Decrease the value and the object will display bigger.
The value is in game units (1 square = 512 units).

For example: Set the value $0200 (512 in decimal) to see the object as if it was one square away in the game.

Setting $0000 in this field the object will be huge because it will be in front of the camera and will cover the whole screen.

Usually the value is in the range: $0200 - $0500

C Number ("$0000")
This value sets the orientation of the camera on the X axis.
The values for this argument could be from $0000 to $FFFF but generally only four values are used:

$0000 = North	(top view)
$4000 = East	(right view)
$8000 = South	(bottom view)
$C000 = West	(left view)

D Number ("$0000")
This value sets the orientation of the camera on the Y axis.
The values for this argument could be from $0000 to $FFFF

PUZZLE_COMBO **PuzzleCombo=**

E Number ("$0000")
This value sets the orientation of the camera on the Z axis.
The values for this argument could be from $0000 to $FFFF

F Number ("$0002")
This is a Bit mask to Enable/Disable special functions.
$0002 = Enable the rotation of the object.
$0008 = Forces the rotation center of the object to the center of its Bounding box.

SCRIPT COMMANDS ORIGINAL

REMOVE _AMULET **RemoveAmulet=**

Syntax: RemoveAmulet = ENABLED/DISABLED

Scope: To use in the [Level] action

If the RemoveAmulet = ENABLED the Amulet will be removed from the inventory in the current level.

SCRIPT COMMANDS ORIGINAL

RESET_HUB **ResetHUB=**

Syntax: ResetHUB= NumberOfLevel

Scope: To use in the [Level] section

This command Forces the **TRNG** engine to reload default meshes like **LARA** ,**SIDECAR**, **JEEP** etc.

Use this command if in the next level Lara will have different mesh structures.

Arguments:

The Level number to reload Lara meshes ("3").

For example: If in level 2 Young Lara is used while in level 3 Adult Lara is used, type in the [Level] section of level 2 the command:

ResetHUB= 3 to force reloading before loading the third level.

Different skin textures do not require a ResetHUB command.

SCRIPT COMMANDS ORIGINAL

RESIDENT_CUT **ResidentCut=**

Syntax: ResidentCut= NumberOfCutscene, RoomNumber

Scope: To use in the [Level] section

This command declares an internal Cut Scene in the current level.

Arguments:

The Index of the internal Cut Scene ("1").
This index starts from 1.

The Room number ("5").
The room number is where to start the Cut Scene.

SCRIPT COMMANDS ORIGINAL

STARFIELD **StarField=**

Syntax: StarField= ENABLED

Scope: To use in the [Level] section **REQUIRES TREP**

It will set unlimited air supply for Lara.

You can create an underwater episode with Lara using Scuba Gear or
Extreme Depth Diving Suit and so on.

Note: For the same effect for Lara NG See the TR Forum Tutorial.
TRNG – Underwater - Change the amount of time Lara can stay underwater.

SCRIPT COMMANDS ORIGINAL

TIMER **Timer=**

Syntax: Timer= ENABLED/DISABLED

Scope: To use in the [Level] section

This command Enables or Disables the overlapped timer used in the Race for the Iris

To start the timer over the screen you must: Put the Von Croy object in the level.
Set a Trigger to make Von Croy visible.
Activate a Trigger flip effect 45

To stop the timer in the traditional (game) is not easy.
However with Media Manager use an equipment media to set the save game field named "Screen timer" to 0.

This method works correctly only if this media has been triggered by:

the flip effect 45 with the timer -1 (to stop movements of Von Croy)
or flip effect 46 (to kill Von Croy) in the game.

SCRIPT COMMANDS ORIGINAL

TITLE **Title=**

Syntax: Title= ENABLED/DISABLED

Scope: To use in the [Options] section

Set this command to use the title.tr4 level as a background for the introduction screen.

The title.tr4 is a common level but with a flyby camera sequence.
It is only used for 'decorative' effects.

SCRIPT COMMANDS ORIGINAL

TRAIN **Train=**

Syntax: Train= ENABLED/DISABLED

Scope: To use in the [Level] section

This command Enables / Disables the train effect.

With the train effect the train is stationary while the horizon moves in a loop to give the impression of a train going along a track.

If the Train=ENABLED also use the AddColHorizon and Layer1 command.

SCRIPT COMMANDS ORIGINAL

UV_ROTATE **UVRotate=**

Syntax: UVrotate= SpeedOfScrollingTextures

Scope: To use in the [Level] section.

This command sets the speed of the UV Scrolling textures.

Arguments: The Speed of the texture animation ("8").
This number is a single byte (8 bit)
This means that -2 or 254 give the same result.

Range: -16 to +16

If the number is negative or bigger than 127 the direction of the animation will be reversed.

SCRIPT COMMANDS ORIGINAL

YOUNG_LARA **YoungLara=**

Syntax: YoungLara = ENABLED/DISABLED

Scope: To use in the [Level] section

This command is used to "inform" the **TRNG** engine that in the current level the Young Lara will be used.

Young Lara is different from Lara as she does not have weapons and she has two pigtails in her hair

SCRIPT COMMANDS ORIGINAL

SECURITY **Security=**

This command is in the [Options] section and has the value: $55 (85 decimal)

This was used inTR2 and TR3 to stop hacking but not implemented into TR4

SCRIPT COMMANDS ORIGINAL

PULSE **Pulse=** **REQUIRES TREP**

Probably the syntax is:
Pulse=ENABLED/DISABLED

A single pulse for a gun.

SCRIPT COMMANDS ORIGINAL

NO_LEVEL **NoLevel=**

It is very strange, but this command is used in Tomb Raider The Last Revelation.

This is the [level] section where it has been used:

[Level]
Name= Yes
NoLevel= ENABLED
Level= A,0

There is no A.tr4 level available.
It may be a hard coded method to handle the conditional tests.