

TOMB EDITOR SOUND TOOL MANUAL

TOMB RAIDER NEXT GENERATION



TOMB EDITOR

SOUND TOOL

VERSION 1.3.10

TOMB EDITOR SOUND TOOL MANUAL

CONTENTS

INTRODUCTION	New sound system guide (by Dustie):	Page 4
SOUND TOOL INTERFACE:		Page 7
SOUND TOOL MENU:	File New xml Open xml, txt or sfx Save xml Save xml As Load Reference Project Unload Reference Project Exit	Page 11
SOUND TOOL MENU:	Edit Copy Paste	Page 15
SOUND TOOL MENU:	Tools Options	Page 17
SOUND TOOL MENU:	Help Help About	Page 19

TOMB EDITOR SOUND TOOL MANUAL



TOMB EDITOR SOUND TOOL MANUAL

TOMB RAIDER NEXT GENERATION



TOMB EDITOR

SOUND TOOL

INTROUCTION

TOMB EDITOR SOUND TOOL MANUAL

INTRODUCTION

New sound system guide (by Dustie)

After issues with the previous ("dynamic") sound system Tomb Editor Development team decided to go back to an approach which is closer to the **sounds.txt** based one of **TRLE/NGLE**.

To sum it up, **Tomb Editor** will now use XML files akin to the **sounds.txt** file, containing information about sound slots (IDs) parameters, with the difference that multiple XML files will be allowed for a level.

This will allow the builder to split all sound information across multiple XMLs

If you want you can still use a single file for all level sounds so that you are no longer forced to change/overwrite information in any "main" sounds file (like **sounds.txt**) or recreate sound files for your level Wad each time you want to alter just one or few sounds.

Following a priority rule, information from XML files higher on the XML list takes priority over information from files lower in the list. You can store dedicated XMLs for your object Wads or any groups of sounds. In theory you can have a single XML for every sound slot/ID!

Tomb Editor will assemble sounds from all provided XML files at the compilation stage and add them to the level and it will include engine-required sounds. You will also have the ability to forcefully add or exclude sounds for the level in the editor itself on a special list of sounds serving as a base, but you can not edit their parameters.

This might sound confusing or not entirely clear at first, but the development team came up with this approach by starting with the simple scenario:

Let us say you have a dedicated **sounds.txt** file for each level, but you want to be able to alter only some sounds without changing the file.

Or you want some changes to have effect across multiple levels (batch changing).

This will be covered by the XML files which can serve both as a complete sounds file like **sounds.txt** and as additional overrides, which will take priority depending on the place on the list for sound files.

Information from files higher on the list will have priority over those lower on the list.

The support for multiple sound files is in line with the move towards a multiple Wad and multiple texture set approach where every texture, object or group of objects can be stored in separate files and assembled in the **Tomb Editor** project without the need to make a complete designated Wad and texture set for each level.

This new system comes with plenty of freedom and some challenges.

TOMB EDITOR SOUND TOOL MANUAL

You can keep all sounds in a single file as before and no sound slot/ID conflicts will happen.

With multiple XML files conflicts can arise if more than one file has information about the same slot/ID. This is where the priority rule applies and only information from the highest file on the list will be used.

You will be able to store your sound sample files across multiple folders. This is already possible in the **Tomb Editor**. You can keep your object Wad files folders anywhere you like, but each folder path must be provided in your project settings.

The Priority rule will apply here. Some sample names may be duplicated by accident in different folders so **Tomb Editor** will take the sample from the folder highest on the paths list and ignore further occurrences of the file.

In addition to this you can also use old SFX and TXT files together with XML files if you are still using classic Wad files. The tools are compatible with all of them.

Tomb Editor Main developer

TOMB EDITOR SOUND TOOL MANUAL

TOMB RAIDER NEXT GENERATION



TOMB EDITOR

**SOUND TOOL
INTERFACE**

TOMB EDITOR SOUND TOOL MANUAL

SOUND TOOL

To start the **Sound Tool** left mouse click on the Sound Tool icon in the **Tomb IDE**.



To start the **Sound Tool** from the **Tomb Editor** select from the drop down menu **Tools, Sound Tool...**

Note:

Sound effects are the sounds Lara makes, like her footsteps, grunts, gunfire, etc. Also other sounds for animating objects, like a trap blade, or baddies. These sound samples are located in the Sound/Samples folder.

Format

PCM

22,050 kHz

16 Bit

Mono

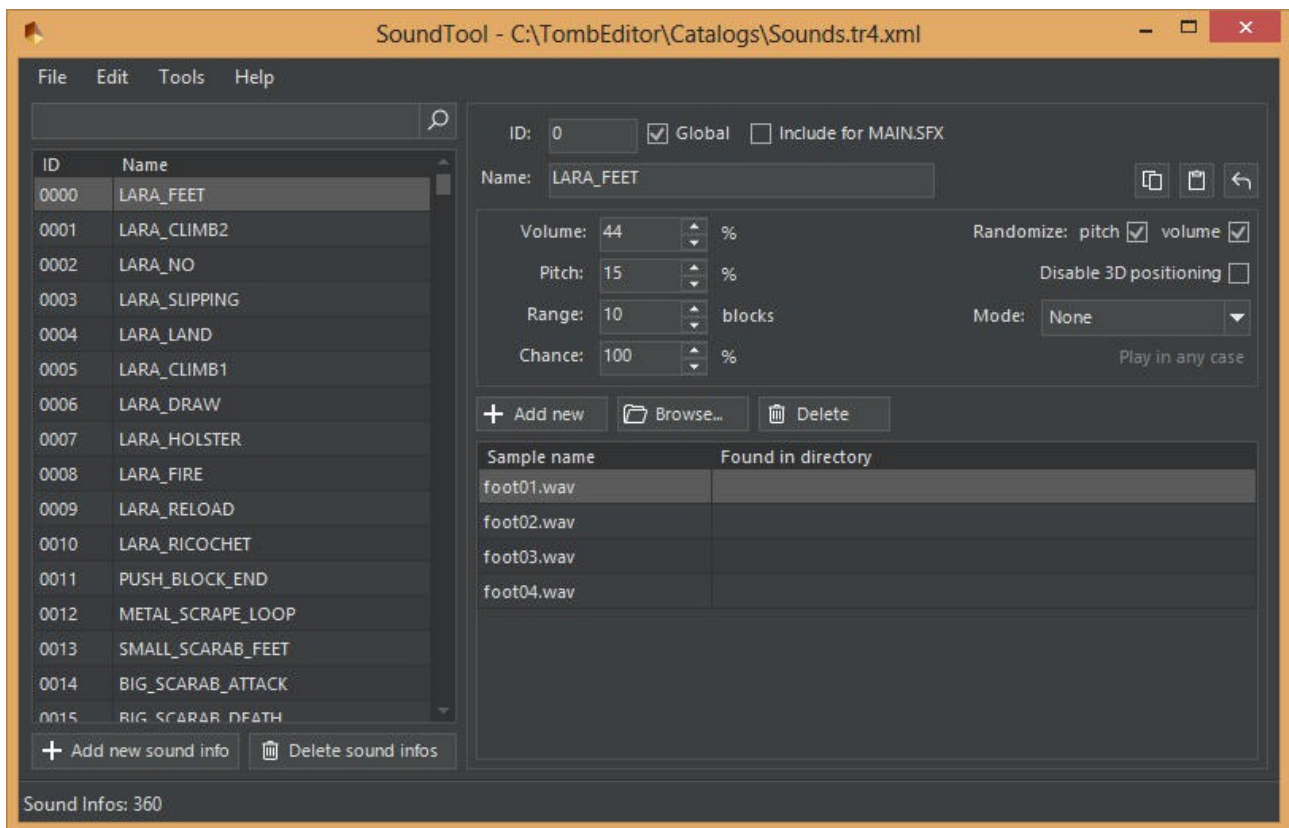
The game can crash if the format is wrong !

To create a new sound sample use a suitable sound editor, recorder utility. For example **Audacity** which is a free open source software that can handle wave, mp3 and ogg sound files.

For additional information see the **Sound SFX and Audio document.**

TOMB EDITOR SOUND TOOL MANUAL

SOUND TOOL INTERFACE



ID: The identity number of the sound sample.

NAME: The name of the sound sample.

VOLUME: The volume percentage of the sound sample.

PITCH: The pitch of the sound sample (relative).

RANGE: The range in blocks where the sound sample can be heard.

CHANCE: Probability that the sound sample will play when triggered.

GLOBAL SOUND: Always include sound when Tomb Editor auto detect function is used.

INCLUDE FOR MAIN SFX: Include the file for TR2 TR3 Main SFX file.



COPY

Copy all settings and samples to the clipboard.



PASTE

Paste all settings and samples from the clipboard.



RESET

Reset all settings to the default.

TOMB EDITOR SOUND TOOL MANUAL

RANDOMISE PITCH: Vary the pitch for each playback (about 10%).

VOLUME: Vary the volume for each playback (about 12%).

DISABLE 3D POSITIONING: Disable the 3D environment for the sound.

MODE: NONE
ONE SHOT WAIT
ONE SHOT REWOUND
LOOP



ADD NEW

Adds a new sound sample. Input the filename.



BROWSE

Browse the project level folder.



DELETE

Delete the sound sample from the *.xml file.



SEARCH

Input a sound sample name to search for.



ADD NEW SOUND INFO

Insert the identity for the new sound sample.



DELETE SOUND INFO

Delete the sound sample info.

TOMB EDITOR SOUND TOOL MANUAL

TOMB RAIDER NEXT GENERATION

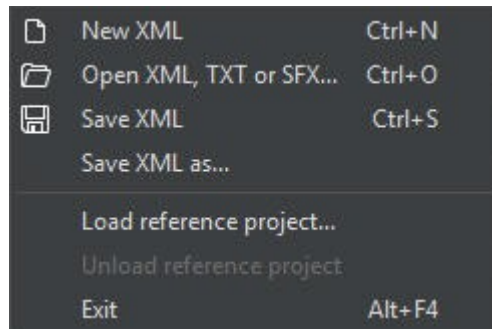


TOMB EDITOR

**SOUND TOOL
DROP DOWN MENU FILE**

TOMB EDITOR SOUND TOOL MANUAL

SOUND TOOL MENU: File



NEW XML

Start a new XML file.

HOTKEY: CTRL + N



OPEN XML, TXT or SFX

Opens a XML, TXT or SFX SOUND FILE.

HOTKEY: CTRL + O



SAVE XML

Saves a XML file.

HOTKEY: CTRL + S



SAVE XML AS

Saves a XML as.... input a new name.

HOTKEY:

LOAD REFERENCE PROJECT

Loads a reference project file. This enables the sound sample to be played in the Sound Tool.

HOTKEY:

UNLOADS REFERENCE PROJECT

Closes a reference project file.

HOTKEY:



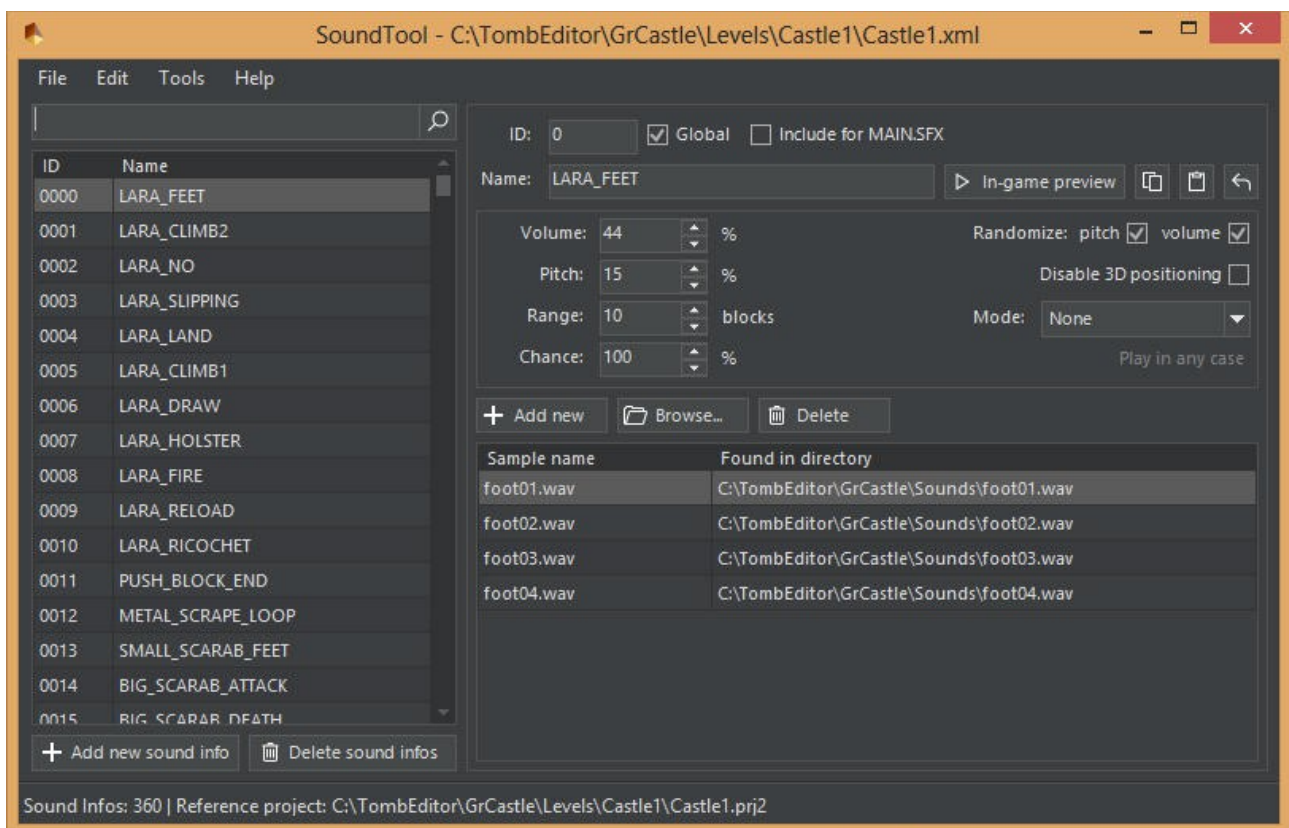
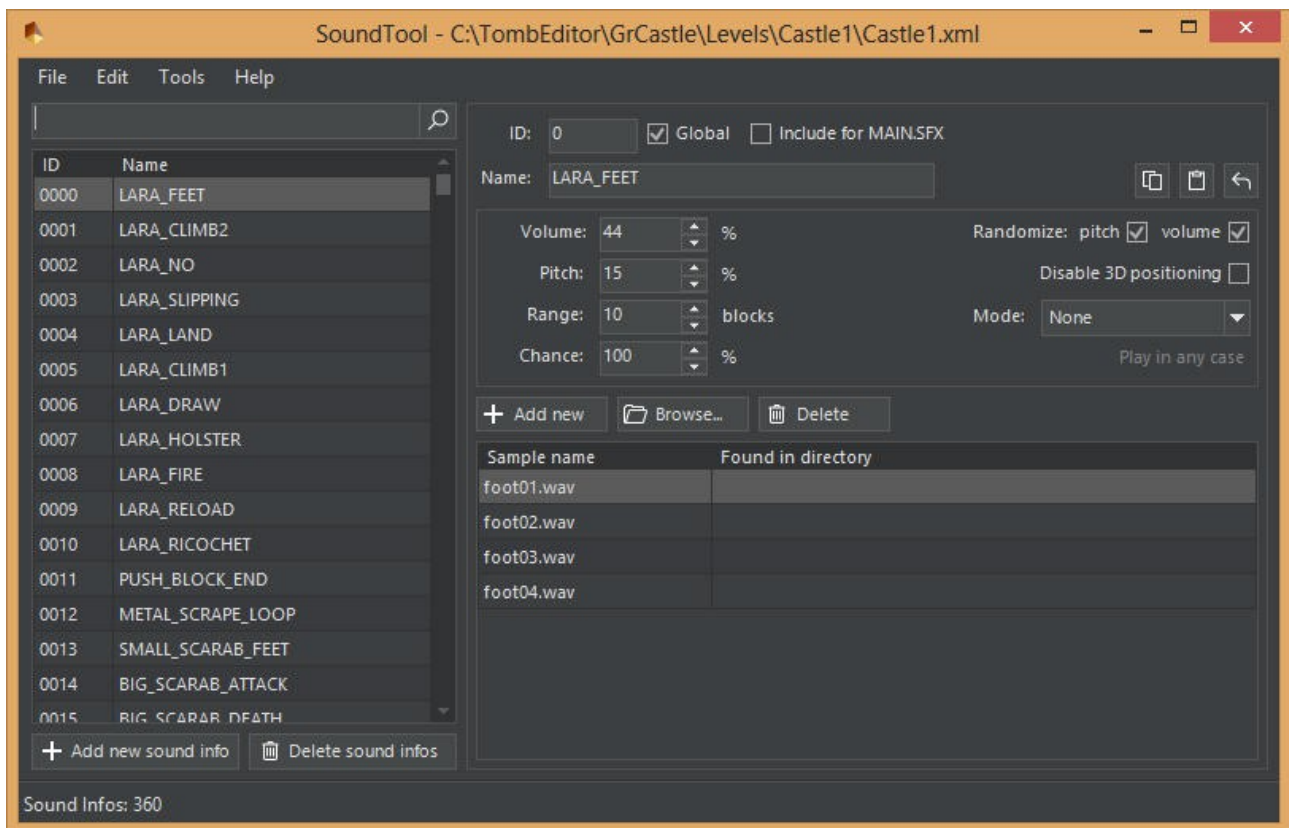
EXIT

Quits the Sound Tool.

HOTKEY: ALT + F4

TOMB EDITOR SOUND TOOL MANUAL

Load the project level xml file. For this example Castle1.xml.



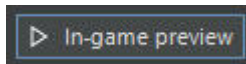
TOMB EDITOR SOUND TOOL MANUAL

To enable the sound samples to be played, **load the reference project**.

This is available in the File pull down menu. For this example the file is Castle1.prj2

The **In-Game preview** icon will then display in the **Sound Tool** window.

Select the sound sample in the left hand window.



Select the **In-game preview** icon to play the sound sample.

TOMB EDITOR SOUND TOOL MANUAL

TOMB RAIDER NEXT GENERATION

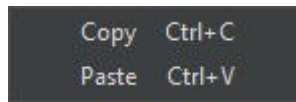


TOMB EDITOR

**SOUND TOOL
DROP DOWN MENU EDIT**

TOMB EDITOR SOUND TOOL MANUAL

SOUND TOOL MENU: Edit



COPY

This copies the sound information to the clipboard.

PASTE

This pastes the sound information from the clipboard into the file.

TOMB EDITOR SOUND TOOL MANUAL

TOMB RAIDER NEXT GENERATION

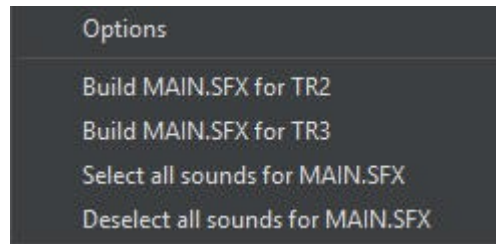


TOMB EDITOR

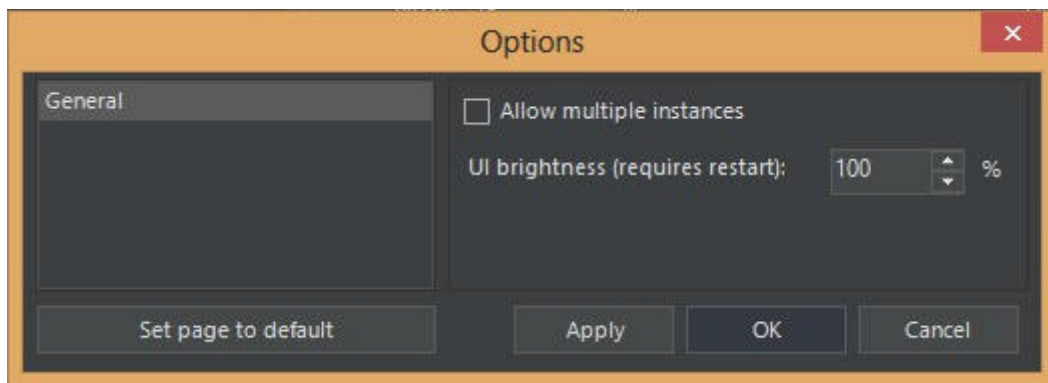
**SOUND TOOL
DROP DOWN MENU TOOLS**

TOMB EDITOR SOUND TOOL MANUAL

SOUND TOOL MENU: Tools



OPTIONS



BUILD MAIN SFX FOR TR2

This builds the Main sound effects file for the TR2 version.

BUILD MAIN SFX FOR TR3

This builds the Main sound effects file for the TR3 version.

SELECT ALL SOUNDS FOR MAIN.SFX

DESELECT ALL SOUNDS FOR MAIN.SFX

TOMB EDITOR SOUND TOOL MANUAL

TOMB RAIDER NEXT GENERATION



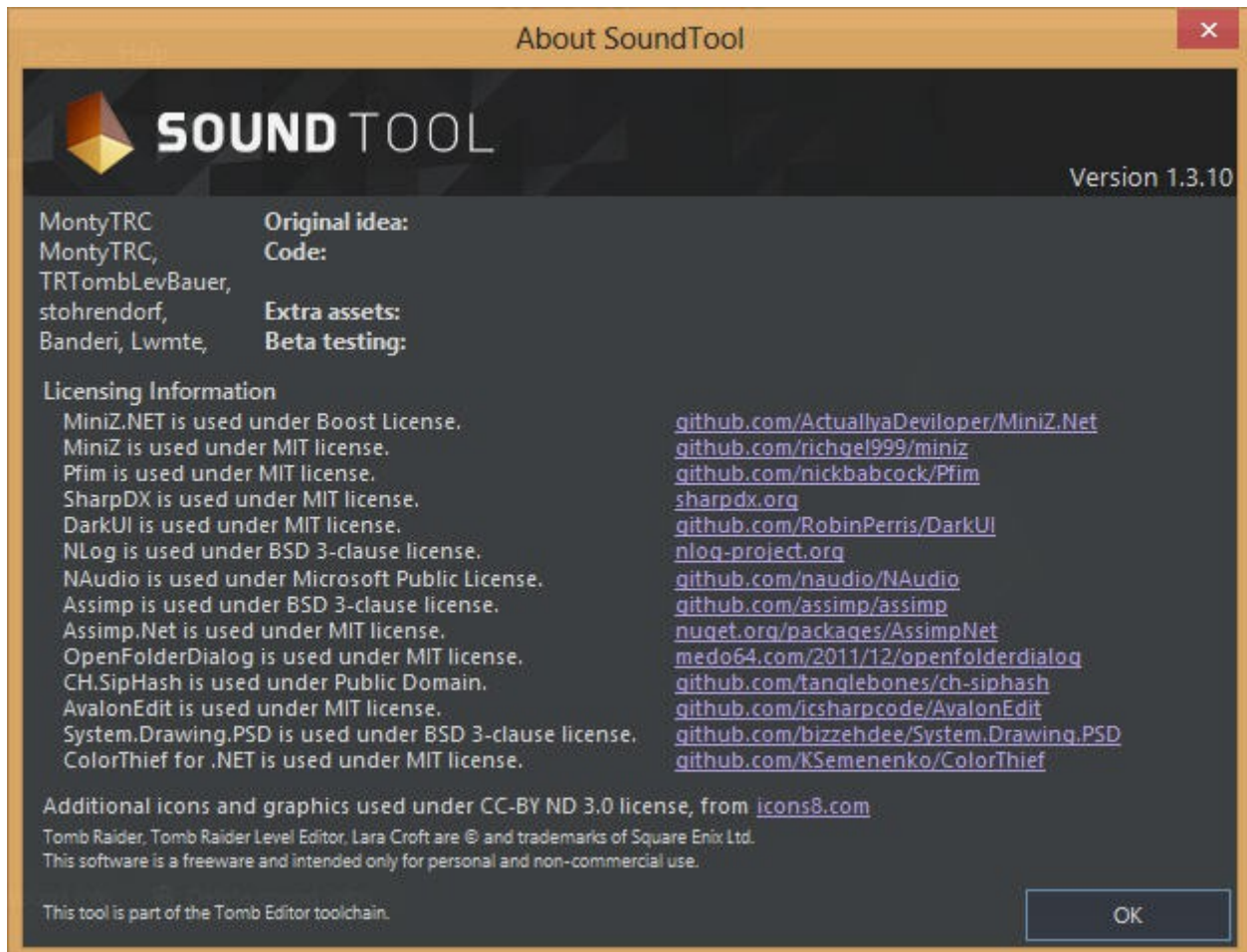
TOMB EDITOR

**SOUND TOOL
DROP DOWN MENU HELP**

TOMB EDITOR SOUND TOOL MANUAL

SOUND TOOL MENU: Help

About Sound Tool



TOMB EDITOR SOUND TOOL MANUAL

