

TOMB RAIDER NEXT GENERATION



LARA STATE ID AND ANIMATIONS

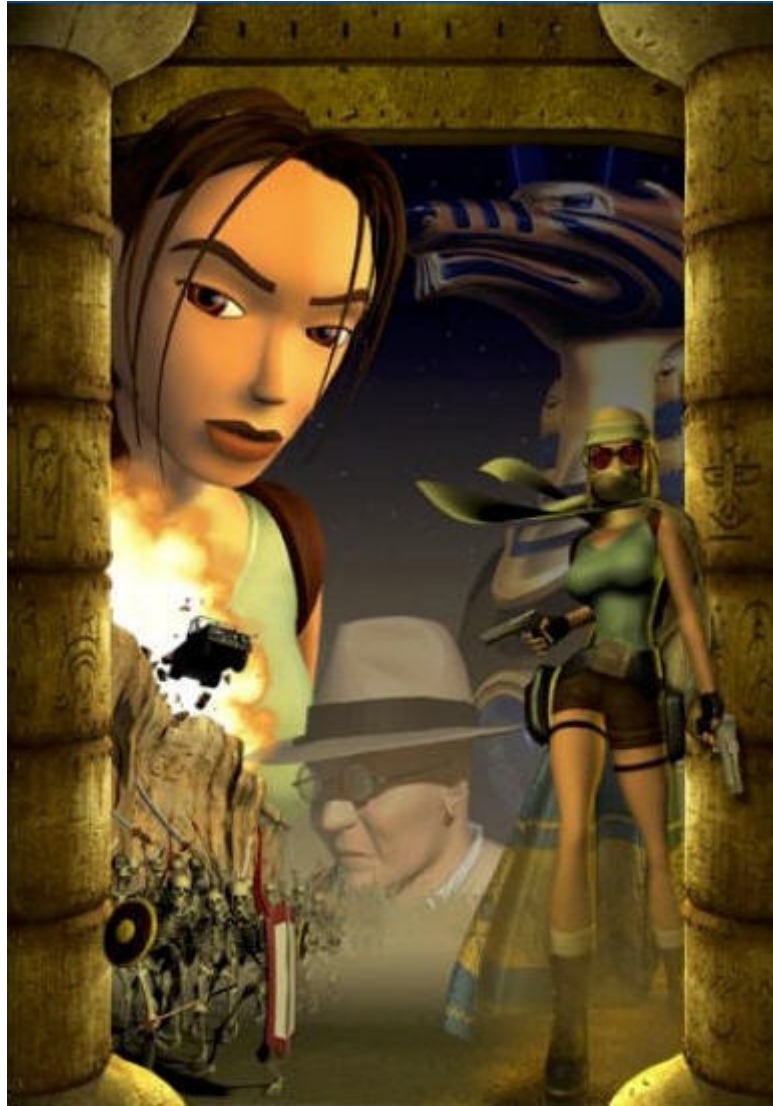
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**Note: For Animation Flow Diagrams and Mesh Diagrams
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TOMB RAIDER NEXT GENERATION



LARA STATE ID

LARA STATE ID

State IDs List

This is the full list of the state id in the default tomb4 exe for **The Last Revelation TR4**.

Remarks: The Management procedure is the code used to filter the input game command and to apply many changes of states or animations according to what Lara is doing and the environment around her.

The Collision Procedure theoretically should only check for collisions to apply when Lara is in that State Id. In many circumstances most computes happen in the collision procedure.

The **NULL** value is a missing procedure, practically the engine does not do anything to support that state id type.

The **LARA DEFAULT COL** is the default collision procedure. It does not perform special checks only the default verification to avoid Lara going through walls, floors or ceilings.

The **CONTROLLED** procedure verifies if Lara is performing some specific hard coded animation and executes extra operations according to the animation number.

The **CONTROLLED LET** procedure works like the **CONTROLLED** procedure but in this case it works with an animation where Lara will be translated into another position with the Set Position Anim Command.

There are two **CONTROLLED LET** state id: 95 with a limited check for collisions
and 96 with no check for collisions.

The **SPECIAL** procedure only forces a new camera mode to look at Lara from a different position or distance.

The **COMPRESS** is the preparation phase for some jumps where Lara compresses her spring and then jumps in some direction.

LARA STATE ID

State Id	ManagementProcedure	CollisionProcedure
0 (\$00) :	WALK	COLLISION WALK
1 (\$01) :	RUN	COLLISION RUN
2 (\$02) :	STOP	COLLISION STOP
3 (\$03) :	FORWARD JUMP	COLLISION FORWARD JUMP
4 (\$04) :	NULL	COLLISION FAST TURN
5 (\$05) :	FAST BACK	COLLISION FAST BACK
6 (\$06) :	TURN RIGHT	COLLISION TURN RIGHT
7 (\$07) :	TURN LEFT	COLLISION TURN LEFT
8 (\$08) :	DEATH	COLLISION DEATH
9 (\$09) :	FAST FALL	COLLISION FAST FALL
10 (\$0A) :	HANG	COLLISION HANG
11 (\$0B) :	REACH	COLLISION REACH
12 (\$0C) :	SPLAT	COLLISION SPLAT
13 (\$0D) :	TREAD	COLLISION TREAD
14 (\$0E) :	NULL	COLLISION FAST TURN
15 (\$0F) :	COMPRESS	COLLISION COMPRESS
16 (\$10) :	BACK	COLLISION BACK
17 (\$11) :	SWIM	COLLISION SWIM
18 (\$12) :	GLIDE	COLLISION GLIDE
19 (\$13) :	NULL	COLLISION NULL
20 (\$14) :	FAST TURN	COLLISION FAST TURN
21 (\$15) :	STEP RIGHT	COLLISION STEP RIGHT
22 (\$16) :	STEP LEFT	COLLISION STEP LEFT
23 (\$17) :	NULL	COLLISION ROLL2
24 (\$18) :	SLIDE	COLLISION SLIDE
25 (\$19) :	BACK JUMP	COLLISION BACK JUMP
26 (\$1A) :	RIGHT JUMP	COLLISION RIGHT JUMP
27 (\$1B) :	LEFT JUMP	COLLISION LEFT JUMP
28 (\$1C) :	UP JUMP	COLLISION UP JUMP
29 (\$1D) :	FALL BACK	COLLISION FALL BACK
30 (\$1E) :	HANG LEFT	COLLISION HANG LEFT
31 (\$1F) :	HANG RIGHT	COLLISION HANG RIGHT
32 (\$20) :	SLIDE BACK	COLLISION SLIDE BACK
33 (\$21) :	SURF TREAD	COLLISION SURF TREAD
34 (\$22) :	SURF SWIM	COLLISION SURF SWIM
35 (\$23) :	DIVE	COLLISION DIVE
36 (\$24) :	PUSH BLOCK	COLLISION NULL
37 (\$25) :	PULL BLOCK	COLLISION NULL
38 (\$26) :	PUSH PULL READY	COLLISION NULL
39 (\$27) :	PICK UP	COLLISION NULL
40 (\$28) :	SWITCH ON	COLLISION NULL

LARA STATE ID

StateId	ManagementProcedure	CollisionProcedure
41 (\$29) :	SWITCH ON	COLLISION NULL
42 (\$2A) :	USE KEY	COLLISION NULL
43 (\$2B) :	USE PUZZLE	COLLISION NULL
44 (\$2C) :	UNDERWATER DEATH	COLLISION UNDERWATER DEATH
45 (\$2D) :	NULL	COLLISION ROLL
46 (\$2E) :	SPECIAL	NULL
47 (\$2F) :	SURF BACK	COLLISION SURF BACK
48 (\$30) :	SURF LEFT	COLLISION SURF LEFT
49 (\$31) :	SURF RIGHT	COLLISION SURF RIGHT
50 (\$32) :	NULL	NULL
51 (\$33) :	NULL	NULL
52 (\$34) :	SWAN DIVE	COLLISION SWAN DIVE
53 (\$35) :	FAST DIVE	COLLISION FAST DIVE
54 (\$36) :	NULL	COLLISION NULL
55 (\$37) :	WATER OUT	COLLISION NULL
56 (\$38) :	CLIMB START_AND_STANDING	COLLISION CLIMB START AND STANDING
57 (\$39) :	CLIMB UP	COLLISION CLIMB UP
58 (\$3A) :	CLIMB LEFT	COLLISION CLIMB LEFT
59 (\$3B) :	CLIMB END	NULL
60 (\$3C) :	CLIMB RIGHT	COLLISION CLIMB RIGHT
61 (\$3D) :	CLIMB DOWN	COLLISION CLIMB DOWN
62 (\$3E) :	NULL	NULL
63 (\$3F) :	NULL	NULL
64 (\$40) :	NULL	NULL
65 (\$41) :	WADE	COLLISION WADE
66 (\$42) :	WATER ROLL	COLLISION WATER ROLL
67 (\$43) :	PICK UP FLARE	COLLISION NULL
68 (\$44) :	NULL	NULL
69 (\$45) :	NULL	NULL
70 (\$46) :	DEATH SLIDE	NULL
71 (\$47) :	DUCK	COLLISION DUCK
72 (\$48) :	DUCK	COLLISION DUCK
73 (\$49) :	DASH	COLLISION DASH
74 (\$4A) :	DASH DIVE	COLLISION DASH DIVE

LARA STATE ID

StateId	ManagementProcedure	CollisionProcedure
75 (\$4B) :	MONKEY_STILL_OR_HANG_SWING COLLISION	MONKEY_STILL_OR_HANG_SWING
76 (\$4C) :	MONKEY SWING	COLLISION MONKEY SWING
77 (\$4D) :	MONKEY LEFT	COLLISION MONKEY LEFT
78 (\$4E) :	MONKEY RIGHT	COLLISION MONKEY RIGHT
79 (\$4F) :	MONKEY 180	COLLISION MONKEY 180
80 (\$50) :	ON ALL FOURS STANDING	COLLISION ON ALL FOURS STANDING
81 (\$51) :	ON ALL FOURS FORWARD	COLLISION ON ALL FOURS FORWARD
82 (\$52) :	HANG TURN LEFT	COLLISION HANG TURN LEFT RIGHT
83 (\$53) :	HANG TURN RIGHT	COLLISION HANG TURN LEFT RIGHT
84 (\$54) :	ON ALL FOURS TURN LEFT	COLLISION ON ALL FOURS TURN LEFT RIGHT
85 (\$55) :	ON ALL FOURS TURN RIGHT	COLLISION ON ALL FOURS TURN LEFT RIGHT
86 (\$56) :	ON ALL FOURS BACK	COLLISION ON ALL FOURS TURN LEFT RIGHT BACK
87 (\$57) :	NULL	NULL
88 (\$58) :	NULL	COLLISION ON ALL FOURS TURN LEFT RIGHT TO HANG

LARA STATE ID

StateId	ManagementProcedure	CollisionProcedure
89 (\$59) :	CONTROLLED	LARA DEFAULT COL
90 (\$5A) :	ROPE LEFT	NULL
91 (\$5B) :	ROPE RIGHT	NULL
92 (\$5C) :	CONTROLLED	LARA DEFAULT COL
93 (\$5D) :	CONTROLLED	NULL
94 (\$5E) :	CONTROLLED	NULL
95 (\$5F) :	CONTROLLED LET	COLLISION TURN SWITCH
96 (\$60) :	CONTROLLED LET	NULL
97 (\$61) :	CONTROLLED	NULL
98 (\$62) :	PICK UP	COLLISION NULL
99 (\$63) :	NULL	COLLISION POLE STATIC
100 (\$64) :	NULL	COLLISION POLE UP
101 (\$65) :	NULL	COLLISION POLE DOWN
102 (\$66) :	POLE LEFT	NULL
103 (\$67) :	POLE RIGHT	NULL
104 (\$68) :	PULLEY	LARA DEFAULT COL
105 (\$69) :	DUCK LEFT	COLLISION DUCK LEFT RIGHT
106 (\$6A) :	DUCK RIGHT	COLLISION DUCK LEFT RIGHT
107 (\$6B) :	EXTERNAL CORNER LEFT	LARA DEFAULT COL
108 (\$6C) :	EXTERNAL CORNER RIGHT	LARA DEFAULT COL
109 (\$6D) :	INTERNAL CORNER LEFT	LARA DEFAULT COL
110 (\$6E) :	INTERNAL CORNER RIGHT	LARA DEFAULT COL
111 (\$6F) :	ROPE	COLLISION ROPE
112 (\$70) :	ROPE CLIMB UP	NULL
113 (\$71) :	ROPE CLIMB DOWN	NULL
114 (\$72) :	ROPE	COLLISION ROPE FORWARD
115 (\$73) :	ROPE	COLLISION ROPE FORWARD
116 (\$74) :	NULL	NULL
117 (\$75) :	CONTROLLED	NULL

LARA STATE ID

ADDITIONAL ID's FOR NEW MOVES

StateId	ManagementProcedure	
118 (\$76)	NO STATE	DOZY
119 (\$77)	STATE_TR_POSE	TIGHTROPE
120 (\$78)	NO STATE	TIGHTROPE
121 (\$79)	STATE_TR_WALK	TIGHTROPE
122 (\$7A)	STATE_TR_FALL_122	TIGHTROPE
123 (\$7B)	STATE_TR_FALL_123	TIGHTROPE
124 (\$7C)	NO STATE	TIGHTROPE
125 (\$7D)	NO STATE	TIGHTROPE
126 (\$7E)	STATE_SWITCH_ON_126	DOVESWITCH (ROME-LEVELS)
127 (\$7F)	NO STATE	TIGHTROPE
128 (\$80)	STATE_PB_HANGING	SWING POLE
129 (\$81)	STATE_PB_LEAP_OFF	SWING POLE
130 (\$82)	UNKNOWN	
131 (\$83)	NO STATE	HEADGEAR AND LISTEN VCI-LEVELS
132 (\$84)	NO STATE	HEADGEAR AND LISTEN VCI-LEVELS
133 (\$85)	UNKNOWN	
134 (\$86)	UNKNOWN	
135 (\$87)	UNKNOWN	
136 (\$88)	UNKNOWN	
137 (\$89)	NO STATE	PICK UP ITEM VCI-LEVELS

TOMB RAIDER NEXT GENERATION



LARA ANIMATIONS TR4

LARA ANIMATIONS TR4

000 – Run
001 – Walk
002 – Walk → stand (right foot moved first)
003 – Walk → stand (left foot moved first)
004 – Walk → Run (right foot moved first)
005 – Walk → Run (left foot moved first)
006 – Stand → run
007 – Run → walk (left foot first)
008 – Run → stand (left foot first)
009 – Run → walk (right foot first)
010 – Run → stand (right foot first)
011 – Stand still (used as a link between many standing animations)
012 – Turn right on the spot, small turn
013 – Turn left on the spot, small turn
014 – Forward jump/fall (less than 7 clicks high) → land (to a standstill), first part → 015
015 – Land (after jump/fall less than 7 clicks high), second part → stand still (from 014)
016 – Run → take off for forward jump (right foot first) → 017
017 – Running take off for forward jump (left foot first) → forward jump
018 – Run → take off for forward jump (left foot first) → 019
019 – Running take off for forward jump (right foot first) → forward jump
020 – Stand → walk forwards, first part → 021
021 – Walk forwards, second part → walk (from 020)
022 – Jump → fall
023 – Fall
024 – Jump/fall (more than 7 clicks) → crouching landing → stand
025 – Fall → die (break neck)
026 – Stand → take off for upward jump to grab
027 – Jump upwards to grab
028 – Jump upwards
029 – Grab (after upward jump to grab) → hang by the hands
030 – Hang by the hands → fall
031 – Land after upward jump → stand
032 – Jump → hit something while in the air, first part → 033
033 – Hit something while in the air, second part → fall (from 032)
034 – Downward curve during long jump, first part (not used?) → 035
035 – Downward curve during long jump, second part (not used?) (from 034)
036 – Downward curve during long jump → fall
037 – Hang by the hands → fall (great fall) (not used?)
038 – Walk backwards → stand (right foot moved first)
039 – Walk backwards → stand (left foot moved first)
040 – Walk backwards

LARA ANIMATIONS TR4

- 041 – Stand → walk backwards
- 042 – Climb block (3 clicks high)
- 043 – Stand (after jumping to a higher point) → run (not used?)
- 044 – Turn right on the spot, large turn
- 045 – Jump forwards → fall (?)
- 046 – Forward jump trying to grab → land (not used?)
- 047 – Roll (not used?)
- 048 – Roll → stand (not used?)
- 049 – Jump forwards → fall (at earlier stage of jump) (not used?)
- 050 – Climb block (2 clicks high)
- 051 – Climb block (2 clicks high) → stand
- 052 – Stand (after climbing block 2 clicks high) → run
- 053 – Run → hit wall (left foot first) → stand
- 054 – Run → hit wall (right foot first) → stand
- 055 – Ascend block (1 click high) running (left foot first)
- 056 – Ascend block (1 click high) running (right foot first)
- 057 – Ascend block (1 click high) walking (left foot first)
- 058 – Ascend block (1 click high) walking (right foot first)
- 059 – Descend block (1 click high) walking (right foot moved first)
- 060 – Descend block (1 click high) walking (left foot moved first)
- 061 – Descend block (1 click high) walking backwards (left foot moved first)
- 062 – Descend block (1 click high) walking backwards (right foot moved first)
- 063 – Activate (lower) horizontal switch
- 064 – Deactivate (raise) horizontal switch
- 065 – Sidestep left
- 066 – Sidestep left → stand
- 067 – Sidestep right
- 068 – Sidestep right → stand
- 069 – Turn left on the spot, large turn
- 070 – Slide forwards down steep slope (3 clicks high)
- 071 – Slide forwards down steep slope (3 clicks high) → stumbling landing, first part → 072
- 072 – Stumbling landing (after sliding forwards down slope), second part → stand (from 071)
- 073 – Stand → take off for jump in all directions
- 074 – Take off for backward jump
- 075 – Jump backwards
- 076 – Standing take off for forward jump
- 077 – Jump forwards
- 078 – Take off for sideways jump left
- 079 – Jump sideways left
- 080 – Take off for sideways jump right

LARA ANIMATIONS TR4

- 081 – Jump sideways right
- 082 – Crouching landing after jump in all directions → stand
- 083 – Jump backwards → fall
- 084 – Jump sideways left → fall
- 085 – Jump sideways right → fall
- 086 – Swim underwater (1 stroke)
- 087 – Motionless underwater (driven only by momentum)
- 088 – Stand → take off for backward hop
- 089 – Hop backwards
- 090 – Hop backwards → stand
- 091 – Take off for upward jump
- 092 – Jump forwards → running landing → run
- 093 – Downward curve during long jump, second part (with less momentum than 035? - not used?)
- 094 – Jump forwards (at late stage during jump) → grab
- 095 – Grab during forward jump
- 096 – Grab in mid-air → hang by the hands at wall
- 097 – Hang by the hands → pull up → stand
- 098 – Failed attempt to grab during forward jump → fall
- 099 – Fall → crouching landing
- 100 – Downward curve during long jump → grab~
- 101 – Downward curve during long jump (with less momentum than 100) → grab (not used?)
- 102 – Pull up (after hanging by the hands) → stand
- 103 – Stand still (breathing)
- 104 – Land on steep slope (3 clicks high) → slide backwards down
- 105 – Slide backwards down steep slope (3 clicks high)
- 106 – Slide backwards down steep slope (3 clicks high) → stumbling landing → stand
- 107 – Stop swimming underwater → drift underwater
- 108 – Drift underwater
- 109 – Drift underwater → swim underwater
- 110 – Tread water on water surface
- 111 – Pull out of water (onto ledge 1 click above the water surface) → stand
- 112 – Fall/jump into water → swim underwater
- 113 – Tread water on water surface → dive → swim underwater (not used?)
- 114 – Swim underwater → break water surface → tread water on water surface (?)
- 115 – Swim forwards on water surface → dive → swim underwater
- 116 – Swim forwards on water surface
- 117 – Swim forwards on water surface → tread water on water surface
- 118 – Tread water on water surface → swim forwards on water surface
- 119 – Fall/jump into water → swim underwater (not used?)
- 120 – Stand → ready to push/pull pushable

LARA ANIMATIONS TR4

- 121 – Ready to push/pull pushable → stand
- 122 – Pull pushable
- 123 – Push pushable
- 124 – Drown/die underwater – with convulsions
- 125 – Jerk backwards hurt (standing)
- 126 – Jerk forwards hurt (standing)
- 127 – Jerk right hurt (standing)
- 128 – Jerk left hurt (standing)
- 129 – Pull underwater switch at wall
- 130 – Swimming pickup (right hand)
- 131 – Use key
- 132 – Die on the water surface (less dramatic than 124)
- 133 – Run → die
- 134 – Insert puzzle item
- 135 – Standing pickup from floor (right hand)
- 136 – Shimmy left
- 137 – Shimmy right
- 138 – Stand → die
- 139 – Crushed by boulder
- 140 – Tread water on water surface → swim backwards on water surface
- 141 – Swim backwards on water surface
- 142 – Swim backwards on water surface → tread water on water surface
- 143 – Swim sideways left on water surface
- 144 – Swim sideways right on water surface
- 145 – Land after jump/fall → die (?)
- 146 – Stand → roll, first part → 147
- 147 – Roll, second part (from 146) → 148
- 148 – Roll, third part → stand (from 147)
- 149 – Impaled on spikes
- 150 – Grab in mid-air → hang by the hands in free air (swinging forth and back)
- 151 – Swan dive → rolling landing
- 152 – Swan dive → shoot through water at sloped angle (at early stage in swan dive)
- 153 – Swan dive → dive head first
- 154 – Swan dive → shoot through water vertically (at later stage in swan dive)
- 155 – Swan dive → die (break neck)
- 156 – Run → swan dive (right foot first)
- 157 – Run → swan dive (left foot first)
- 158 – Swan dive
- 159 – Hang by the hands → hand stand → stand
- 160 – Stand in water or under low ceiling → ascend ladder (without the jump and grab)

LARA ANIMATIONS TR4

- 161 – Ascend ladder
- 162 – Ascend ladder → hang still on ladder (right foot higher)
- 163 – Ascend ladder → hang still on ladder (left foot higher)
- 164 – Hang still on ladder
- 165 – Hang still on ladder → ascend ladder
- 166 – Descend ladder → hang still on ladder (left foot higher)
- 167 – Descend ladder → hang still on ladder (right foot higher)
- 168 – Descend ladder
- 169 – Hang still on ladder → descend ladder
- 170 – Climb sideways right on ladder
- 171 – Climb sideways left on ladder
- 172 – Hang by the hands on ladder
- 173 – Hang by the hands on ladder → gain footing on ladder
- 174 – Hang still on ladder → pull up → stand
- 175 - ??? → stand still
- 176 – Swim forwards on water surface → wade (the depth change is very small) (?)
- 177 – Wade
- 178 – Run → wade (left foot first)
- 179 – Run → wade (right foot first)
- 180 – Wade → run (left foot first)
- 181 – Wade → run (right foot first)
- 182 – Hang still on ladder → jump backwards off ladder, first part → 183
- 183 – Jump backwards off ladder, second part → jump backwards (from 182)
- 184 – Wade → stand (right foot first)
- 185 – Wade → stand (left foot first)
- 186 – Stand → wade
- 187 – Hang by the hands on ladder → ascend ladder with the the hands only
- 188 – Hang by the hands on ladder → descend ladder with the hands only
- 189 – Throw flare away (standing)
- 190 – Swim forwards on water surface → wade (the depth transition is greater) (?)
- 191 – Pull out of water (onto ledge even with the water surface) → stand
- 192 – Swim underwater → stand in shallow water
- 193 – Tread water on water surface → stand in shallow water
- 194 – Hang still on ladder → descend ladder → hang by the hands
- 195 – Activate horizontal lever switch (electrical switch)
- 196 – Deactivate horizontal lever switch (electrical switch)
- 197 – Push small button
- 198 – Swim underwater (huddled up position during the stroke) → drift underwater
- 199 – Swim underwater (sprawling position during the stroke) → drift underwater

LARA ANIMATIONS TR4

- 200 – Swim underwater (medium position during the stroke) → drift underwater
- 201 – Climb sideways right on ladder → hang by the hands
- 202 – Climb sideways left on ladder → hang by the hands
- 203 – Roll underwater, first part → 205
- 204 – Pick up flare from floor while standing (left hand)
- 205 – Roll underwater, second part → drift underwater (from 203)
- 206 – Pick up flare while swimming (left hand)
- 207 – Jump forwards with back twist (after running take off), first part → 209
- 208 – Somersault during swan dive
- 209 – Jump forwards with back twist (after running take off), second part (from 207)
- 210 – Jump forwards with back twist (after standing take off), first part → 211
- 211 – Jump forwards with back twist (after standing take off), second part (from 210)
- 212 – Jump backwards with forward twist, first part → 213
- 213 – Jump backwards with forward twist, second part (from 212)
- 214 – Stand → grab zip line
- 215 – Ride zip line
- 216 – Fall off zip line
- 217 – Stand → crouch
- 218 – Crouch with right elbow on knee → take off for crouched roll (not used)
- 219 – Crouched roll (not used)
- 220 – Crouched roll → crouch
- 221 – Crouch → stand
- 222 – Crouch
- 223 – Sprint
- 224 – Run → sprint (left foot first)
- 225 – Run → sprint (right foot first)
- 226 – Sprint → skidding halt → stand (right foot first)
- 227 – ??? → stand (right foot first) (not used)
- 228 – Sprint → skidding halt → stand (left foot first)
- 229 – ??? → stand (left foot first) (not used)
- 230 – Sprint → take off for sprinting roll (left foot first) → 232
- 231 – Stumbling take off for sprinting roll (not used) (?)
- 232 – Sprinting roll → run (from 230)
- 233 – Grab monkey-bars during jump
- 234 – Hang still by the hands in free air (from monkey-bars or wafer thin ledge)
- 235 – Hang still by the hands in free air (from monkey-bars or wafer thin ledge) → fall
- 236 – Monkey-swing forwards
- 237 – Monkey-swing forwards → hang still from monkey-bars (left hand first)
- 238 – Monkey-swing forwards → hang still from monkey-bars (right hand first)
- 239 – Hang still from monkey-bars → monkey-swing forwards (left hand moved first)
- 240 – Sprint → take off for sprinting roll, first part (not used) (?) → 241

LARA ANIMATIONS TR4

- 241 – Take off for sprinting roll, second part (not used) (?) (from 240) → 242
- 242 – Sprinting roll → run (not used) (?)
- 243 – Sprint → run (left foot first)
- 244 – Sprint → run (right foot first)
- 245 – ‘Springy’ crouch (used as a link to and from crouching animations)
- 246 – Slide forwards down steep slope (3 clicks high) → stumbling landing → run
- 247 – Crouch → take off for crouching roll (not used)
- 248 – Jump forwards → grab (at early stage during jump)
- 249 – Jump forwards → grab (at middle stage during jump)
- 250 – Grab during running take off (right foot first) (?)
- 251 – Grab during running take off (left foot first) (?)
- 252 – Hang still from monkey-bars → monkey-swing forwards (right hand moved first)
- 253 – Shimmy left
- 254 – Shimmy (left) → hang still by the hands (?)
- 255 – Shimmy right
- 256 – Shimmy (right) → hang still by the hands (not used) (?)
- 257 – Turn around at the spot while hanging from monkey-bars (not used) (?)
- 258 – Crouch → crawl position, first part → 273
- 259 – Crawl position → crouch, first part → 274
- 260 – Crawl forwards
- 261 – Crawl position → crawl forwards
- 262 – Crawl forwards → crawl position, first part (right foot first) → 266
- 263 – Crawl position
- 264 – Crouch → crawl position, third part (from 273)
- 265 – ‘Slightly springy’ crouch (not used?)
- 266 – Crawl forwards → crawl position, second part (from 262)
- 267 – Crawl forwards → crawl position, first part (left foot first) → 268
- 268 – Crawl forwards → crawl position, second part (from 267)
- 269 – Crawl position → turn left crawling
- 270 – Crawl position → turn right crawling
- 271 – Hang still from monkey-bars → turn left hanging from monkey-bars
- 272 – Hang still from monkey-bars → turn right hanging from monkey-bars
- 273 – Crouch → crawl position, second part (from 258) → 264
- 274 – Crawl position → crouch, second part (from 259)
- 275 – Crawl → crawl backwards
- 276 – Crawl backwards
- 277 – Crawl backwards → crawl position, first part (right foot moved first) → 278
- 278 – Crawl backwards → crawl position, second part (from 277)
- 279 – Crawl backwards → crawl position, first part (left foot moved first) → 280
- 280 – Crawl backwards → crawl position, second part (from 279)

LARA ANIMATIONS TR4

- 281 – Turn left crawling → crawl position
- 282 – Turn right crawling → crawl position

- 283 – Turn left hanging from monkey-bars → hang still from monkey-bars
(at early stage during turn)

- 284 – Turn left hanging from monkey-bars → hang still from monkey-bars
(at late stage during turn)

- 285 – Turn right hanging from monkey-bars → hang still from monkey-bars
(early stage during turn)

- 286 – Turn right hanging from monkey-bars → hang still from monkey-bars
(at late stage during turn)

- 287 – Hang by the hands → pull up → crouch, first part → 288
- 288 – Crouch, second part (after pulling up from hanging by the hands) (from 287)
- 289 – Crawl position → climb down → hang by the hands, first part → 290
- 290 – Hang by the hands, second part (after climbing down from crawl position) (from 289) → 302
- 291 – Crouching pickup (right hand)
- 292 – Crawling pickup (not used)
- 293 – Jerk forwards hurt (crouching)
- 294 – Jerk backwards hurt (crouching)
- 295 – Jerk right hurt (crouching)
- 296 – Jerk left hurt (crouching)
- 297 – Jerk forwards hurt (crawling)
- 298 – Jerk backwards hurt (crawling)
- 299 – Jerk right hurt (crawling)
- 300 – Jerk left hurt (crawling)
- 301 – Crawl → die
- 302 – Hang by the hands (after climbing down from crawl position), third part (from 290)
- 303 – About to crouch → stand (cancelling a stand → crouch command)
- 304 – Run → crouch, first part (left foot first) → 306
- 305 – Run → crouch, first part (right foot first) → 307
- 306 – Crouch, second part (after running) → crouch (from 304)
- 307 – Crouch, second part (after running) → crouch (from 305)
- 308 – Sprint → take off for sprinting roll (right foot first) → 309
- 309 – Sprinting roll → run (from 308)
- 310 – Sprint → small roll → crouch (left foot first)

LARA ANIMATIONS TR4

- 311 – Sprint → small roll → crouch (right foot first)
- 312 – Pick up flare while crouching (left hand)
- 313 – Use doorknob to open door and push it open
- 314 – Use doorknob to open door and pull it open
- 315 – Kick door open
- 316 – Push Sequence button
- 317 – Open trapdoor in floor
- 318 – Grab (after upward jump) and open trapdoor in ceiling
- 319 – Stand → grab turn handle (clockwise)
- 320 – Stand → grab turn handle (counter-clockwise)
- 321 – Pull cog wheel
- 322 – Stand → grab cog wheel
- 323 – Let go of cog wheel → stand
- 324 – Use lever switch
- 325 – Use hole-in-wall switch/pickup
- 326 – Stand → climb onto vertical pole
- 327 – Jump off vertical pole
- 328 – Hang still on vertical pole
- 329 – Climb vertical pole
- 330 – Hang still on vertical pole → fall
- 331 – Jump forwards → grab and climb onto vertical pole
- 332 – Hang still on vertical pole → turn clockwise on vertical pole
- 333 – Hang still on vertical pole → turn counter-clockwise on vertical pole
- 334 – Hang still on vertical pole → slide down vertical pole
- 335 – Slide down vertical pole
- 336 – Slide down vertical pole → hang still on vertical pole
- 337 – Jump upwards → grab and climb onto vertical pole
- 338 – Climb vertical pole → hang still on vertical pole
- 339 – Stand → grab pulley
- 340 – Pull pulley
- 341 – Let go of pulley
- 342 – Hang still on vertical pole → put feet on floor → stand
- 343 – Turn clockwise on vertical pole (not used?)
- 344 – Turn clockwise on vertical pole → hang still on vertical pole
- 345 – Turn counter-clockwise on vertical pole (not used?)
- 346 – Turn counter-clockwise on vertical pole → hang still on vertical pole
- 347 – Push turn handle (clockwise), first part → 348
- 348 – Push turn handle (clockwise), second part (from 347)
- 349 – Push turn handle (clockwise) → stand
- 350 – Push turn handle (counter-clockwise), first part → 350

LARA ANIMATIONS TR4

- 351 – Push turn handle (counter-clockwise), second part (from 349)
- 352 – Push turn handle (counter-clockwise) → stand
- 353 – Crouch → turn left crouching
- 354 – Crouch → turn right crouching
- 355 – Shimmy around left outer corner, first part → 356
- 356 – Shimmy around left outer corner, second part (from 355)
- 357 – Shimmy around right outer corner, first part → 358
- 358 – Shimmy around right outer corner, second part (from 357)
- 359 – Shimmy around left inner corner, first part → 360
- 360 – Shimmy around left inner corner, second part (from 359)
- 361 – Shimmy around right inner corner, first part → 362
- 362 – Shimmy around right inner corner, second part (from 361)
- 363 – Climb sideways on ladder around left outer corner, first part → 364
- 364 – Climb sideways on ladder around left outer corner, second part (from 363)
- 365 – Climb sideways on ladder around right outer corner, first part → 366
- 366 – Climb sideways on ladder around right outer corner, second part (from 365)
- 367 – Climb sideways on ladder around left inner corner, first part → 368
- 368 – Climb sideways on ladder around left inner corner, second part (from 367)
- 369 – Climb sideways on ladder around right inner corner, first part → 370
- 370 – Climb sideways on ladder around right inner corner, second part (from 369)
- 371 – Hang from monkey-bars/jump upwards → grab rope (?)
- 372 – Fall off train → die

LARA ANIMATIONS TR4

- 373 – Loose momentum on rope → wrap legs around rope → hang still on rope
- 374 – Hang still on rope
- 375 – Hang still on rope → slide down rope
- 376 – Climb rope
- 377 – Hang still on rope → begin to swing with still some momentum left (no kick necessary)(?)
- 378 – Have just grabbed rope → fall (?)
- 379 – Jump forwards → grab rope
- 380 – Somersault from rope to ledge? (not used)
- 381 – Swing on rope → fall (when Lara is in the fore end of the swing – haft past four o'clock)(?)
- 382 – Swing on rope → fall (when Lara is in the middle of the swing) (?)
- 383 – Swing on rope → fall (when Lara is in the back end of the swing) (?)
- 384 – Slide down rope
- 385 – Slide down rope → hang still on rope
- 386 – Swing on rope → jump off to grab ledge (when Lara is in the back end of the swing)
- 387 – Hang still on rope → give a kick to gain momentum to swing (begin to swing)

- 388 – Swing on rope → fall
(when Lara is just before the middle of the swing – 7 o'clock) (?)

- 389 – Swing on rope → fall
(when Lara is just before the middle of the swing – half past six o'clock) (?)

- 390 – Swing on rope → fall (when Lara is in the fore end of the swing – 5 o'clock) (?)

- 391 – Have just grabbed rope → fall (same animation as 378?) (?)
- 392 – Turn clockwise on rope
- 393 – Turn counter-clockwise on rope
- 394 – Swing forwards on rope with much momentum
- 395 – Hang still on ladder → abandon footing → hang by the hands alone (not used) (?)
- 396 – Swing backwards on rope, second part (from 398) → 397
- 397 – Swing backwards on rope, third part (from 396)
- 398 – Swing backwards on rope, first part → 396
- 399 – Swing forwards on rope with little momentum (?)

LARA ANIMATIONS TR4

- 400 – Empty waterskin
- 401 – Fill waterskin
- 402 – Pour waterskin on scale
- 403 – Open door with crowbar
- 404 – Reach fore end of swing on rope with very much momentum
- 405 – Swing on rope and grab a new rope? (not used?)

- 406 – Swing on rope → jump off to grab ledge
(when Lara is in the fore end of the swing – 4 o'clock)

- 407 – Swing on rope → jump off to grab ledge
(when Lara is right in the middle of the swing)

- 408 – Swing forth and back with almost no momentum
(Lara is too high on the rope?)

- 409 – Swing on rope → jump off to grab ledge
(when Lara is just before the middle of the swing)

- 410 – Swing on rope → jump off to grab ledge
(when Lara is in the fore end of the swing – 5 o'clock)

- 411 – Swing on rope → jump off to grab ledge
(when Lara is in the fore end of the swing - 3 o'clock)

- 412 – Push double doors
- 413 – Push big button
- 414 – Pull jump switch
- 415 – Pull underwater switch in the ceiling
- 416 – Open underwater_door
- 417 – Push pushable → stand
- 418 – Pull pushable → stand
- 419 – Use crowbar to get puzzle item from wall
- 420 – Use crowbar to activate broken lever switch (Desert Railroad)

LARA ANIMATIONS TR4

- 421 – Roll forwards out of crawlspace (not used)
- 422 – Play harp (The Lost Library)
- 423 – Place trident on Poseidon statue (Temple of Poseidon)
- 424 – Standing pickup from high pedestal (Lara's height)
- 425 – Standing pickup from low pedestal (waist-height)
- 426 – Play game of senet (Tomb of Semerkhet)
- 427 – Light torch with flame 0-1 clicks high
- 428 – Light torch with flame 2-3 clicks high
- 429 – Light torch with flame 4-5 clicks high
- 430 – Light torch with flame 6-7 clicks high
- 431 – Light torch with flame higher than 7 clicks
- 432 – use mine detector

- 433 – Small steps forward to correct Lara's position
(hard coded, used to put line up Lara in front of switches and puzzles)

- 434 – Small steps to the left to corrects Lara's position
- 435 – Small steps to the right to correct Lara's position
- 436 – Use crowbar to break train link? (not used)
- 437 – Picked up and tossed away by ???
- 438 – Blown up by mine
- 439 – Pickup from sarcophagus
- 440 – Dragging dead body (City of the Dead)
- 441 – Look through binoculars (not used)
- 442 – Picked up and tossed away by big scorpion
- 443 – Picked up and tossed away by Seth
- 444 – Wind up beetle → put beetle on floor

TOMB RAIDER NEXT GENERATION



**LARA ANIMATIONS
SEPARATE SLOTS TR4**

LARA ANIMATIONS

SEPARATE ANIMATIONS IN SEPARATE ANIMATION SLOTS

PISTOLS_ANIM

- P00 – Hold pistols at chest → aim
- P01 – Holster pistols
- P02 – Unholster pistols → hold pistols at chest
- P03 – Aim → fire pistols



UZI_ANIM

- U00 – Hold uzis → aim
- U01 – Holster uzis
- U02 – Unholster uzis → hold uzis
- U03 – Aim → fire uzis



SHOTGUN_ANIM

- S00 – Hold shotgun at chest → aim
- S01 – Unholster shotgun → hold shotgun at chest
- S02 – Aim → fire and reload shotgun
- S03 – Hold shotgun by chest → holster shotgun
- S04 – Aim → hold shotgun at chest



CROSSBOW_ANIM

- C00 – Hold crossbow at chest → aim
- C01 – Unholster crossbow → hold crossbow at chest
- C02 – Aim → fire crossbow
- C03 – Hold crossbow at chest → holster crossbow
- C04 – Aim → hold crossbow at chest



LARA ANIMATIONS

SEPARATE ANIMATIONS IN SEPARATE ANIMATION SLOTS

GRENAD_GUN_ANIM

- G00 – Unholster grenade gun
- G01 – Hold grenade gun → aim
- G02 – Reload grenade gun
- G03 – Aim → fire grenade gun
- G04 – Aim → hold grenade gun
- G05 – Hold grenade gun → holster grenade gun



SIXSHOOTER_ANIM (REVOLVER)

- R00 – Hold six shooter → aim
- R01 – Holster six shooter
- R02 – Unholster six shooter → hold six shooter
- R03 – Aim → fire six shooter



LARA ANIMATIONS

SEPARATE ANIMATIONS IN SEPARATE ANIMATION SLOTS

FLARE_ANIM

F00 – Hold flare

F01 – Hold flare → throw flare away

F02 – Produce flare

F03 – Ignite flare → hold flare



CROWBAR_ANIM

No animations – **they are included in the general animations**



LARA ANIMATIONS

SEPARATE ANIMATIONS IN SEPARATE ANIMATION SLOTS

TORCH_ANIM

T00 – Hold torch

T01 – Throw torch away – a throw from the hip and up

T02 – Lower torch to side

TORCH_ANIM (THE MASTABAS – both the torch mesh and animation TT01 are different)

This animation series seems unfinished or damaged: the textures at Lara's hand and the torch look like those from the crossbow and if Lara uses a weapon shortcut her arm moves in an odd way when she drops the torch.

It might be used in a level with a young Lara.



TT00 – Hold torch

TT01 – Throw torch away – a throw from over the shoulder and forwards (is buggy)

TT02 – Lower torch to side

(is this the drop torch animation used before a draw guns animation when the player uses a shortcut key to draw a weapon?)

LARA ANIMATIONS

SEPARATE ANIMATIONS IN SEPARATE ANIMATION SLOTS

VEHICLE_EXTRA (MOTORBIKE)

- M00 – Ride forwards → die
- M01 – Brake while going at full speed
- M02 – Ride forwards
- M03 – Ride forwards → turn left
- M04 – Turn left
- M05 – Turn left → ride forwards
- M06 – Ride forwards → fall with motorbike
- M07 – Fall with motorbike
- M08 – Fall with motorbike → land → ride forwards
- M09 – Stand → mount motorbike
- M10 – Dismount motorbike → stand
- M11 – Thrown backwards on motorbike
- M12 – Thrown forwards on motorbike
- M13 – Thrown right on motorbike
- M14 – Thrown left on motorbike
- M15 – Speed boost? (not used?)
- M16 – Decelerate → run idle
- M17 – No animation
- M18 – Run idle
- M19 – Ride forwards → turn right
- M20 – Turn right
- M21 – Turn right → ride forwards
- M22 – Ride forwards → jump with motorbike
- M23 – Jump with motorbike
- M24 – Jump with motorbike → land → ride forwards
- M25 – Kick start motorbike
- M26 – Run idle → pull motorbike backwards → run idle
- M27 – Pull motorbike backwards (loops with part of M26 for multiple pulls backwards)
- M28 – Stand → insert nitrous oxide feeder → stand



LARA ANIMATIONS

SEPARATE ANIMATIONS IN SEPARATE ANIMATION SLOTS

VEHICLE_EXTRA (JEEP)

- J00 – Drive forwards → die
- J01 – Brake while going at full speed
- J02 – Drive forwards
- J03 – Drive forwards → turn left
- J04 – Turn left
- J05 – Turn left → drive forwards
- J06 – Drive forwards → jump/fall with jeep
- J07 – Jump/fall with jeep
- J08 – Jump/fall with jeep → land → drive forwards
- J09 – Stand by right side of jeep → climb into jeep
- J10 – Thrown forwards in jeep
- J11 – Thrown backwards (thrown around) in jeep
- J12 – Thrown left in jeep
- J13 – Thrown right in jeep
- J14 – Run idle
- J15 – Drive forwards → turn right
- J16 – Turn right
- J17 – Turn right → drive forwards
- J18 – Stand by left side of jeep → climb into jeep
- J19 – Run idle → climb out of jeep → stand
- J20 – Drive backwards → fall with jeep in reverse gear
- J21 – Fall with jeep in reverse gear
- J22 – Fall with jeep in reverse gear → land → drive backwards
- J23 – Run idle → change to reverse gear
- J24 – Drive backwards
- J25 – Run idle in reverse gear → change to forward gear
- J26 – Drive backwards → turn wheels left in reverse gear (but going right)
- J27 – Turn wheels left in reverse gear (but going right)
- J28 – Turn wheels left in reverse gear (but going right) → drive backwards
- J29 – Drive backwards → turn wheels right in reverse gear (but going left)
- J30 – Turn wheels right in reverse gear (but going left)
- J31 – Turn wheels right in reverse gear (but going left) → drive backwards

LARA ANIMATIONS

SEPARATE ANIMATIONS IN SEPARATE ANIMATION SLOTS

VEHICLE_EXTRA (JEEP)

- J32 – Run idle → turn wheels left running idle
- J33 – Run idle → turn wheels right running idle
- J34 – Turn wheels left running idle → straighten out running idle
- J35 – Turn wheels right running idle → straighten out running idle
- J36 – Run idle in reverse gear → turn wheels left running idle in reverse gear
- J37 – Run idle in reverse gear → turn wheels right running idle in reverse gear
- J38 – Turn wheels left running idle in reverse gear → straighten out running idle in reverse gear
- J39 – Turn wheels right running idle in reverse → straighten out running idle in reverse gear
- J40 – Turn wheels left running idle → change to reverse gear with the wheels still turned left
- J41 – Turn wheels right running idle → change to reverse gear with the wheels still turned right
- J42 – Run idle in reverse gear
- J43 – Turn wheels left running idle in reverse gear → change to forward gear with the wheels still turned left
- J44 – Turn wheels right running idle in reverse gear → change to forward gear with the wheels still turned right



THE JEEP AND MOTOR BIKE IN THE SAME LEVEL.

From **TRNG version 1.1.8.6** it is possible to use the motor bike sidecar and jeep in the same level.

The new slot is **MOTORBIKE_LARA**

In the past the problem to use the jeep and motor bike sidecar in the same level was that the **VEHICLE_EXTRA** slot was used for both vehicles.

To solve this conflict there is now another slot named **MOTORBIKE_LARA**.

Copy the animation for Lara on the motor bike sidecar into this slot.

The **VEHICLE_EXTRA** slot is for the animation of Lara in the jeep.

TRNG is able to detect if the slot **MOTORBIKE_LARA** is used.

If the **MOTORBIKE_LARA** slot has been used it will be seen as the slot for the animation of Lara on the motor bike, allowing the use of two vehicles in the same level.

If the **MOTORBIKE_LARA** slot is empty, **TRNG** will use the animations in the **VEHICLE_EXTRA** slot for Lara on the jeep OR on the motor bike according to the vehicle present in the level.

The jeep and the side-car vehicles can now be used in the same level.

To have both vehicles in the level insert a script command to move the jeep key into another slot to avoid the overlapping with the Nitrous Oxide Feeder item used by the motorbike sidecar.

Script in the level section:

Customize= CUST_SET_JEEP_KEY_SLOT, PUZZLE_ITEM2

Puzzle=	1,Nitrous Oxide Feeder,	\$0004,\$0300,\$0000,\$0000,\$0000,\$0002
Puzzle=	2,Ignition Key,	\$0008,\$0400,\$2000,\$3000,\$4000,\$0002
PuzzleCombo=	1,1,Valve Pipe,	\$0004,\$0300,\$0000,\$0000,\$0000,\$000a
PuzzleCombo=	1,2,Nitrous Oxide Cannister,	\$0002,\$0300,\$0000,\$0000,\$0000,\$0002

TOMB RAIDER NEXT GENERATION



**LARA ANIMATIONS
SEPARATE SLOTS TR2**

LARA ANIMATIONS

SEPARATE ANIMATIONS IN SEPARATE ANIMATION SLOTS

VENICE AND BARTOLI'S HIDEOUT TR2 :

BOAT-ANIMATIONS:

- 0 – Climb into boat from the left side
- 1 – Run idle
- 2 – Sail boat
- 3 – Accelerate boat from idle
- 4 – Decelerate boat to idle
- 5 – Jump out of boat to the left side
- 6 – Land in boat (after jump)
- 7 – Jump out of boat to the right side
- 8 – Climb into boat from the right side
- 9 – Slide boat off ramp to the right (counterweight position)
- 10 – Slide boat off ramp to the right → straighten up (after landing)
- 11 – Jerked left in boat
- 12 – Jerked right in boat
- 13 – Jerked forwards in boat
- 14 – Jerked backwards in boat
- 15 – Sail boat → fall with boat
- 16 – Fall with boat
- 17 – Fall with boat → land
- 18 – Die in boat

Note: There is only one ramp Lara might slide off,
so there is no mirrored version of animation 9 and 10.



SPEED BOAT

LARA ANIMATIONS

SEPARATE ANIMATIONS IN SEPARATE ANIMATION SLOTS

TIBETAN FOOTHILLS TR2:

SNOWMOBILE ANIMATIONS:

- 0 – Ride forwards
- 1 – Stand by right side of snowmobile → mount snowmobile
- 2 – Ride forwards → turn left
- 3 – Turn left
- 4 – Turn left → ride forwards
- 5 – Ride forwards → turn right
- 6 – Turn right
- 7 – Turn right → ride forwards
- 8 – Ride snowmobile → jump/fall
- 9 – Jump/fall → land → ride snowmobile
- 10 – Jump/fall with snowmobile
- 11 – Jerked left on snowmobile
- 12 – Jerked right on snowmobile
- 13 – Jerked forwards on snowmobile
- 14 – Jerked backwards on snowmobile
- 15 – Run idle
- 16 – Run idle → dismount snowmobile to the right → stand
- 17 – Run idle → accelerate
- 18 – Stand by left side of snowmobile → mount snowmobile
- 19 – Run idle → dismount snowmobile to the left → stand
- 20 – Jump/fall with snowmobile → fall away from snowmobile
- 21 – Die on snowmobile
- 22 – Fall off snowmobile → die



SNOWMOBILE

TOMB RAIDER NEXT GENERATION



**LARA ANIMATIONS
SEPARATE SLOTS TR3**

LARA ANIMATIONS

SEPARATE ANIMATIONS IN SEPARATE ANIMATION SLOTS

HOME, THE RIVER GANGES AND NEVADA DESERT TR3:

QUADBIKE ANIMATIONS:

- 0 – Die on quad bike
- 1 – Ride forwards → brake suddenly
- 2 – Ride forwards
- 3 – Ride forwards/backwards → turn wheels left
- 4 – Turn wheels left
- 5 – Turn wheels left → ride forwards/backwards
- 6 – Ride forwards → fall with quad bike
- 7 – Fall with quad bike
- 8 – Fall with quad bike → land
- 9 – Stand on right side of quad bike → mount quad bike
- 10 – Dismount quad bike to the right side → stand
- 11 – Thrown backwards on quad bike
- 12 – Thrown forwards on quad bike
- 13 – Thrown to the right on quad bike
- 14 – Thrown to the left on quad bike
- 15 – Ride backwards
- 16 – Ride forwards/backwards → decelerate
- 17 – Ride forwards → small jolt
- 18 – Run idle
- 19 – Fall off quad bike → die
- 20 – Ride forwards/backwards → turn wheels right
- 21 – Turn wheels right
- 22 – Turn wheels right → ride forwards/backwards
- 23 – Stand on left side of quad bike → mount quad bike
- 24 – Dismount quad bike to the left side → stand
- 25 – Ride forwards → jump with quad bike
- 26 – Jump with quad bike
- 27 – Jump with quad bike → land
- 28 – Jump/fall with quad bike → fall away from quad bike



QUADBIKE

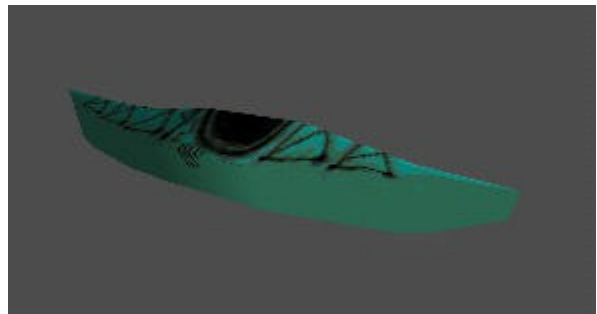
LARA ANIMATIONS

SEPARATE ANIMATIONS IN SEPARATE ANIMATION SLOTS

MADUBU GORGE TR3:

KAYAK ANIMATIONS:

- 0 – Paddle backwards → drift
- 1 – Drift → paddle backwards
- 2 – Paddle backwards
- 3 – Climb into kayak from the right side
- 4 – Pick up oar from its storage place
- 5 – Die in kayak
- 6 – Upside down in kayak and stuck → die?
- 7 – Paddle forwards → drift
- 8 – Paddle forwards
- 9 – Drift → paddle forwards
- 10 – Thrown forwards in kayak
- 11 – Thrown backwards in kayak
- 12 – Thrown to the left in kayak
- 13 – Overturning to the left in kayak
- 14 – Place oar in its storage place
- 15 – Paddle left
- 16 – Drift
- 17 – Paddle right
- 18 – Upside down in kayak and trying to roll
- 19 – Roll upright to the left
- 20 – Drift → paddle turn to the left
- 21 – Paddle turn to the left → drift
- 22 – Drift → paddle turn to the right
- 23 – Paddle turn to the right → drift
- 24 – Place oar in its storage place → jump out of kayak to the left
- 25 – Drowning in white water
(independent death-animation for Lara falling into white water)
- 26 – Paddle turn to the left
- 27 – Paddle turn to the right
- 28 – Climb into kayak from the left side
- 29 – Thrown to the right in kayak
- 30 – Overturning to the right in kayak (not used?)
- 31 – Roll upright to the right (not used?)
- 32 – Place oar in its storage place → jump out of kayak to the right



KAYAK

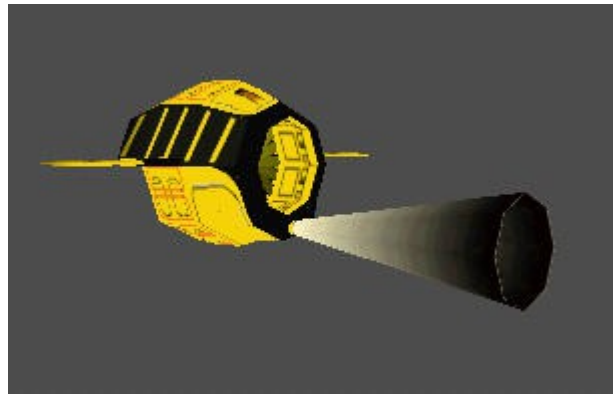
LARA ANIMATIONS

SEPARATE ANIMATIONS IN SEPARATE ANIMATION SLOTS

LUD'S GATE TR3:

UNDERWATER PROPULSION VEHICLE (UPV) ANIMATIONS

- 0 – Ride UPV → die
- 1 – Drift while holding UPV → die
- 2 – Jolted/attacked while riding UPV (not used?)
- 3 – Riding UPV
- 4 – Attacked while drifting with UPV (not used?)
- 5 – Drift while holding on to UPV
- 6 – Drift while holding on to UPV → accelerate
- 7 – Ride UPV → decelerate
- 8 – Drift/ride while holding on to UPV → let go of UPV
- 9 – Let go of UPV → tread water on water surface
- 10 – Tread water on water surface → grab UPV
- 11 – Grab UPV → Drift while holding on to UPV
- 12 – Let go of UPV → drift underwater
- 13 – Drift underwater → grab UPV



UNDERWATER PROPULSION VEHICLE

LARA ANIMATIONS

SEPARATE ANIMATIONS IN SEPARATE ANIMATION SLOTS

ANTARCTICA TR3:

BOAT ANIMATIONS:

- 0 – Climb into boat from the left side
- 1 – Run idle/sail backwards
- 2 – Sail forwards
- 3 – Accelerate boat from idle
- 4 – Decelerate boat to idle
- 5 – Jump out of boat to the left side
- 6 – Land in boat (after jump)
- 7 – Jump out of boat to the right side
- 8 – Climb into boat from the right side
- 9 – Turn left
- 10 – Turn left → sail forwards
- 11 – Thrown right in boat
- 12 – Thrown left in boat
- 13 – Thrown forwards in boat
- 14 – Thrown backwards in boat
- 15 – Sail forwards → fall with boat
- 16 – Fall with boat
- 17 – Fall with boat → land
- 18 – Die in boat
- 19 – Turn right
- 20 – Turn right → sail forwards
- 21 – Sail forwards → turn left
- 22 – Sail forwards → turn right



RUBBER BOAT

LARA ANIMATIONS

SEPARATE ANIMATIONS IN SEPARATE ANIMATION SLOTS

RX-TECH MINES TR3:

MINE CART ANIMATIONS:

- 0 – Climb into mine cart from the left side
- 1 – Climb out of mine cart to the left side
- 2 – Ride horizontally → duck while horizontal
- 3 – Duck while horizontal
- 4 – Duck while horizontal → ride horizontally
- 5 – Pick up wrench from mine cart floor
- 6 – Hit switch with wrench
- 7 – Put down wrench on mine cart floor
- 8 – Ride horizontally → lean slightly left
- 9 – Lean slightly right
- 10 – Pull brake lightly during ride
- 11 – Pull brake hard during ride
- 12 – Ride horizontally → lean slightly right
- 13 – Lean slightly left
- 14 – Pull brake hard while leaned slightly right
- 15 – Pull brake hard while leaned slightly left
- 16 – Lean strongly right
- 17 – Lean strongly left
- 18 – Lean slightly right → lean strongly right
- 19 – Lean strongly right → lean slightly right
- 20 – Lean slightly left → lean strongly left
- 21 – Lean strongly left → lean slightly left
- 22 – Ride horizontally
- 23 – Collide with something → thrown out of mine cart → die
- 24 – Ride horizontally → ride downwards
- 25 – Ride downwards
- 26 – Ride downwards → ride horizontally
- 27 – Ride horizontally → ride upwards
- 28 – Ride upwards
- 29 – Ride upwards → ride horizontally



MINE CART

LARA ANIMATIONS

SEPARATE ANIMATIONS IN SEPARATE ANIMATION SLOTS

RX-TECH MINES TR3:

MINE CART ANIMATIONS:

- 30 – Overturn with mine cart → die
- 31 – Loose balance → overturn with mine cart
- 32 – Fall with mine cart → fall out out of mine cart
- 33 – Fall alone
- 34 – Ride mine cart → hit head on beam
- 35 – Ride downwards → duck while riding downwards
- 36 – Duck while riding downwards
- 37 – Duck while riding downwards → ride downwards
- 38 – Ride upwards → duck while riding upwards
- 39 – Duck while riding upwards
- 40 – Duck while riding upwards → ride upwards
- 41 – Pull brake while leaned slightly right
- 42 – Pull brake while leaned slightly left
- 43 – Lean slightly right → ride horizontally
- 44 – Lean slightly left → ride horizontally
- 45 – Stand still in mine cart
- 46 – Climb into mine cart from the right side
- 47 – Climb out of mine cart to the right side
- 48 – Pull brake hard and constantly

TOMB RAIDER NEXT GENERATION



**LARA ANIMATIONS
ADDITIONAL FROM TR5**

LARA ANIMATIONS

ADDITIONAL ANIMATIONS FROM TR5:

086 – Float-swim in deep sea suit (Deep sea Dive)

087 – Motionless underwater (driven only by momentum) in deep sea suit
(used as a link between swimming animations) (Deep sea Dive)

107 – Stop swimming underwater in deep sea suit (at start or end of float-swimming animation) →
drift underwater (Deep sea Dive)

108 – Drift underwater in deep sea suit (Deep sea Dive)

109 – Drift underwater in deep sea suit → swim underwater (Deep sea Dive)

124 – Drown/die underwater – with convulsions (Deep sea Dive)

130 – Swimming pickup in deep sea suit (right hand) (Deep sea Dive)

198 – Stop swimming underwater in deep sea suit (in middle stage of float-swimming animation) →
→ drift underwater (Deep sea Dive)

199 – Stop swimming underwater in deep sea suit (in late stage of float-swimming animation) →
drift underwater (Deep sea Dive)

200 – Stop swimming underwater in deep sea suit (in early stage of float-swimming animation) →
drift underwater (Deep sea Dive)

206 – Pick up flare while swimming in deep sea suit (left hand) (Russia-levels)

LARA ANIMATIONS

ADDITIONAL ANIMATIONS FROM TR5:

- 437 – Use swipe card
- 443 – Lara painfully gets to her feet after fall in elevator (VCI-levels)
- 445 – DOZY Animation
- 446 – Walk on tightrope
- 447 – Walk on tightrope → stand on tightrope
- 448 – Stand on tightrope
- 449 – Walk on tightrope → tread carefully → stand on tightrope
- 450 – Stand on tightrope → walk on tightrope
- 451 – Turn around on tightrope
- 452 – Stand on tightrope → loose balance and lean left
- 453 – Lean left on tightrope → regain balance and stand on tightrope
- 454 – Fall off tightrope (to the left)
- 455 – Stand on tightrope → loose balance and lean right
- 456 – Lean right on tightrope → regain balance and stand on tightrope
- 457 – Fall off tightrope (to the right)
- 458 – Stand → walk out on tightrope
- 459 – Walk off tightrope → stand
- 460 – Examine and turn dove switch (Rome-levels)
- 461 – Jump forwards → grab horizontal pole
- 462 – Swing around horizontal pole
- 463 – Jump off horizontal pole
- 464 – Open cabinet and search it
- 465 – Open drawer and search it
- 466 – Search shelves
- 467 – Stand → put hand to headgear to listen (VCI-levels)
- 468 – Hold hand on headgear and listen (VCI-levels)
- 469 – Remove hand from headgear → stand (VCI-levels)
- 470 – Turn valve wheel
- 471 – Pull object off wall (to use as crowbar)
- 472 – Kneel to open box and pick up item (VCI-levels)
- 473 – Climb wall → pull up in crawlspace

TOMB RAIDER NEXT GENERATION



LARA ANIMATIONS

ADDITIONAL FROM TR1

LARA ANIMATIONS ADDITIONAL TR1

Lara's extra Animations from Previous Games are usually placed in an individual slot and normally found among Lara's many other weapons- or object-holding mesh swaps. Sometimes in one of the real mesh swap-slots.

TOMB RAIDER 1 (AND GOLD)

HOME AND SEVERAL OTHER LEVELS (LARA'S TRAINING SUIT):

0 – Walk (any difference from the usual animation?)

LOST VALLEY AND TOMB OF QUALOPEC (LARA'S BADLY HURT MESHSWAP):

0 – Take pickup from pedestal and duck.

Is used in Tomb of Qualopec when Lara takes the scion and the place collapses.

1 – Shaken and tossed away by T-Rex

2 – Crushed by boulder

PALACE MIDAS (LARA'S GOLDEN MESHSWAP):

0 – Place lead bar and pick up gold bar

1 – Transformed to gold

SANCTUARY OF THE SCION:

0 – Pick up scion and look at it

ATLANTIS:

0 – Jump and try to snatch the scion

THE GREAT PYRAMID:

0 – Smashed into the floor several times by big mutant

LARA ANIMATIONS ADDITIONAL TR1

TOMB RAIDER 1

CUTSCENE 1 (TOMB OF QUALOPEC – LARA HOLDS GUN):

0 – Talk with Larson.

An almost complete animation during which Lara gestures, points at Larson with her gun and eventually kicks him.

CUTSCENE 2 (TOMB OF TIHOCAN):

0 – Read wall inscription and look at grave

CUTSCENE 3 DOES NOT INVOLVE LARA

CUTSCENE 4 (THE GREAT PYRAMID)

0 – Talk with Natla.

Lara attempts to snatch the scion (the end of the Atlantis level) fails, she gestures, attempts to shoot the scion and is pushed into the abyss by Natla, but pulls up on a ledge.

TOMB RAIDER NEXT GENERATION



LARA ANIMATIONS

ADDITIONAL FROM TR2

LARA ANIMATIONS ADDITIONAL TR2

Lara's extra Animations from Previous Games are usually placed in an individual slot and normally found among Lara's many other weapons- or object-holding mesh swaps. Sometimes in one of the real mesh swap-slots.

TOMB RAIDER 2 (AND GOLD)

DEFAULT LARA:

214 – Kick something

THE GREAT WALL:

0 – Shaken and tossed away by T-Rex

VENICE AND BARTOLI'S HIDEOUT:

0 – No animation

1 – Activate detonator and duck

OFFSHORE RIG,

DIVING AREA,

40 FATHOMS,

WRECK OF THE MARIA DORIA

THE DECK:

0 – No animation

1 – Shaken by shark

2 – Turn valve wheel

3 – Lie down → sit up → get to feet

CATACOMBS OF THE TALION AND ICE PALACE:

0 – No animation

1 – Picked up and tossed away by yeti

2 – Hit gong with hammer

FLOATING ISLANDS AND THE DRAGON'S LAIR:

0 – No animation

1 – Picked up and tossed away by spear warrior

2 – Take dagger out of dragon's heart

HOME, SWEET HOME:

0 – No animation

1 – Admire dagger → put dagger away

2 – Prepare for bath → shoot player with shotgun

LARA ANIMATIONS ADDITIONAL TR2

TOMB RAIDER 2

CUTSCENE 1 (THE GREAT WALL):

- 0 – Look at gate, duck from gunshots and fight off mobster
- 1 – Get to feet, pull guns and talk to mobster
- 2 – Get closer to mobster and rest knee on step (not seen)
- 3 – Talk to mobster
- 4 – Stay in previous position (not seen)
- 5 – Talk to mobster
- 6 – Aim closer at mobster
- 7 – Stay in almost previous position (not seen)
- 8 – Talk to mobster
- 9 – Move back on feet (not seen)
- 10 – Holster guns
- 11 – Use laptop

CUTSCENE 2 (OPERA HOUSE):

- 0 – Look around in air plane
- 1 – Crouch, look cautiously around and open crate
- 2 – Rummage crate → look up alerted
- 3 – Close crate → get to feet
- 4 – Slightly unbalanced by turbulence
- 5 – Turn around → grab hook in ceiling
- 6 – Hold on to hook during turbulence
- 7 – Move forward while holding on to hook
- 8 – Look around while holding on to hook
- 9 – No animation (not seen)
- 10 – Climb on crates → thrown over by strong turbulence
- 11 – Stay in previous position (not seen)
- 12 – Kick crate away → get to feet
- 13 – Brush arms → walk ahead (only part of animation seen)
- 14 – Assume following position (not seen)
- 15 – Stand → climb ladder
- 16 – Stay in previous position (not seen)
- 17 – Climb ladder → jump off → aim guns at Bartoli
- 18 – Knocked out by attack from behind

LARA ANIMATIONS ADDITIONAL TR2

TOMB RAIDER 2

CUTSCENE 3 (DIVING AREA):

- 0 – Walk to monk, talk to him, crouch and examine his injuries
- 1 – Get to feet → look around → talk to monk
- 2 – Examine diving suits
- 3 – Stay in previous position (not seen)
- 4 – Talk to monk while standing near diving suits
- 5 – Stay in previous position (not seen)
- 6 – Stay in previous position (not seen)
- 7 – Walk back to monk while zipping diving suit
- 8 – Place hands on hips (only part of animation seen)
- 9 – Stay in previous position (not seen)
- 10 – Turn around and shoot (at Bartoli) → run
- 11 – Run while shooting
- 12 – Run to diving area → jump into water

CUTSCENE 4 (TEMPLE OF XIAN):

- 0 – Walk cautiously closer to ceremony
- 1 – Stay in previous position, but closer (not seen)
- 2 – Stay in previous position (not seen)
- 3 – Choke a gasp (at Bartoli stabbing himself)
- 4 – Stay in previous position (not seen)
- 5 – Stay in previous position (not seen)
- 6 – Run along ledge (only part of animation seen)
- 7 – Run → bump into pillar → jump to floor (only part of animation seen)
- 8 – Land on floor (only part of animation seen)

TOMB RAIDER NEXT GENERATION



LARA ANIMATIONS

ADDITIONAL FROM TR3

LARA ANIMATIONS ADDITIONAL TR3

Lara's extra Animations from Previous Games are usually placed in an individual slot and normally found among Lara's many other weapons- or object-holding mesh swaps. Sometimes in one of the real mesh swap-slots.

TOMB RAIDER 3 (AND GOLD)

HOME, NEVADA DESERT, HIGH SECURITY COMPOUND AND AREA 51:

0 – Walk

JUNGLE:

0 – Walk → stand with hands on the hips

TEMPLE RUINS:

0 – No animation

1 – Picked up and killed by Shiva statue

TEMPLE RUINS, THE RIVER GANGES, CAVES OF KALIYA:

0 – Draw guns (primitive version?)

NEVADA DESERT:

0 – No animation

1 – Activate detonator and duck

HIGH SECURITY COMPOUND:

0 – No animation

1 – Lie down → sit up → get to feet

COASTAL VILLAGE:

0 – No animation

1 – Drown → carried off by stream ?

2 – Turn turn wheel

COASTAL VILLAGE, CRASH SITE, MABUDU GORGE, TEMPLE OF PUNA:

0 – Stand → run (primitive version ?)

CRASH SITE:

0 – Grab aeroplane rocket launcher

1 – Let go of aeroplane rocket launcher

2 – Aim high (bend in knees) and low (stand on toes) with aeroplane rocket launcher

0 – No animation

1 – Shaken and tossed away by T-Rex

LARA ANIMATIONS ADDITIONAL TR3

Lara's extra Animations from Previous Games are usually placed in an individual slot and normally found among Lara's many other weapons- or object-holding mesh swaps. Sometimes in one of the real mesh swap-slots.

TOMB RAIDER 3 (AND GOLD)

**THAMES WARF,
ALDWYCH,
LUD'S GATE, CITY
ALL HALLOWS:**

0 – No animation

ALDWYCH:

0 – Run over by train

ANTARCTICA:

0 – No animation

1 – Drown → carried off by stream?

2 – Turn valve wheel

**ANTARCTICA,
RX-TECH MINES,
LOST CITY OF TINNOS
METEORITE CAVERN:**

0 – Walk (cautiously?)

METEORITE CAVERN:

0 – No animation

1 – Picked up and killed by Willard-monster

LARA ANIMATIONS ADDITIONAL TR3

TOMB RAIDER 3

CUTSCENE 1 (COASTAL VILLAGE):

- 0 – Turn slightly and is moved sideways (not seen)
- 1 – Walk → stand with hands on the hips
- 2 – Stay in previous position and moved forwards (not seen)
- 3 – Cross arms over chest and speak
- 4 – Walk forwards
- 5 – Stay in previous position (not seen)
- 6 – Walk → stand with hands on hips and talk
- 7 – Stay in previous position and turned ninety degrees left (not seen)

- 8 – Place hands on hips, look around while talking to wounded soldier walk towards him and kneel

- 9 – Reach right hand out (receiving map)
- 10 – Stay in previous position (not seen)

CUTSCENE 2 (THAMES WARF):

- 0 – Run, duck from enemy fire and return fire
- 1 – Run while shooting (only parts of animation seen)

- 2 – Shoot, walk closer to assassin, kick his gun away, fight him and talk to him with pointed guns while lying on the back

- 3 – Push him away, lean against wall, point guns at him and jump into bell tower

CUTSCENE 3 (ANTARCTICA):

- 0 – Walk to Willard, place bag on table, talk to Willard, point guns at him, knocked down by him and run after him (only parts of animation seen)

- 1 – Pursue Willard, shoot at him and jump into elevator shaft (only parts of animation seen)

CUTSCENE 4 (CRASH SITE):

- 0 – Walk and look around
- 1 – Stay in previous position (not seen)
- 2 – Climb step and look at wall paintings
- 3 – Startled by native, talk to him for a while and walk away (only parts of animation seen)

LARA ANIMATIONS ADDITIONAL TR3

TOMB RAIDER 3

CUTSCENE 5 (ALDWYCH):

- 0 – Fall down
- 1 – Land and look up
- 2 – Dragged to leaders chair and forced to kneel before leader
- 3 – Talk to leader while rubbing sore elbow
- 4 – Stay in previous position (not seen)
- 5 – Look around (only part of animation seen)
- 6 – Change position from kneeling to crouching
- 7 – Talk to leader (only part of animation seen)
- 8 – Talk to leader and get to feet
- 9 – Stay in previous position (not seen)
- 10 – Talk to leader
- 11 – Talk to leader while he leaves (only parts of animation seen)

CUTSCENE 6 (JUNGLE):

- 0 – Walk into camp, startled by Tony and talk to him (only parts of animation seen)

CUTSCENE 7 (NEVADA DESERT):

- 0 – Jump/crash with quad bike, lie unconscious and later carried off by guards

CUTSCENE 8 (HIGH SECURITY COMPOUND):

- 0 – Hide in truck, loose balance when truck starts to drive,
sit down and drink found soda while truck drives off with her

CUTSCENE 9 (TEMPLE RUINS):

- 0 – Slide down slope, spot Tony and shoot at him,
stumble because of earth shake, jump for cover (three times) from falling parts of temple,
spot quad bike and run over to it (only parts of animation seen).

THERE IS NO CUTSCENE 10

LARA ANIMATIONS ADDITIONAL TR3

TOMB RAIDER 3

CUTSCENE 11 (LUD'S GATE):

0 – Walk into office, talk to Sophia, try to take sceptre and draw guns
(only parts of animation seen).

CUTSCENE 12 (LOST CITY OF TINNOS):

0 – Run

1 – Run

2 – Run (identical to animation 0 ?)

3 – Run

4 – Run → reach edge → try to brake and fall down

5 – Land → lie still → sit up

6 – Land → lie still → begin to sit up (shorter version of animation 6 ?)

7 – Get to feet (only part of animation seen) (shorter version of animation 8 ?)

8 – Get to feet, stand still, gasp (at Willard throwing himself into meteorite crater),
begin to run forward (only part of animation seen)

9 – Run to edge of meteorite crater → look into it → walk away (only part of animation seen)

TOMB RAIDER NEXT GENERATION



LARA ANIMATIONS

BACK TO BASICS

LARA ANIMATIONS BACK TO BASICS

BACK TO BASICS 2011

- 445 – Turn valve wheel
- 446 – No animation
- 447 – No animation
- 448 – No animation
- 449 – No animation
- 450 – No animation
- 451 – Jump forward > Animation 95 – Grab during forward jump
- 452 – Swing pole > Rotate around swing pole

BACK TO BASICS 2013

- 445 – Walking to sarcophagus
- 446 – Standing > pickup high pedistal
- 447 – Turn valve wheel
- 448 – pull chain down look around
- 449 – Jump up > Animation 328 – Hang still on pole
- 450 – Tightrope get off → > Animation 103
- 451 – Tightrope Balance > Animation 328
- 452 – Swing pole > Animation 330
- 453 – Hanging Let go > Animation 23 - fall
- 454 – Fall off Tightrope left
- 455 – Tightrope Walk > Animation 463
- 456 – Cable hang
- 457 – Jump > Grab Swing pole
- 458 – Tightrope wobble right
- 459 – Cable hang turn around
- 460 – Tightrope start
- 461 – Tightrope
- 462 – Cable Hang
- 463 – Tightrope walk
- 464 – Tightrope walk
- 465 – Get something from backpack
- 466 – Tightrope walk
- 467 – Tightrope walk
- 468 – Jump forward off swing pole > Animation 77
- 469 – Put backpack item on the floor

LARA ANIMATIONS BACK TO BASICS

BACK TO BASICS 2014

- 445 – Water to ladder
- 446 – Water to ladder
- 447 – Jump upwards (on bounce square)
- 448 – Water to ladder
- 449 – Water to ladder
- 450 – Ladder hang > Animation 451 – Turn twist
- 451 – Turn twist > Animation 452 – Jump
- 452 – Jump > Animation 95 – Grab during forward jump
- 453 – Ladder > Monkey bars above
- 454 – 180 turn monkey bar
- 455 – 180 turn monkey bar
- 456 – ledge hang > backflip
- 457 – backflip > Animation 182
- 458 – Jump onto swing pole > Animation 330
- 459 – Activate triggers → stand still (breathing)
- 460 – hang on ledge → Animation 27 - jump upwards to grab

BACK TO BASICS 2015

- 445 – Water to ladder
- 446 – Water to ladder
- 447 – No animation
- 448 – Water to ladder
- 449 – Water to ladder
- 450 – No animation
- 451 – No animation
- 452 – No animation
- 453 – Ladder > Monkey bars above
- 454 – 180 turn monkey bar
- 455 – 180 turn monkey bar
- 456 – ledge hang > backflip
- 457 – ledge hang > backflip
- 458 – Jump onto vertical pole > Animation 330 > fall
- 459 – No animation
- 460 – hang on ledge → jump upwards to grab
- 461 – Pull crate backwards
- 462 – Push crate forwards
- 463 – No animation

LARA ANIMATIONS BACK TO BASICS

BACK TO BASICS 2016

- 445 – Water to ladder
- 446 – Water to ladder
- 447 – No animation
- 448 – Water to ladder
- 449 – Water to ladder
- 450 – No animation
- 451 – No animation
- 452 – No animation
- 453 – Ladder > Monkey bars above
- 454 – 180 turn monkey bar
- 455 – 180 turn monkey bar
- 456 – ledge hang > backflip
- 457 – ledge hang > backflip
- 458 – Jump onto vertical pole > Animation 330 > fall
- 459 – No animation
- 460 – hang on ledge → jump upwards to grab
- 461 – Pull crate backwards
- 462 – Push crate forwards
- 463 – Turn valve
- 464 –

TOMB RAIDER NEXT GENERATION



LARA ANIMATIONS NEXT GENERATION

LARA ANIMATIONS NEXT GENERATION

NEXT GENERATION JUNGLE RUINS 4

- 445 – Hang to crouch
- 446 – Walk on tightrope
- 447 – Walk on tightrope → stand on tightrope
- 448 – Stand on tightrope
- 449 – Walk on tightrope → tread carefully → stand on tightrope
- 450 – Stand on tightrope → walk on tightrope
- 451 – Turn around on tightrope
- 452 – Stand on tightrope → loose balance and lean left
- 453 – Lean left on tightrope → regain balance and stand on tightrope
- 454 – Fall off tightrope (to the left)
- 455 – Stand on tightrope → loose balance and lean right
- 456 – Lean right on tightrope → regain balance and stand on tightrope
- 457 – Fall off tightrope (to the right)
- 458 – Stand → walk out on tightrope
- 459 – Walk off tightrope → stand
- 460 – Hang to Swing Horizontal pole
- 461 – Jump forwards → grab horizontal pole
- 462 – Hang on horizontal pole
- 463 – Swing around horizontal pole
- 464 – Handstand turn around horizontal pole
- 465 – Climb up onto horizontal pole
- 466 – Grab to Hang on horizontal pole
- 467 – Swing around horizontal pole
- 468 – Jump to next horizontal pole
- 469 – Half spin on horizontal pole
- 470 – Hang → fall
- 471 – Hang and turn around horizontal pole
- 472 – Ladder → grab monkey bar above
- 473 – Spring up to ledge
- 474 – Spring up to ledge grab
- 475 – Climb up turn
- 476 – Climb up turn to forward Jump
- 477 – Shimmy left horizontal pole
- 478 – Shimmy right horizontal pole
- 479 – Hang turn right
- 480 – Turn climb left
- 481 – Slow walk stumble to run
- 482 – Slow walk to run
- 483 – Forward roll out of crawlspace to run
- 484 – Water → ladder climb
- 485 – Water → ladder climb

TOMB RAIDER NEXT GENERATION



**LARA ANIMATIONS
NEXT GENERATION
SEPARATE SLOTS**

LARA ANIMATIONS NEXT GENERATION SEPARATE SLOTS

MOTOR BOAT

MOTOR_BOAT SLOT

MOTOR_BOAT_LARA SLOT

- 0 – Climb into boat from the left side
- 1 – Run idle
- 2 – Sail boat
- 3 – Accelerate boat from idle
- 4 – Decelerate boat to idle
- 5 – Jump out of boat to the left side
- 6 – Land in boat (after jump)
- 7 – Jump out of boat to the right side
- 8 – Climb into boat from the right side
- 9 – Slide boat off ramp to the right (counterweight position)
- 10 – Slide boat off ramp to the right → straighten up (after landing)
- 11 – Jerked left in boat
- 12 – Jerked right in boat
- 13 – Jerked forwards in boat
- 14 – Jerked backwards in boat
- 15 – Sail boat → fall with boat
- 16 – Fall with boat
- 17 – Fall with boat → land
- 18 – Die in boat



MOTOR BOAT

LARA ANIMATIONS NEXT GENERATION SEPARATE SLOTS

RUBBER BOAT

RUBBER_BOAT SLOT

RUBBER_BOAT_LARA SLOT

- 0 – Climb into boat from the left side
- 1 – Run idle/sail backwards
- 2 – Sail forwards
- 3 – Accelerate boat from idle
- 4 – Decelerate boat to idle
- 5 – Jump out of boat to the left side
- 6 – Land in boat (after jump)
- 7 – Jump out of boat to the right side
- 8 – Climb into boat from the right side
- 9 – Turn left
- 10 – Turn left → sail forwards
- 11 – Thrown right in boat
- 12 – Thrown left in boat
- 13 – Thrown forwards in boat
- 14 – Thrown backwards in boat
- 15 – Sail forwards → fall with boat
- 16 – Fall with boat
- 17 – Fall with boat → land
- 18 – Die in boat
- 19 – Turn right
- 20 – Turn right → sail forwards
- 21 – Sail forwards → turn left
- 22 – Sail forwards → turn right



RUBBER BOAT

LARA ANIMATIONS NEXT GENERATION

SEPARATE SLOTS

KAYAK

KAYAK SLOT

KAYAK_LARA SLOT

0 – Paddle backwards → drift

1 – Drift → paddle backwards

2 – Paddle backwards

3 – Climb into kayak from the right side

4 – Pick up oar from its storage place

5 – Die in kayak

6 – Upside down in kayak and stuck → die

7 – Paddle forwards → drift

8 – Paddle forwards

9 – Drift → paddle forwards

10 – Thrown forwards in kayak

11 – Thrown backwards in kayak

12 – Thrown to the left in kayak

13 – Overturning to the left in kayak

14 – Place oar in its storage place

15 – Paddle left

16 – Drift

17 – Paddle right

18 – Upside down in kayak and trying to roll

19 – Roll upright to the left

20 – Drift → paddle turn to the left

21 – Paddle turn to the left → drift

22 – Drift → paddle turn to the right

23 – Paddle turn to the right → drift

24 – Place oar in its storage place → jump out of kayak to the left

25 – Drowning in white water

(independent death-animation for Lara falling into white water)

26 – Paddle turn to the left

27 – Paddle turn to the right

28 – Climb into kayak from the left side

29 – Thrown to the right in kayak

30 – Overturning to the right in kayak (not used?)

31 – Roll upright to the right (not used?)

32 – Place oar in its storage place → jump out of kayak to the right

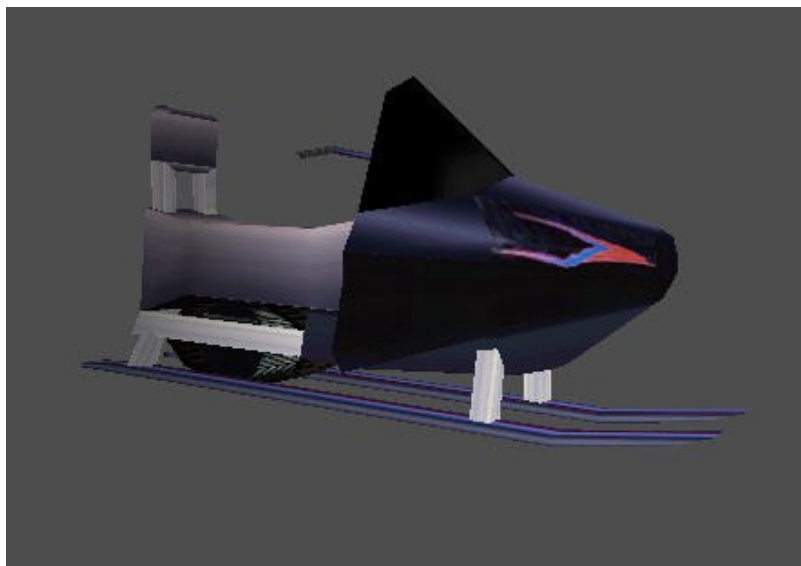


LARA ANIMATIONS NEXT GENERATION SEPARATE SLOTS

SNOWMOBILE

MOTORBIKE SLOT VEHICLE_EXTRA SLOT

- 0 – Ride forwards
- 1 – Stand by right side of snowmobile → mount snowmobile
- 2 – Ride forwards → turn left
- 3 – Turn left
- 4 – Turn left → ride forwards
- 5 – Ride forwards → turn right
- 6 – Turn right
- 7 – Turn right → ride forwards
- 8 – Ride snowmobile → jump/fall
- 9 – Jump/fall → land → ride snowmobile
- 10 – Jump/fall with snowmobile
- 11 – Jerked left on snowmobile
- 12 – Jerked right on snowmobile
- 13 – Jerked forwards on snowmobile
- 14 – Jerked backwards on snowmobile
- 15 – Run idle
- 16 – Run idle → dismount snowmobile to the right → stand
- 17 – Run idle → accelerate
- 18 – Stand by left side of snowmobile → mount snowmobile
- 19 – Run idle → dismount snowmobile to the left → stand
- 20 – Jump/fall with snowmobile → fall away from snowmobile
- 21 – Die on snowmobile
- 22 – Fall off snowmobile → die



SNOWMOBILE

LARA ANIMATIONS NEXT GENERATION SEPARATE SLOTS

QUADBIKE

MOTORBIKE SLOT VEHICLE_EXTRA SLOT

- 0 – Die on quad bike
- 1 – Ride forwards → brake suddenly
- 2 – Ride forwards
- 3 – Ride forwards/backwards → turn wheels left
- 4 – Turn wheels left
- 5 – Turn wheels left → ride forwards/backwards
- 6 – Ride forwards → fall with quad bike
- 7 – Fall with quad bike
- 8 – Fall with quad bike → land
- 9 – Stand on right side of quad bike → mount quad bike
- 10 – Dismount quad bike to the right side → stand
- 11 – Thrown backwards on quad bike
- 12 – Thrown forwards on quad bike
- 13 – Thrown to the right on quad bike
- 14 – Thrown to the left on quad bike
- 15 – Ride backwards
- 16 – Ride forwards/backwards → decelerate
- 17 – Ride forwards → small jolt
- 18 – Run idle
- 19 – Fall off quad bike → die
- 20 – Ride forwards/backwards → turn wheels right
- 21 – Turn wheels right
- 22 – Turn wheels right → ride forwards/backwards
- 23 – Stand on left side of quad bike → mount quad bike
- 24 – Dismount quad bike to the left side → stand
- 25 – Ride forwards → jump with quad bike
- 26 – Jump with quad bike
- 27 – Jump with quad bike → land
- 28 – Jump/fall with quad bike → fall away from quad bike

QUADBIKE



