

TOMB EDITOR WAD TOOL MANUAL

TOMB RAIDER NEXT GENERATION



**TOMB EDITOR
WAD TOOL**

SPRITE EDITOR

VERSION 1.3.10

TOMB EDITOR WAD TOOL MANUAL

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WAD TOOL SPRITE EDITOR: Sky Graphics Page 22

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**TOMB EDITOR
WAD TOOL**

SPRITE EDITOR

TOMB EDITOR WAD TOOL MANUAL

SPRITE EDITOR

Flames, ropes, smoke and frames are created using sprites.

These are stored in the sprites object: **DEFAULT SPRITES.**

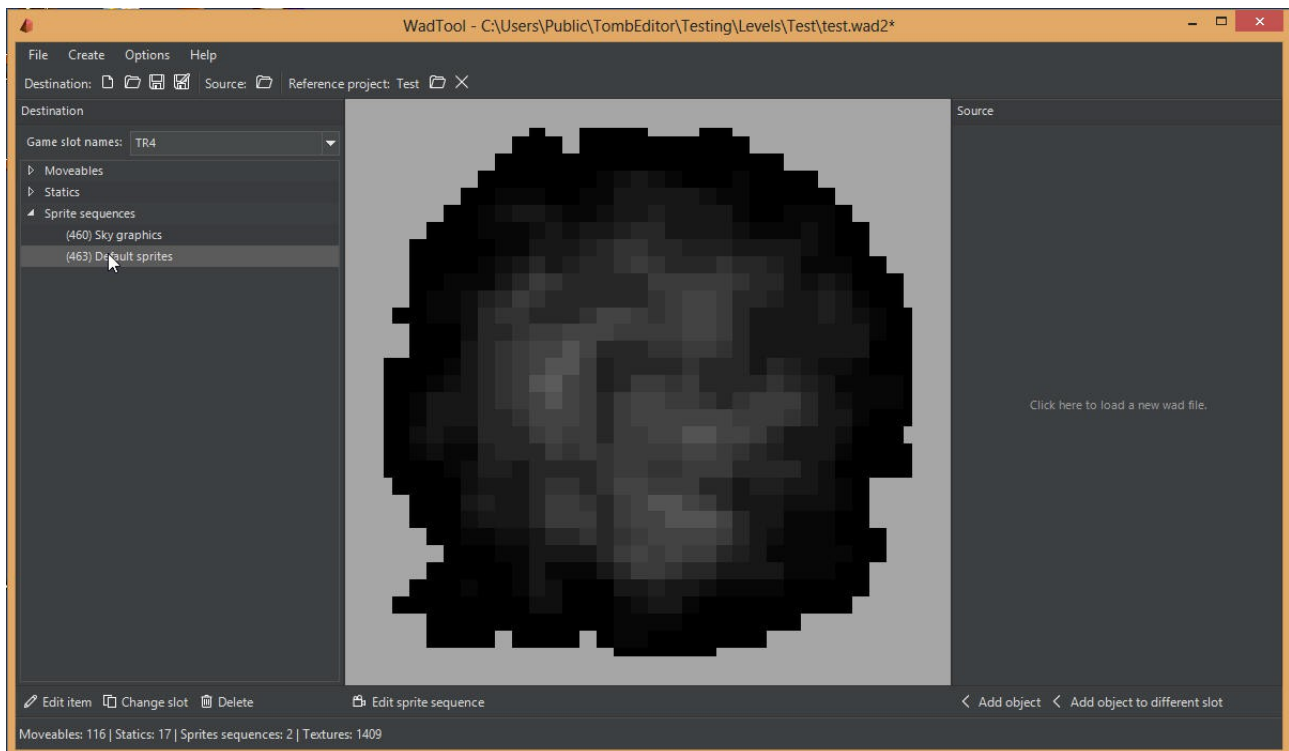
Flames and Steam are stored, but they will look different because the colour and shape is created by the engine and can not be edited in the Sprite Editor.

There are also two other sprite objects: **MISC SPRITES**
SKY GRAPHICS.

These objects are a list of textures.

Select the sprite sequence object: **(463) DEFAULT SPRITES**

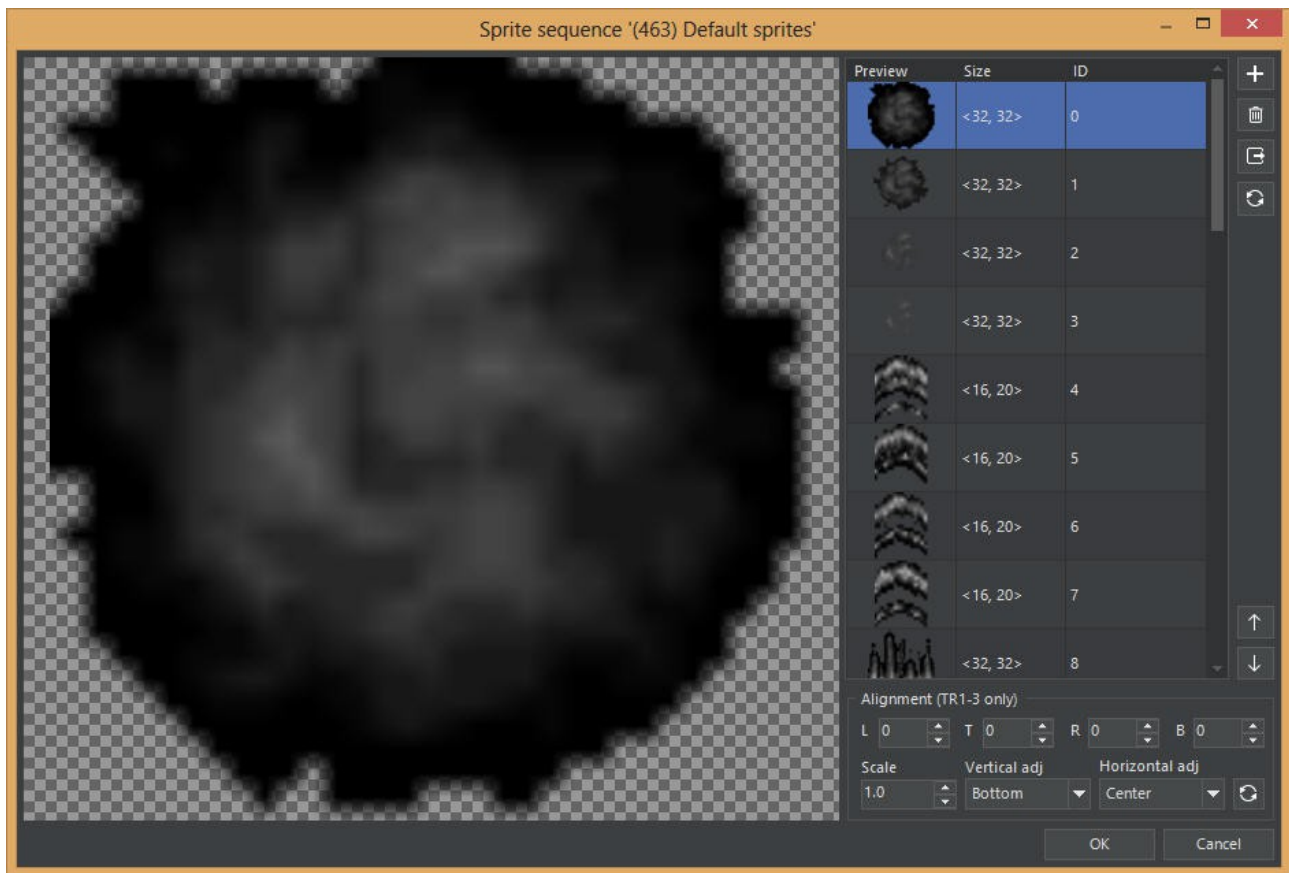
Then select the **Edit Sprite Sequence** icon. 



The Sprites can be exported to be edited in a Paint Shop package.
New Sprites can then be imported into the **Wad2** so that the next time that the project level is build you will have a different effect.

TOMB EDITOR WAD TOOL MANUAL

SPRITE SEQUENCE (463) DEFAULT SPRITES



OK Select to save and return to the **Wad Tool**.

Cancel Select to return to the **Wad Tool**.

TOMB EDITOR WAD TOOL MANUAL



ADD A SPRITE

Add a new sprite.



DELETE A SPRITE

Delete a sprite.



EXPORT A SPRITE

Exports a sprite.

Formats :

Portable Net Graphic *.PNG
Windows Bitmap *.BMP
JPEG Image *.JPG



REPLACE A SPRITE

Replace a sprite.

Formats :

Portable Net Graphic *.PNG
True Vision Targa *.TGA
Windows Bitmap *.BMP
Photo Shop *.PSD



MOVE SPRITE UP LIST

Moves a sprite up the list.



MOVE SPRITE DOWN LIST

Moves a sprite down the list.

TOMB EDITOR WAD TOOL MANUAL

Alignment TR1 to TR3 only.

L:

T:

R:

B:

Scale:

Default = 1

Vertical Adj:

Top
Center
Bottom

Horizontal Adj:

Left
Center
Right

TOMB EDITOR WAD TOOL MANUAL

TOMB RAIDER NEXT GENERATION



**TOMB EDITOR
WAD TOOL**

SPRITE EDITOR

LIST OF KNOWN SPRITES

TOMB EDITOR WAD TOOL MANUAL

Here is a list of the known sprites:

- 0 Flame Emitter Underwater Blood Smoke
- 1 Flame Emitter Underwater Blood Smoke
- 2 Flame Emitter Underwater Blood Smoke
- 3 Flame Emitter Underwater Blood Smoke

- 4 Splash Ring part 1
- 5 Splash Ring part 2
- 6 Splash Ring part 3
- 7 Splash Ring part 4
- 8 When Lara jumps from a high point into water, this sprite appears on the water.
- 9 When Lara wades in the water this sprite appears around her feet.

- 10 Underwater Dust, Snow
- 11 Shiny, glow of electricity arc. Flame Emitter 3 OCB 3.
- 12 Lens Flare part 5
- 13 Underwater Bubbles
- 14 Underwater Dust, Snow

- 15 Blood
- 16 Rope

- 17 Jeep 'R' for Reverse
- 18 Jeep 'D' for Drive

- 19 PS1 Sprite: Inventory background
- 20 PS1 Sprite: Inventory Border part 1
- 21 PS1 Sprite: Inventory Border part 2
- 22 PS1 Sprite: Inventory Border part 3
- 23 PS1 Sprite: Inventory Border part 4
- 24 PS1 Sprite: Inventory Border part 5
- 25 PS1 Sprite: Inventory Border part 6
- 26 PS1 Sprite: Inventory Border part 7
- 27 PS1 Sprite: Inventory Border part 8

- 28 Flame Emitter 3 Lightning Conductor Sprite.
The colour of the bolt depends on the amount of white in the sprite
ie: very light-very light blue...very dark, darker blue.

- 29 Lens flare part 1 Ring
- 30 Lens flare part 2 Ring
- 31 Lens flare part 3 Sun Disc
- 32 Lens flare part 4 Bright Spark
- 33

TOMB EDITOR WAD TOOL MANUAL

DEFAULT SPRITES TR4

Note : See [TR FORUM TRLE Sprites The Complete List](#)

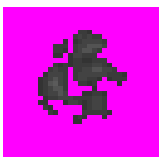
FIRE SPRITES Flame Emitter Underwater Blood Waterfall Mist



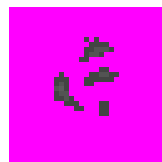
Texture0



Texture1



Texture2



Texture3

WATER SPRITES



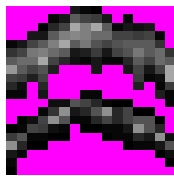
Texture4

Splash Ring
part 1



Texture5

Splash Ring
part 2



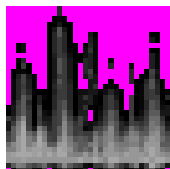
Texture6

Splash Ring
part 3



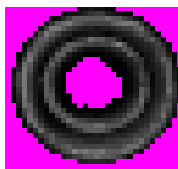
Texture7

Splash Ring
part 4



Texture8

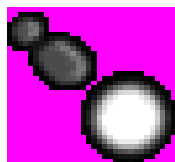
Water Splash



Texture9

Water Ring

MISCELLANEOUS SPRITES part 3



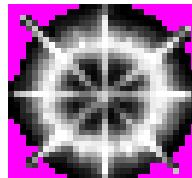
Texture10

Top left PS1 sprite
Bottom right
Underwater Dust
Snow



Texture11

Shiny effect
Blue lightning



Texture12

Lens Flare part 5

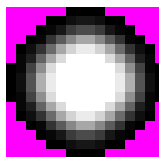
TOMB EDITOR WAD TOOL MANUAL

UNDERWATER SPRITES



Texture13

Underwater Bubbles



Texture14

Underwater Dust Snow

MISCELLANEOUS SPRITES part 2



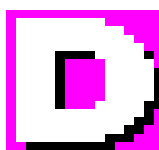
Texture15

Blood



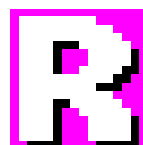
Texture16

Rope



Texture17

Motorbike
Jeep 'D'



Texture18

Motorbike
Jeep 'R'

INVENTORY SPRITES



Texture19

Background



Texture20

Border
part 1



Texture21

Border
part 2



Texture22

Border
part 3



Texture23

Border
part 4



Texture24

Border
part 5



Texture25

Border
part 6



Texture26

Border
part 7



Texture27

Border
part 8

TOMB EDITOR WAD TOOL MANUAL

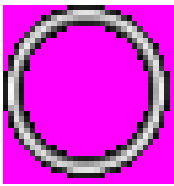
LIGHTNING SPRITES



Texture28 Lightning

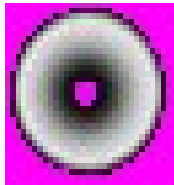
Used in Flame Emitter 3 and Lightning Conductor

LENS FLARE SPRITES



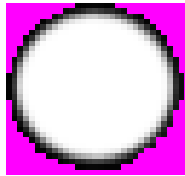
Texture29

Lens flare
part 1
(Ring)



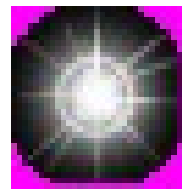
Texture30

Lens flare
part 2
(Ring 2)



Texture31

Lens flare
part 3
(Sun Disc)



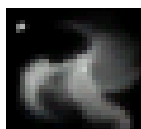
Texture32

Lens flare
part 4
(Bright Spark)

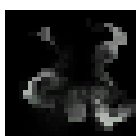
TOMB EDITOR WAD TOOL MANUAL

DEFAULT SPRITES Back to Basics 2008

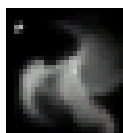
FIRE SPRITES Flame Emitter Underwater Blood Waterfall Mist



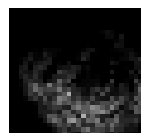
Texture0



Texture1



Texture2



Texture3

WATER SPRITES



Texture4

Splash Ring
part 1



Texture5

Splash Ring
part 2



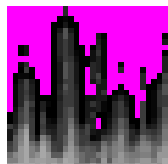
Texture6

Splash Ring
part 3



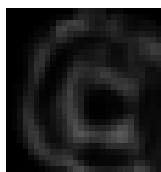
Texture7

Splash Ring
part 4



Texture8

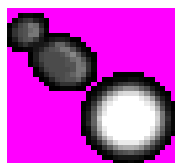
Water Splash



Texture9

Water Ring

MISCELLANEOUS SPRITES part 3



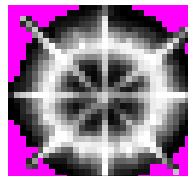
Texture10

Top left PS1 sprite
Bottom right
Underwater Dust
Snow



Texture11

Shiny effect
Blue lightning

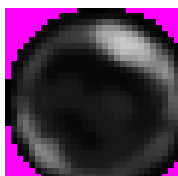


Texture12

Lens Flare part 5

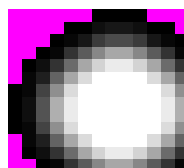
TOMB EDITOR WAD TOOL MANUAL

UNDERWATER SPRITES



Texture13

Underwater Bubbles



Texture14

Underwater Dust Snow

MISCELLANEOUS SPRITES part 2



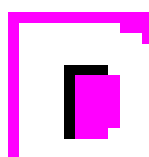
Texture15

Blood



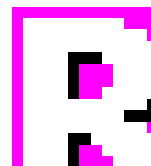
Texture16

Rope



Texture17

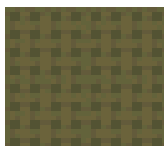
Motorbike
Jeep 'D'



Texture18

Motorbike
Jeep 'R'

INVENTORY SPRITES



Texture19

Background



Texture20

Border
part 1



Texture21

Border
part 2



Texture22

Border
part 3



Texture23

Border
part 4



Texture24

Border
part 5



Texture25

Border
part 6



Texture26

Border
part 7



Texture27

Border
part 8

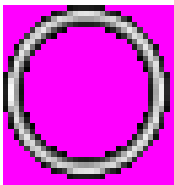
TOMB EDITOR WAD TOOL MANUAL

LIGHTNING SPRITES

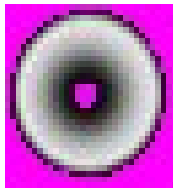


Texture28 Lightning
Used in Flame Emitter 3 and Lightning Conductor

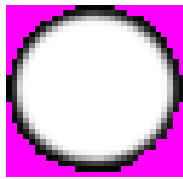
LENS FLARE SPRITES



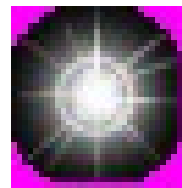
Texture29
Lens flare
part 1
(Ring)



Texture30
Lens flare
part 2
(Ring 2)



Texture31
Lens flare
part 3
(Sun Disc)

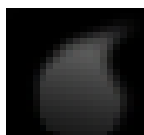


Texture32
Lens flare
part 4
(Bright Spark)

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DEFAULT SPRITES Back to Basics 2013-2014-2015

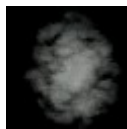
FIRE SPRITES Flame Emitter Underwater Blood Waterfall Mist



Texture0



Texture1



Texture2

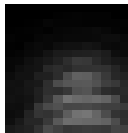


Texture3

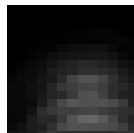
WATER SPRITES



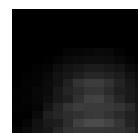
Texture4
Splash Ring
part 1



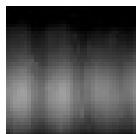
Texture5
Splash Ring
part 2



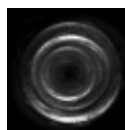
Texture6
Splash Ring
part 3



Texture7
Splash Ring
part 4

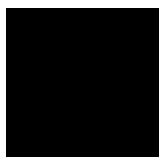


Texture8
Water Splash



Texture9
Water Ring

MISCELLANEOUS SPRITES part 3



Texture10
Top left PS1 sprite
Bottom right
Underwater Dust
Snow



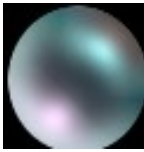
Texture11
Shiny effect
Blue lightning



Texture12
Lens Flare part 5

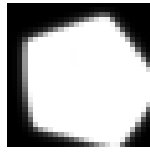
TOMB EDITOR WAD TOOL MANUAL

UNDERWATER SPRITES



Texture13

Underwater Bubbles



Texture14

Underwater Dust Snow

MISCELLANEOUS SPRITES part 2



Texture15

Blood



Texture16

Rope



Texture17

Motorbike
Jeep 'D'



Texture18

Motorbike
Jeep 'R'

INVENTORY SPRITES



Texture19

Background



Texture20

Border
part 1



Texture21

Border
part 2



Texture22

Border
part 3



Texture23

Border
part 4



Texture24

Border
part 5



Texture25

Border
part 6



Texture26

Border
part 7



Texture27

Border
part 8

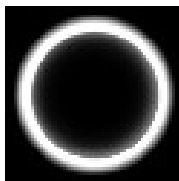
TOMB EDITOR WAD TOOL MANUAL

LIGHTNING SPRITES

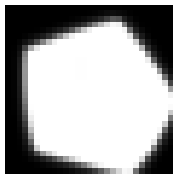


Texture28 Lightning
Used in Flame Emitter 3 and Lightning Conductor

LENS FLARE SPRITES



Texture29
Lens flare
part 1
(Ring)



Texture30
Lens flare
part 2
(Ring 2)



Texture31
Lens flare
part 3
(Sun Disc)



Texture32
Lens flare
part 4
(Bright Spark)

TOMB EDITOR WAD TOOL MANUAL

DEFAULT SPRITES TR5

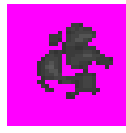
FIRE SPRITES Flame Emitter Underwater Blood Waterfall Mist



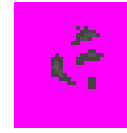
Texture0



Texture1



Texture2



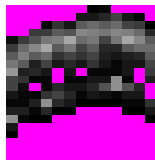
Texture3

WATER SPRITES



Texture4

Splash Ring
part 1



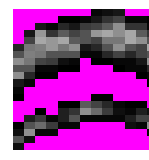
Texture5

Splash Ring
part 2



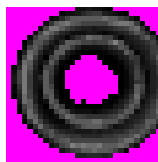
Texture6

Splash Ring
part 3



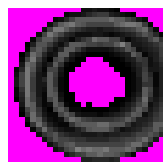
Texture7

Splash Ring
part 4



Texture8

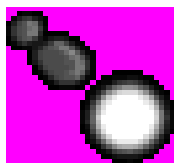
Water Splash



Texture9

Water Ring

MISCELLANEOUS SPRITES part 3



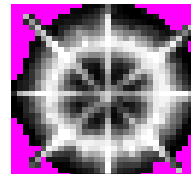
Texture10

Top left PS1 sprite
Bottom right
Underwater Dust
Snow



Texture11

Shiny effect
Blue lightning



Texture12

Lens Flare part 5

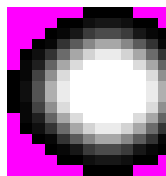
TOMB EDITOR WAD TOOL MANUAL

UNDERWATER SPRITES



Texture13

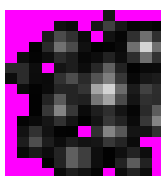
Underwater Bubbles



Texture14

Underwater Dust Snow

MISCELLANEOUS SPRITES part 2



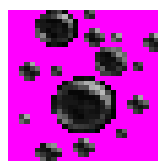
Texture15

Blood



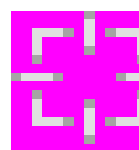
Texture16

Rope



Texture17

Motorbike
Jeep 'D'



Texture18

Motorbike
Jeep 'R'

INVENTORY SPRITES



Texture19

Background



Texture20

Border
part 1



Texture21

Border
part 2



Texture22

Border
part 3



Texture23

Border
part 4



Texture24

Border
part 5



Texture25

Border
part 6



Texture26

Border
part 7



Texture27

Border
part 8

TOMB EDITOR WAD TOOL MANUAL

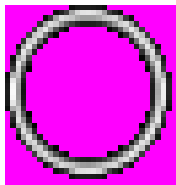
LIGHTNING SPRITES



Texture28 Lightning

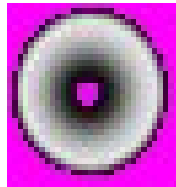
Used in Flame Emitter 3 and Lightning Conductor

LENS FLARE SPRITES



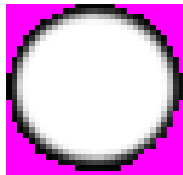
Texture29

Lens flare
part 1
(Ring)



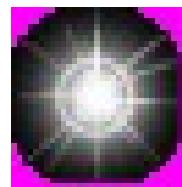
Texture30

Lens flare
part 2
(Ring 2)



Texture31

Lens flare
part 3
(Sun Disc)



Texture32

Lens flare
part 4
(Bright Spark)

MISC SPRITES



Texture33 (Texture0)

TOMB EDITOR WAD TOOL MANUAL

TOMB RAIDER NEXT GENERATION



**TOMB EDITOR
WAD TOOL**

SPRITE EDITOR

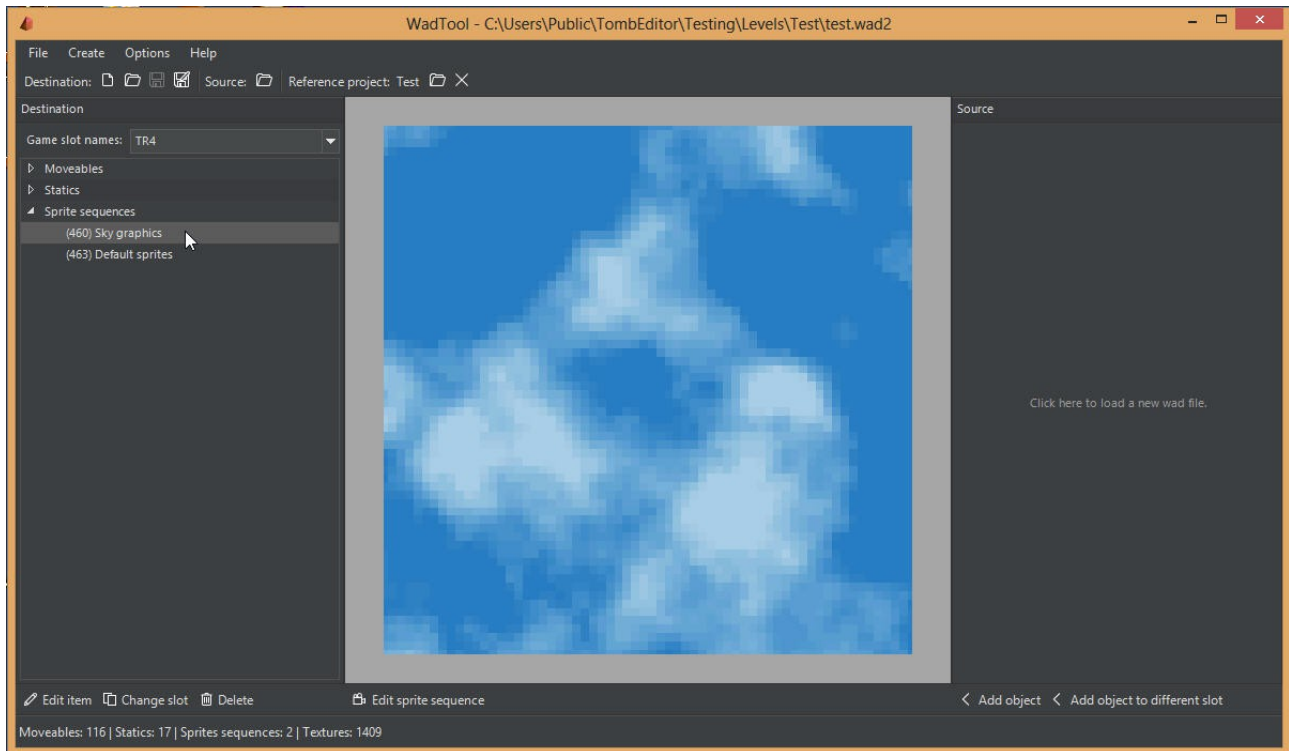
SKY GRAPHICS

TOMB EDITOR WAD TOOL MANUAL

SPRITE EDITOR SKY GRAPHICS

Select the sprite sequence object **(460) SKY GRAPHICS**

Then select the Edit Sprite Sequence icon.

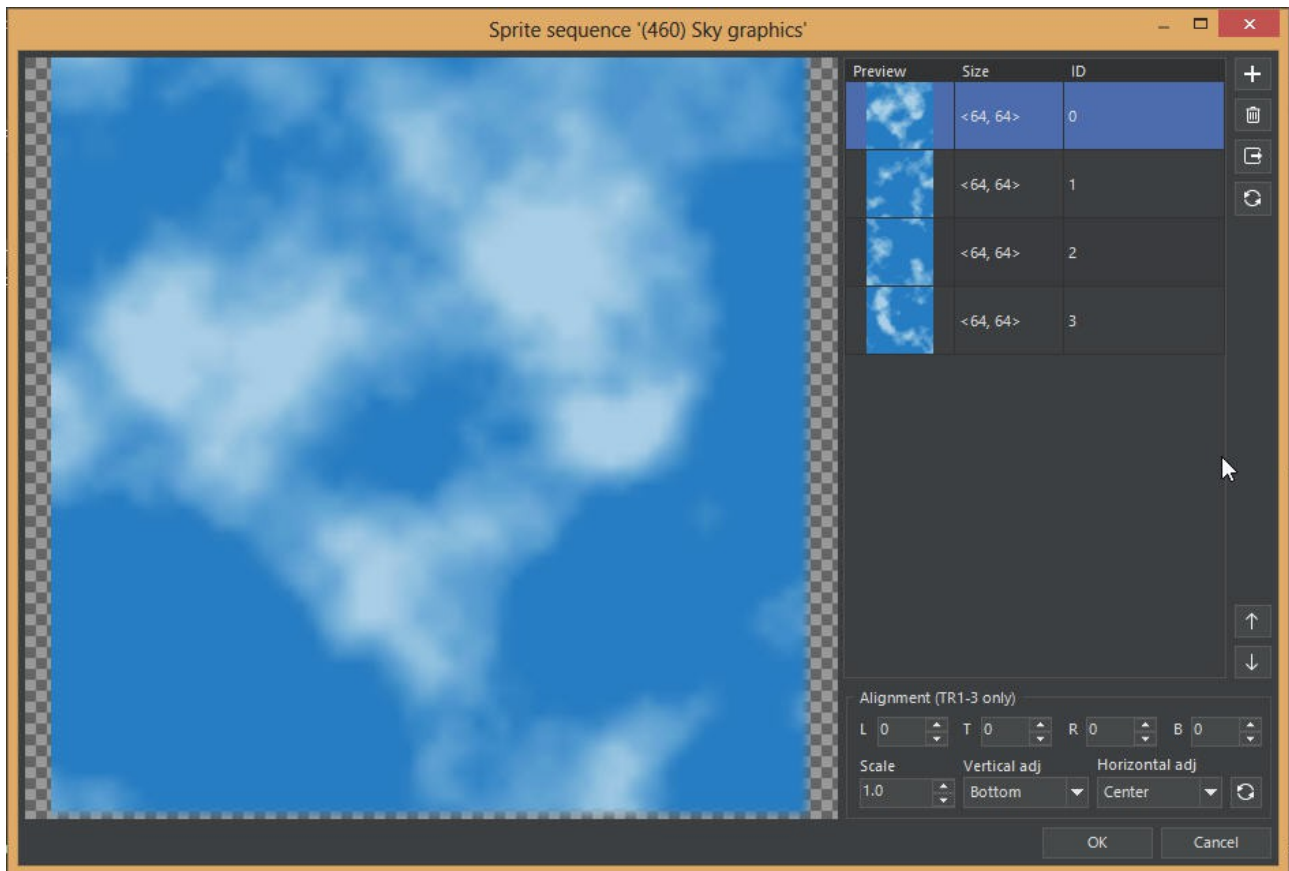


Sky texture (**pcsky.raw**) and font texture (**font.pc**) files can be chosen.
Options are available in the **Level Settings** panel under **Tools** in the **Tomb Editor**.

The Sky Sprites can be exported to be edited in a Paint Shop package.
New Sky Sprites can then be imported into the Wad2 so that the next time that the project level is build you will have a different sky in the outside rooms.

TOMB EDITOR WAD TOOL MANUAL

SPRITE SEQUENCE (460) SKY GRAPHICS



ADD A SPRITE

Add a new sprite.



DELETE A SPRITE

Deletes a sprite.



EXPORT A SPRITE

Exports a sprite.

Formats : **Portable Net Graphic *.PNG**
Windows Bitmap *.BMP
JPEG Image *.JPG



REPLACE A SPRITE

Replace a sprite.

Formats : **Portable Net Graphic *.PNG**
True Vision Targa *.TGA
Windows Bitmap *.BMP
Photo Shop *.PSD



MOVE SPRITE UP LIST



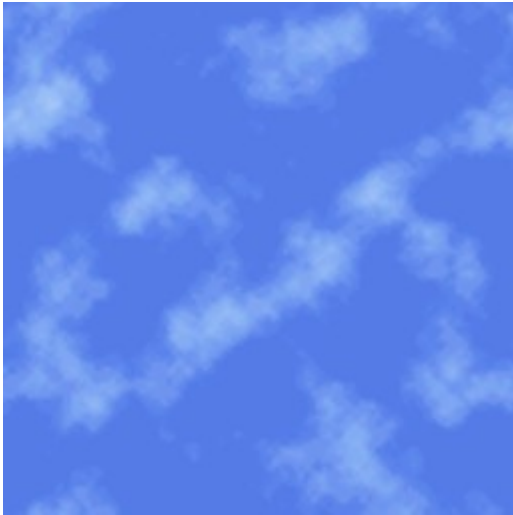
MOVE SPRITE DOWN LIST

Select **OK** to return to the **Wad Tool**.

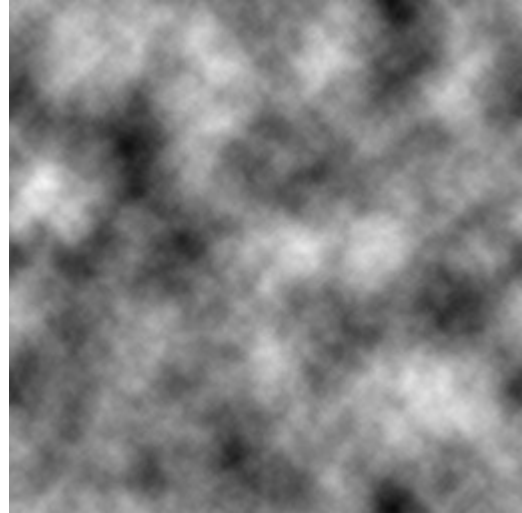
TOMB EDITOR WAD TOOL MANUAL

TR4 SKY GRAPHICS

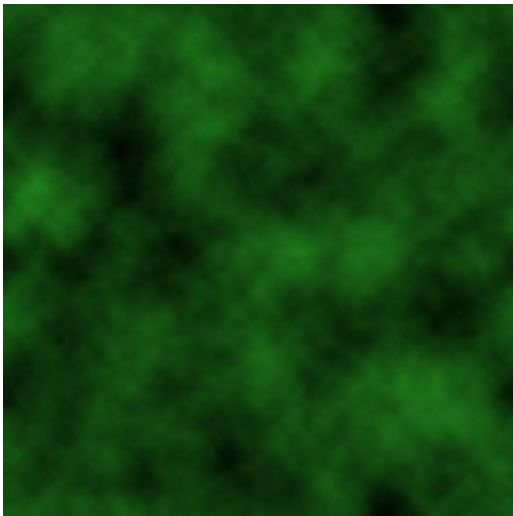
ALEXANDRIA



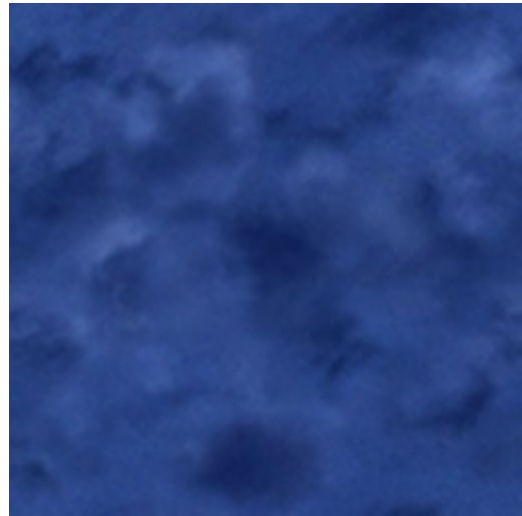
ANGKOR WAT



CITY



COASTAL



TOMB EDITOR WAD TOOL MANUAL

