

**TOMB IDE MANUAL**

# **TOMB RAIDER NEXT GENERATION**



## **TOMB IDE**

**INTEGRATED DEVELOPMENT ENVIROMENT**

**VERSION 1.3.10**

# **TOMB IDE MANUAL**

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## TOMB IDE MANUAL



**TOMB IDE MANUAL**

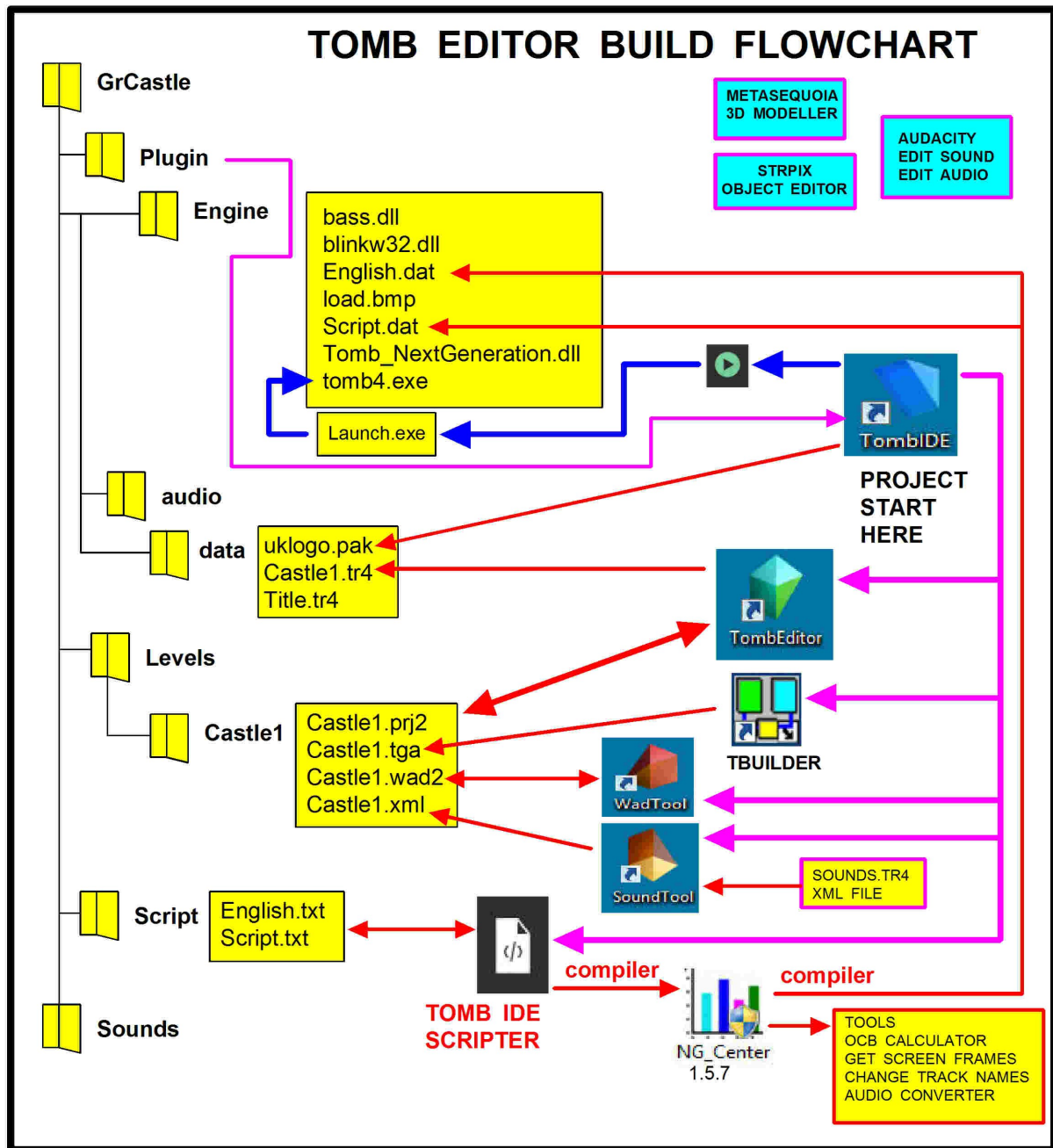
# **TOMB RAIDER NEXT GENERATION**



**TOMB IDE**

**INTEGRATED DEVELOPMENT ENVIROMENT**

## TOMB IDE MANUAL



English.dat	data file containing english text for the game
English.txt	text file containing english text for the game
Script.dat	data file containing levels information
Script.txt	text file containing levels information
Load.bmp	Graphic file for the load screen
tomb4.exe	Executable to play the game
Castle1.prj2	Tomb Editor project file
Castle1.tga	Tomb Editor project texture tiles file
Castle1.wad2	Tomb Editor project objects file
Castle1.xml	Tomb Editor project sounds file (links with Sounds folder)
Castle1.tr4	Compiled level
uklogo.pak	Compiled graphic for Game Start Menu

# TOMB IDE MANUAL

## TOMB IDE

The **Tomb IDE** is a modern replacement for the **NG\_CENTER** with all of its functions plus extras.

The **Tomb Editor**, **IDE Script Editor**, **Wad Tool**, **Sound Tool** are used in the editing processes for the project. Additional Tool Utilities are being developed.

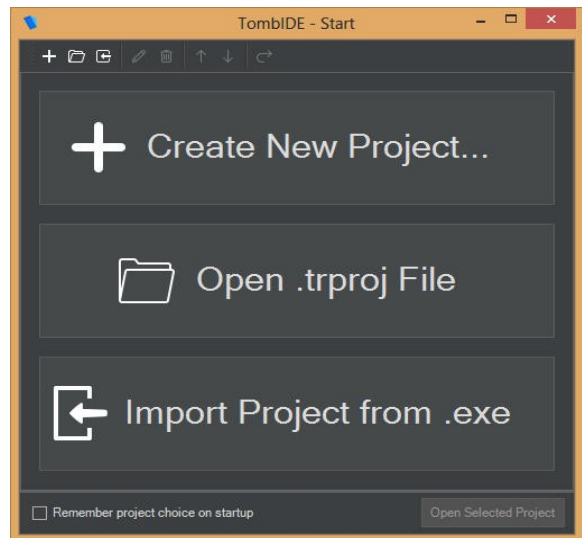
### CREATE THE PROJECT FOLDER AND FILES

Start the **Tomb IDE**.



This is the initial window that opens when there are no projects.

Select **Create New Project...**



**Remember project choice on start up**

Tick box to enable.



**Create New Project**

To create the project folder and files.



**Open trprj File**

To open an existing project.



**Import Project from .exe**

To import a project from a \*.exe level.

## TOMB IDE MANUAL

### CREATE A NEW PROJECT

Project name:  
New Project

Engine type: - Select - Need Help?

Project location: Browse...

☒ Create a "Script" folder inside the project folder (Default)  
☐ Use a different "Script" location Browse...

☒ Store newly created Levels inside the project folder (Default)  
☐ Use a different "Levels" location Browse...

0% Create Project

### NEED HELP ?

To keep it simple: X

"TR4" - Vanilla Tomb Raider 4 engine without any additions.

"TRNG" - Tomb Raider 4 with the Next-Gen addon which has tons of new features for builders.

"TRNG + FLEP" - Same as above, but with FLEP\* already included in the package.

"TR5Main" - A powerful new Tomb Raider 5 engine with the highest amount of features for builders.

\*FLEP is a tool which helps modifying some hardcoded values in the tomb4.exe file.

## TOMB IDE MANUAL

**Project name:** This is the name of the project folder.

**Engine type:**

**TRNG**

All features of the NG.dll

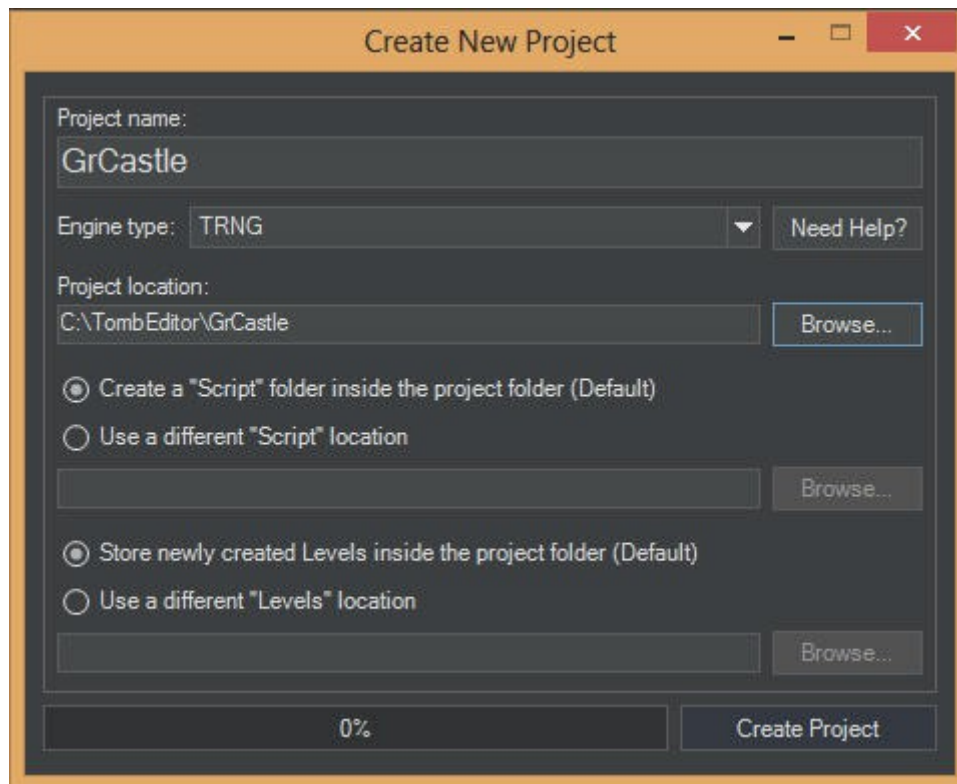
**TRNG + FLEP**

All features of the NG.dll plus additional features by modifying the tomb4.exe

**Project location:** Use the browse button to select the **Tomb Editor folder**.  
That is: **C:\Tomb Editor**

Use the default location for the script folder.

Use the default location for the levels folder.



Select the **Create Project** Button.

The **project folder and files are created** and the **Tomb IDE Start** window appears.  
(Also called the Project Master Window).

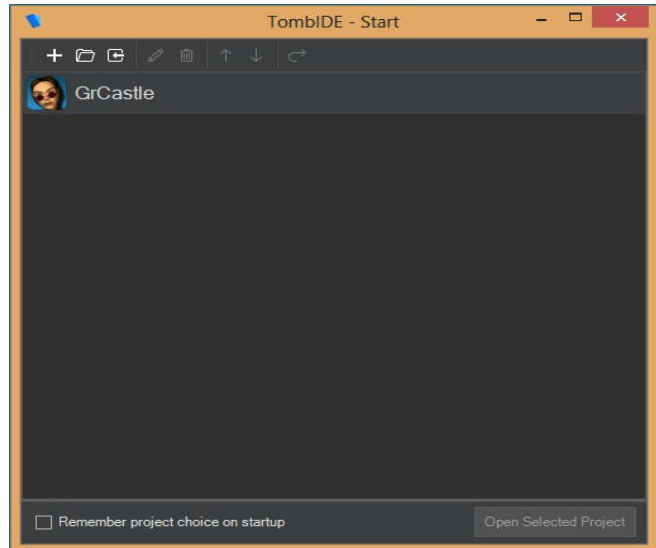
For this example the project is called : **GrCastle**  
and its location is: **C:\Tomb Editor\GrCastle**



## TOMB IDE MANUAL

### PROJECT MASTER WINDOW

This is the window that opens when there are projects in the Tomb IDE list.



#### Remember project choice on start up

Tick box to enable.



#### Create New Project

To create a new project folder and files.



#### Open trprj File

To open an existing project.



#### Import Project from .exe

To import a project from a \*.exe level.

## TOMB IDE MANUAL

Select a project to activate the following:



**Rename Project**

Renames a Project.



**Delete Project**

Deletes a Project from the IDE list.  
The project folder is still on the hard disc,  
so manually delete it if required.



**Move Project UP**

Move a Project UP the list.



**Move Project DOWN**

Move a Project DOWN the list.



**Open Project Folder**

Opens the selected Project folder in Explorer.

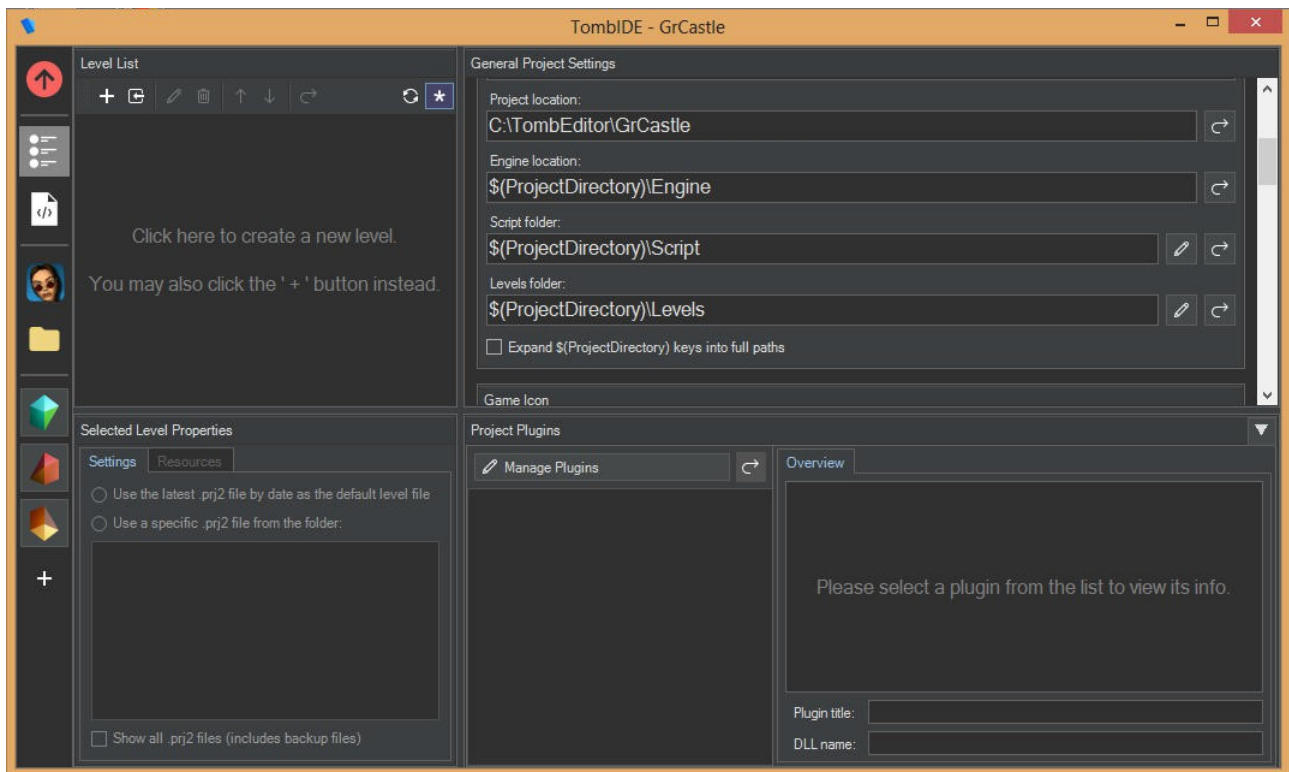
**Mouse double left click** on a project to open the **Project Window**.

This example: **Mouse double left click** on **GrCastle** to open the project.

## TOMB IDE MANUAL

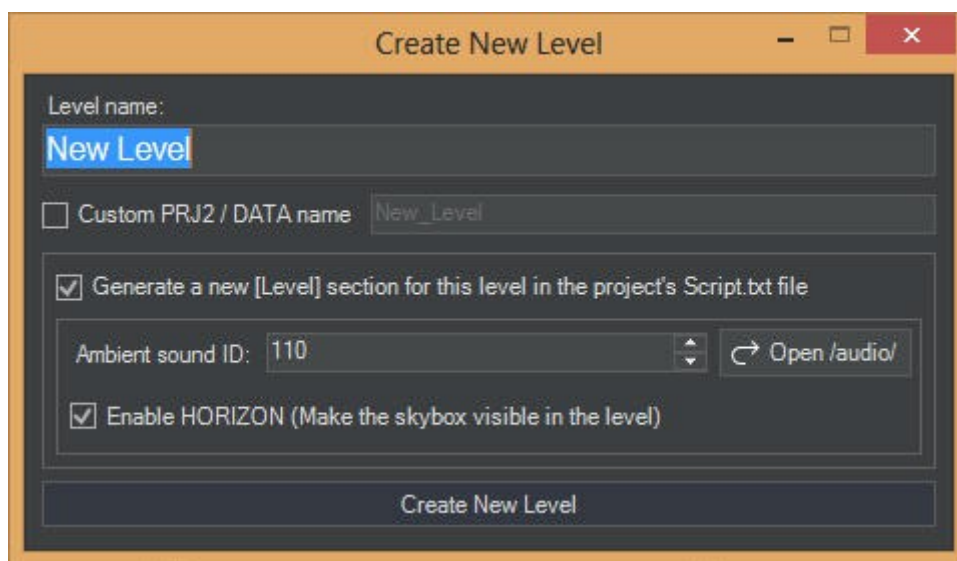
### OPEN NEW PROJECT WINDOW

This is a new project. The project folder and files have been created.  
As yet there are no project levels, no **wad2** files, no texture files.



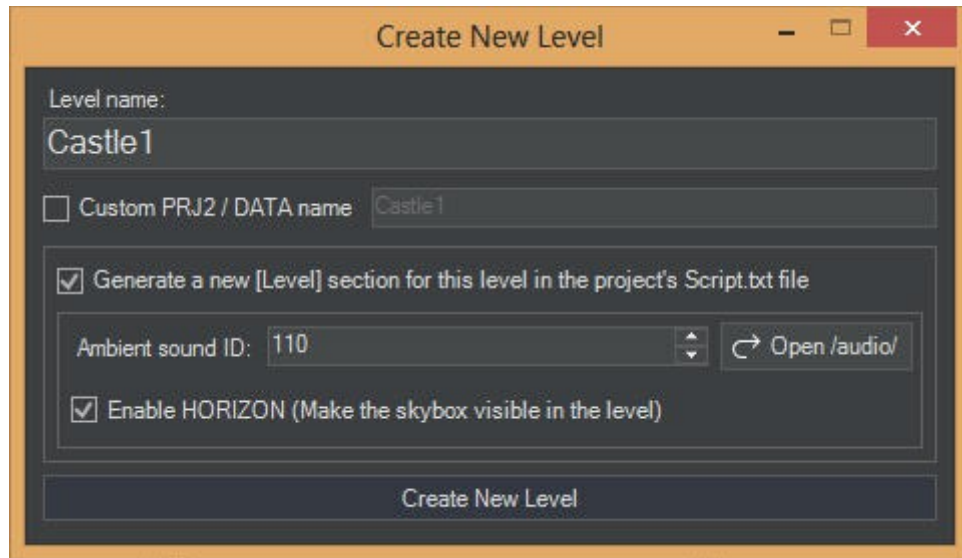
Now to create a new level. For the example call it **Castle1**

**Mouse left click** in the New Level window for the first level.  
The **Create New Level** Window displays.



## TOMB IDE MANUAL

Input a Level name. For this example call it **Castle1**



Level name:

Castle1

☐ Custom PRJ2 / DATA name Castle1

☒ Generate a new [Level] section for this level in the project's Script.txt file

Ambient sound ID: 110

☒ Enable HORIZON (Make the skybox visible in the level)

Create New Level

Select the **Create New Level** button to create the project level.

## TOMB IDE MANUAL

The empty project level is created and the **script.txt** and **english.txt** files are created. The level is added into the **script.txt** and the **english.txt** files.

Script Editor



Select it to view the script

The new level script is as follows: [Level]  
Name= Castle1  
Level= DATA\CASTLE1, 110  
LoadCamera= 0, 0, 0, 0, 0, 0, 0  
Horizon= ENABLED

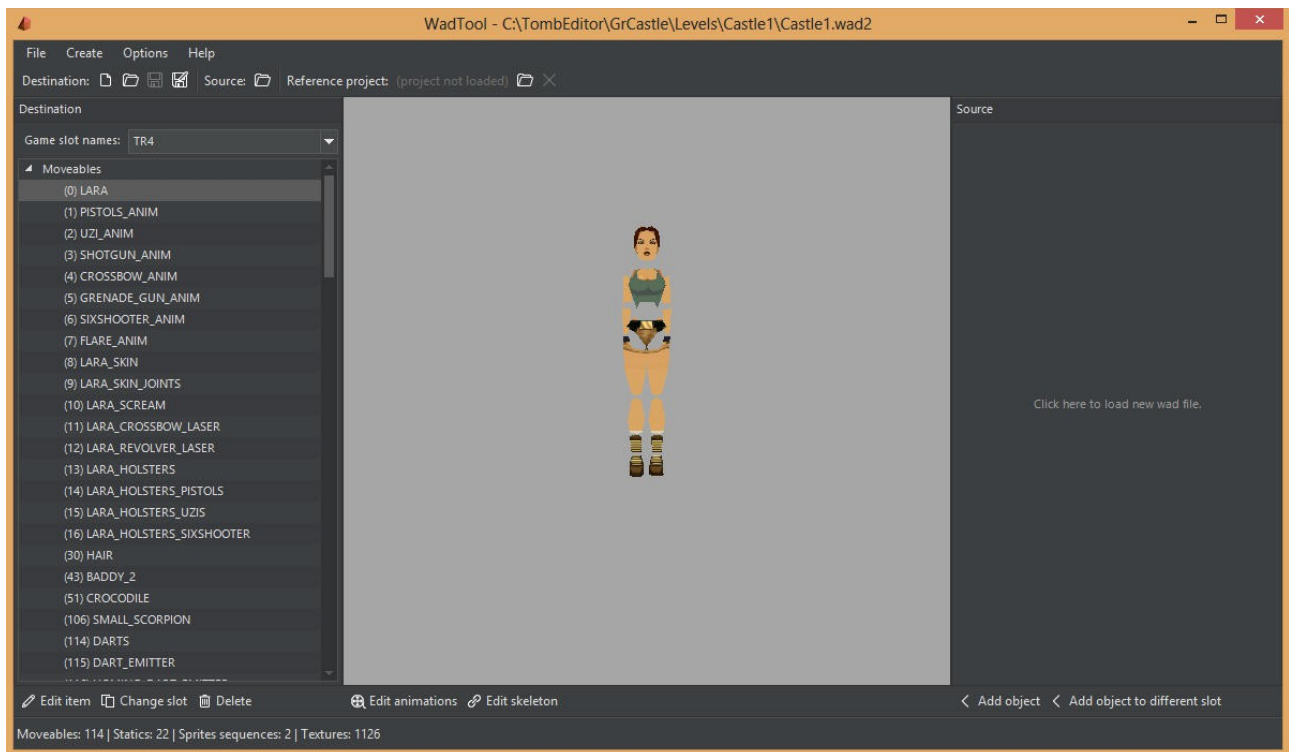
Save the **script.txt** and **english.txt** files.

## TOMB IDE MANUAL

Now to create a **Wad2** file for the level.

**SELECT** the **Wad Tool**. Create your **Wad2** file for the project new level.

Each **Wad2** file contains the objects the game will use in one level.



The easiest way to create a new project **Wad2** is to load an existing original **TRLE Wad** and save it into the level folder using a new name.

For example: **C:\Tomb Editor\GrCastle\Levels\Castle1\Castle1.wad2**

Select the **Script Editor**.

Have a default copy of the **script.txt** and **english.txt** files available to copy the required script for the new level using the clipboard to define script for keys, puzzles, pickups etc.

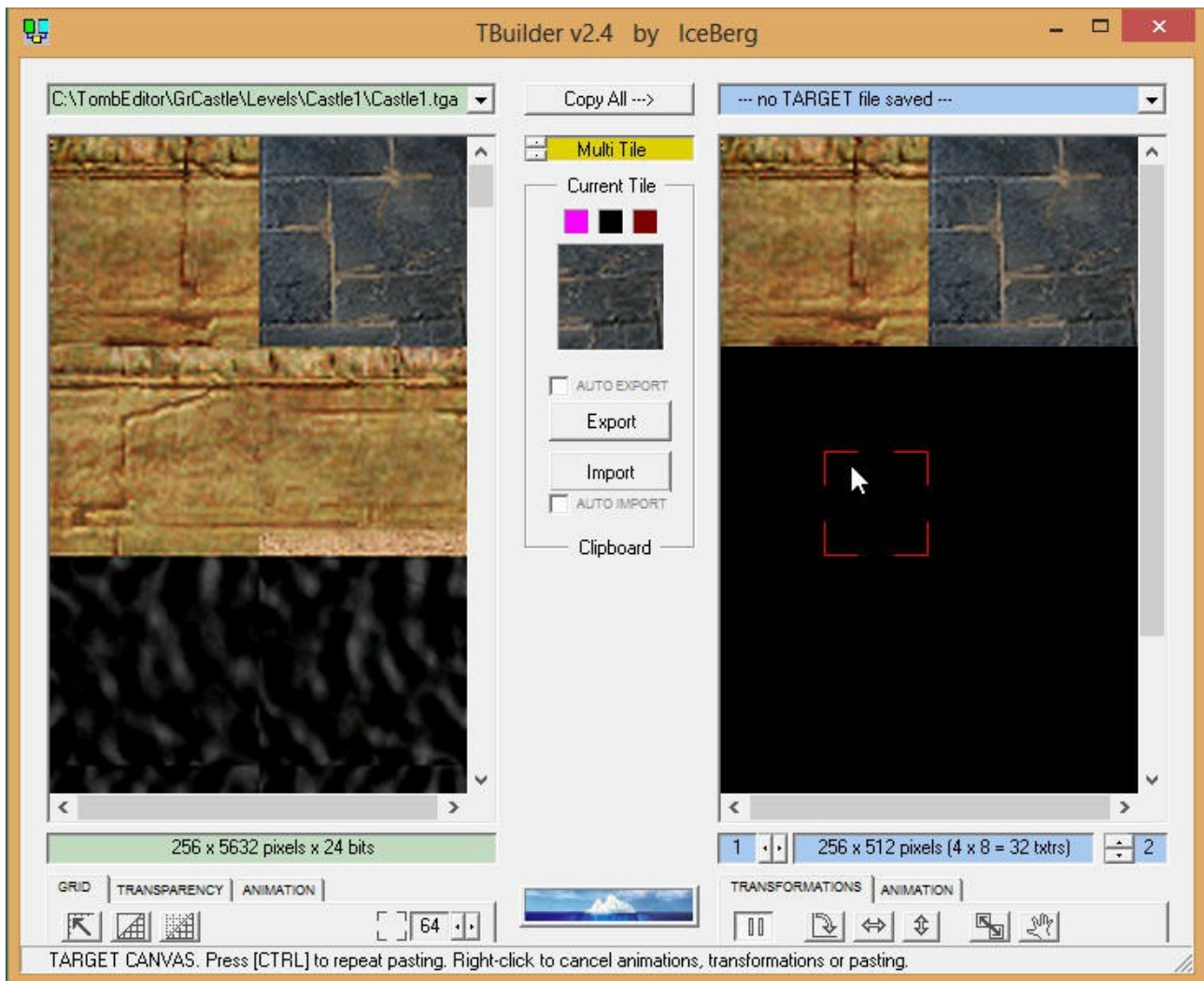
Experienced level builders may use a Next Generation wad and create the required script to define the keys, puzzles, pickups etc. using the rules for script editing.

In the **Script Editor** save the **script.txt** and the **english.txt** files.  
Build the **script.dat** and the **english.dat** files.

## TOMB IDE MANUAL

Each TGA file contains the square-shaped texture tiles to place in the rooms of the project. The easiest way to create a TGA is to copy an existing original TGA file into the **project level folder** and rename it.

To create a custom TGA texture file use **Tbuilder**.

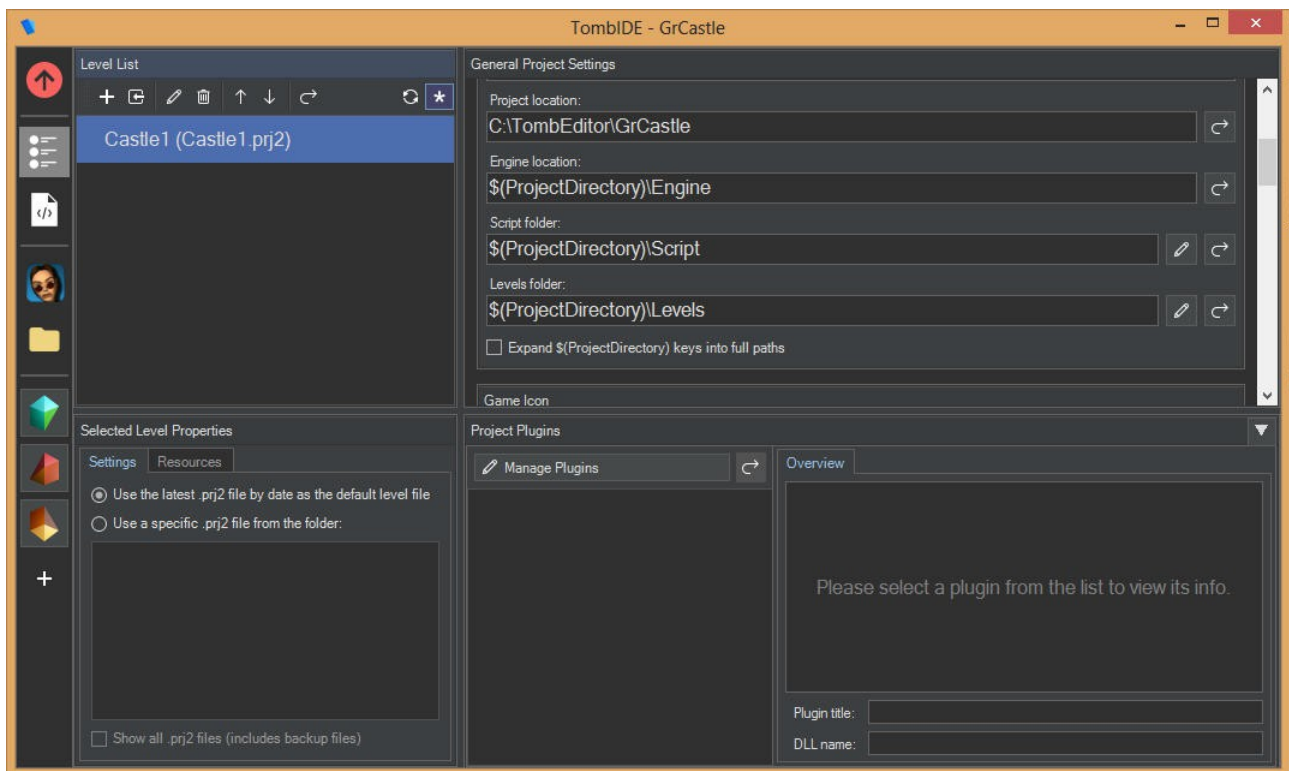


## TOMB IDE MANUAL

Now return to the **Tomb IDE**

Select the project to open the **OPEN PROJECT WINDOW**.

### OPEN PROJECT WINDOW



Select the project file.

**Mouse double left click** to start the project in the **Tomb Editor**.

See the **Tomb Editor Manual** for additional information.










From the **OPEN PROJECT WINDOW** it is possible to launch all of the required software to build and edit a level.



## **TOMB IDE MANUAL**

### **OPEN PROJECT WINDOW ICONS TRNG PROJECT**
















**Note: mouse single left click to select option**

	<b>EXIT PROJECT</b>
	<b>PROJECT MASTER WINDOW</b>
	<b>TOMB SCRIPT EDITOR</b>
	<b>LAUNCH GAME (F4) (TRNG PROJECT)</b>
	<b>OPEN PROJECT FOLDER (F3)</b>
	<b>OPEN TOMB EDITOR</b>
	<b>OPEN WAD TOOL</b>
	<b>OPEN SOUND TOOL</b>
	<b>ADD PROGRAM SHORTCUT</b>

## **TOMB IDE MANUAL**

### **OPEN PROJECT WINDOW ICONS TRNG + FLEP PROJECT**

**Note: mouse single left click to select option**

	<b>EXIT PROJECT</b>
	<b>PROJECT MASTER WINDOW</b>
	<b>TOMB SCRIPT EDITOR</b>
	<b>LAUNCH GAME (F4) (TRNG + FLEP PROJECT)</b>
	<b>OPEN PROJECT FOLDER (F3)</b>
	<b>OPEN FLEP</b>
	<b>OPEN TOMB EDITOR</b>
	<b>OPEN WAD TOOL</b>
	<b>OPEN SOUND TOOL</b>
	<b>OPEN METASEQUOIA (3D MODELLER)</b>
	<b>OPEN STRPIX VERSION 17</b>
	<b>OPEN TBUILDER (TEXTURE TILE EDITOR)</b>
	<b>OPEN WADMERGER</b>
	<b>OPEN NG_CENTER (FOR TOOLS ACCESS)</b>
	<b>ADD PROGRAM SHORTCUT</b>

## **TOMB IDE MANUAL**

<b>EXIT PROJECT</b>	Exits the <b>Project Window</b> and returns to the <b>Start Project Window</b> .
<b>PROJECT MASTER WINDOW</b>	Exits and returns to the <b>Open Project Window</b> .
<b>TOMB SCRIPT EDITOR</b>	Opens the <b>Script Editor Window</b> for the project.
<b>LAUNCH GAME (F4)</b>	Starts the <b>launch.exe</b> in the project folder which then starts the <b>tomb4.exe</b> file in the <b>ENGINE</b> folder for the project game.
<b>OPEN PROJECT FOLDER (F3)</b>	Opens the selected Project folder in Windows Explorer.
<b>OPEN FLEP</b>	Opens the <b>FLEP</b> to edit the <b>tomb4.exe</b>
<b>OPEN TOMB EDITOR</b>	Starts the <b>Tomb Editor</b> and loads the active project level. See the <b>Tomb Editor Manual</b> .
<b>OPEN WAD TOOL</b>	Starts the <b>Wad Tool</b> . See the <b>Wad Tool Manual</b> .
<b>OPEN SOUND TOOL</b>	Starts the <b>Sound Tool</b> . See the <b>Sound Tool Manual</b> .
<b>Additional Programs:</b>	
<b>OPEN METASEQUOIA</b>	Starts the 3D MODELLER.
<b>OPEN STRPIX</b>	Starts <b>STRPIX VERSION 17</b> Object texture editor.
<b>OPEN TBUILDER</b>	Starts the TEXTURE TILE EDITOR.
<b>OPEN WADMERGER</b>	Starts <b>Wad Merger</b> . Used to edit wad to have a single object for <b>Strpix</b> .
<b>OPEN NG_CENTER</b>	Used to access the TOOLS.
<b>ADD PROGRAM SHORTCUT</b>	Adds a program shortcut. (example: <b>Metasequoia</b> ).







## TOMB IDE MANUAL

### OPEN PROJECT FOLDER (F3)









Selecting the Open Project will display the project folders in Explorer as shown:

#### The Open Project folder TRNG Project:

Name	Date modified	Type	Size
 Engine	05/02/2020 15:23	File folder	
 Levels	13/04/2020 09:34	File folder	
 Script	13/04/2020 09:37	File folder	
 Sounds	26/01/2020 12:51	File folder	
 launch	10/12/2019 13:50	Application	117 KB
 tomb4.trproj	13/04/2020 10:41	TRPROJ File	1 KB

#### The Open Project folder TRNG + FLEP Project:

 Engine	17/01/2021 04:49	File folder	
 Levels	22/12/2020 08:00	File folder	
 Script	22/12/2020 08:00	File folder	
 Sounds	22/12/2020 08:01	File folder	
 launch	10/12/2019 13:51	Application	117 KB
 tomb4.trproj	17/01/2021 04:54	TRPROJ File	1 KB











**You can inspect your project files etc.**

On completion close the window to return to the **OPEN PROJECT WINDOW**














## TOMB IDE MANUAL

### OPEN PROJECT FOLDER (F3)

#### The Open Project Engine folder TRNG Project:

 audio	19/08/2020 07:08	File folder	
 data	12/11/2020 07:09	File folder	
 logs	19/08/2020 07:09	File folder	
 bass.dll	26/01/2020 12:03	Application extens...	96 KB
 binkw32.dll	16/12/1999 13:59	Application extens...	174 KB
 English.dat	24/10/2020 19:25	DAT File	7 KB
 load	10/11/2000 17:04	BMP File	901 KB
 Script.dat	24/10/2020 19:25	DAT File	1 KB
 Tomb_NextGeneration.dll	06/04/2017 20:34	Application extens...	2,520 KB
 tomb4	22/08/2019 17:31	Application	776 KB

#### The Open Project Engine folder TRNG + FLEP Project:

 audio	22/12/2020 08:00	File folder	
 data	22/12/2020 08:01	File folder	
 binkw32.dll	16/12/1999 14:59	Application extens...	174 KB
 English.dat	17/01/2021 04:49	DAT File	7 KB
 flep	16/01/2021 17:25	CFG File	12 KB
 flep	01/02/2013 01:28	Application	366 KB
 flep1.fps	22/12/2020 19:32	FPS File	12 KB
 load	10/11/2000 18:04	BMP File	901 KB
 patches	17/08/2019 21:23	FLP File	393 KB
 Script.dat	17/01/2021 04:49	DAT File	1 KB
 Tomb_NextGeneration.dll	06/04/2017 21:34	Application extens...	2,520 KB
 Tomb_NextGeneration_warm_up_log	22/12/2020 19:33	Text Document	1 KB
 tomb4	23/12/2020 01:16	Application	780 KB





## TOMB IDE MANUAL

### OPEN PROJECT FOLDER (F3)

The Open Project Level folder :



Every Level folder for a project should contain the following:

**Project file for the level,  
Tile Texture file for the level,  
Level wad2.  
Level sound xml file.**

 Castle1.prj2	12/11/2020 14:20	PRJ2 File	23 KB
 Castle1	16/01/2009 22:43	Paint Shop Pro Im...	4,225 KB
 Castle1.wad2	25/10/2020 13:53	WAD2 File	6,153 KB
 Castle1	25/10/2020 13:53	XML File	217 KB

The Open Project Script folder :

**Script.txt for the whole project (one or more levels).  
English.txt for the whole project (one or more levels).**

 English	19/08/2020 13:59	Text Document	9 KB
 Script	24/10/2020 19:25	Text Document	2 KB

**TOMB IDE MANUAL**

# **TOMB RAIDER NEXT GENERATION**

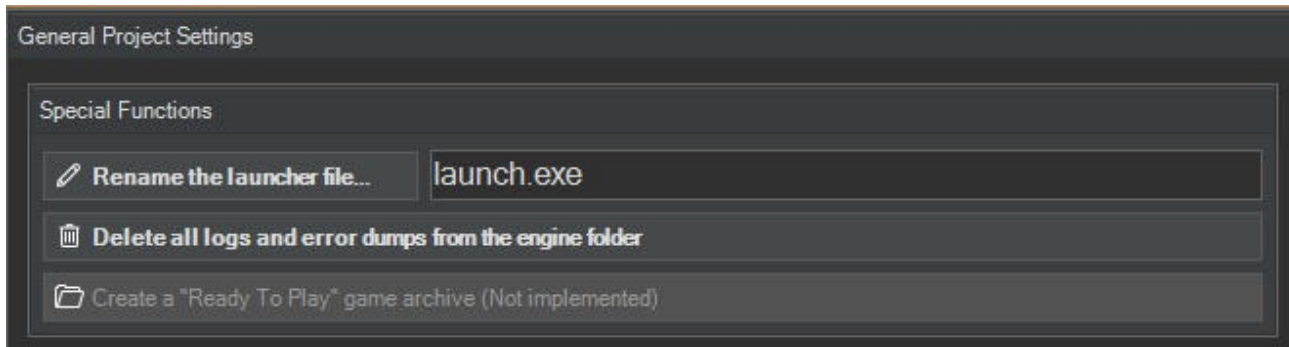


**TOMB IDE**

**OPEN PROJECT WINDOW  
GENERAL PROJECT SETTINGS**

## TOMB IDE MANUAL

### OPEN PROJECT WINDOW GENERAL PROJECT SETTINGS SPECIAL FUNCTIONS



#### **Rename the launcher file**

Renames the file that starts the **tomb4.exe** file for the game.



#### **Deletes all logs and error dump files from the engine folder.**



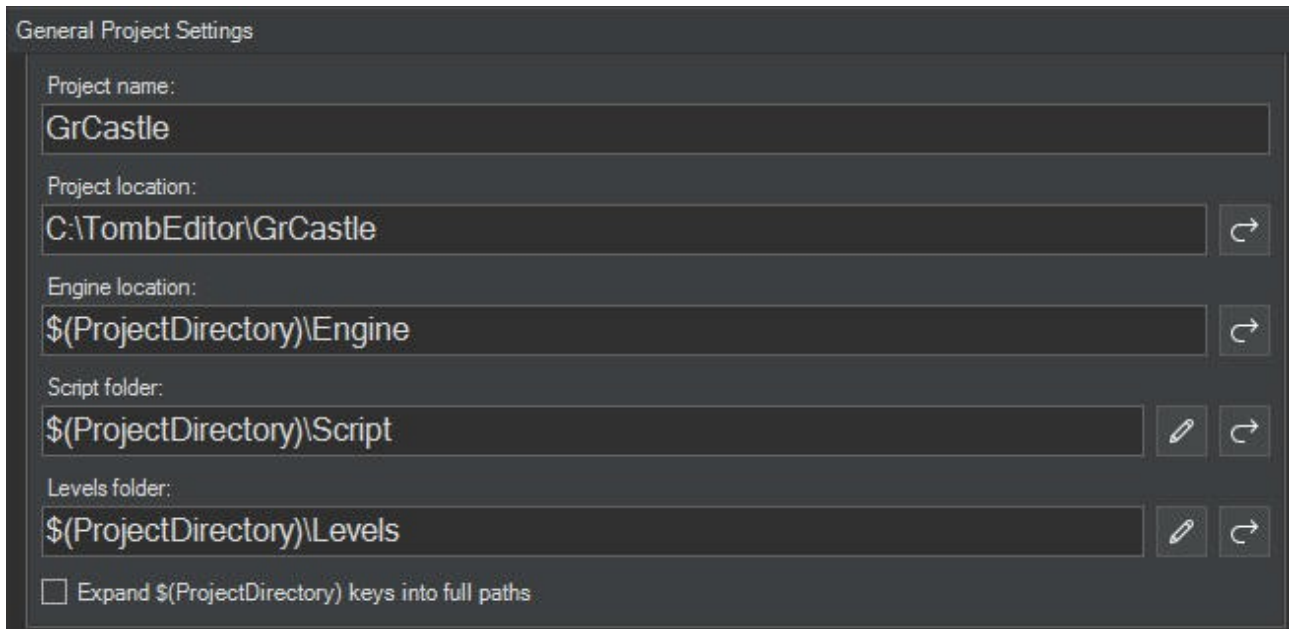
#### **Create a Ready to Play game archive.**

Create a stand alone game.



## TOMB IDE MANUAL

### OPEN PROJECT WINDOW GENERAL PROJECT SETTINGS PROJECT INFORMATION



General Project Settings

Project name:  
GrCastle

Project location:  
C:\TombEditor\GrCastle

Engine location:  
\$(ProjectDirectory)\Engine

Script folder:  
\$(ProjectDirectory)\Script

Levels folder:  
\$(ProjectDirectory)\Levels

☐ Expand \$(ProjectDirectory) keys into full paths

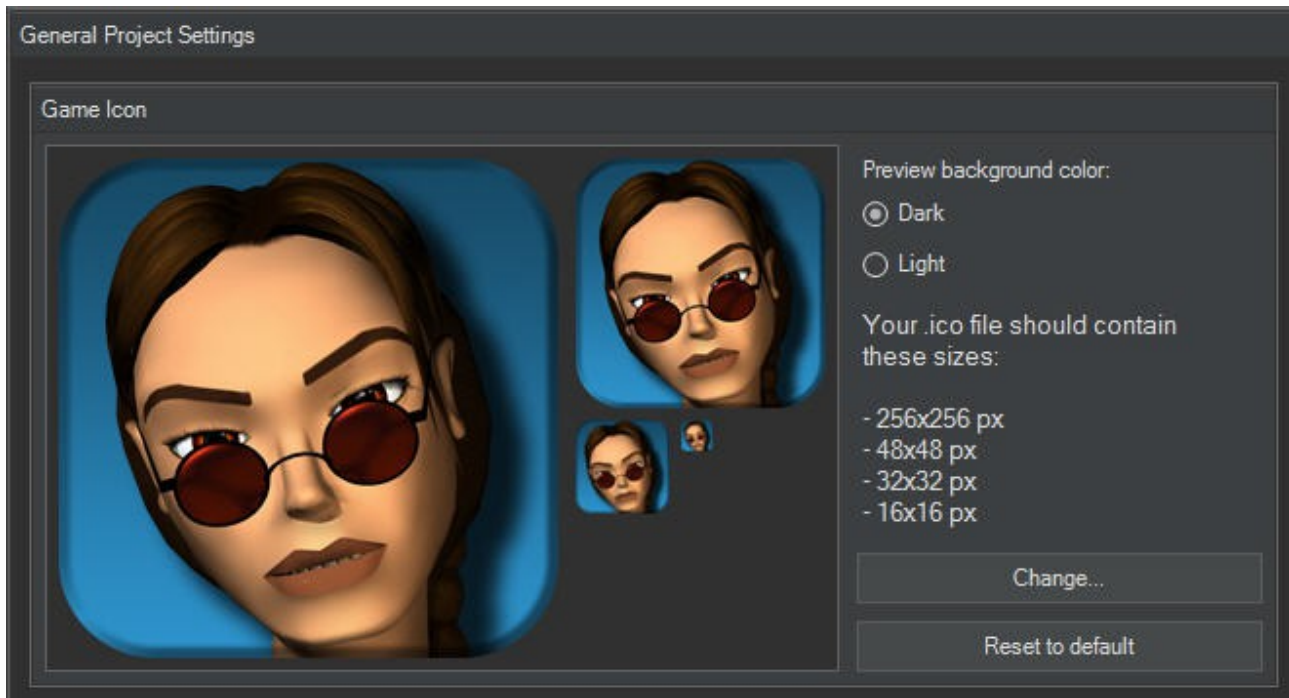
- Project name:** This is the name of the project folder.
- Project Location:** For this example the project is called **GrCastle** and its location is: **C:\Tomb Editor\GrCastle**
- Engine Location:** This is the name of the project game folder. This folder contains the Data and Audio folders, tomb4.exe etc.
- Script folder:** This is the location of the folder that contains the **script.txt** and the **english.txt** files for the project.
- Levels folder:** This is the location of the folder that contains the level folder(s), that contains the project file, texture file, sound.xml file, wad2 file.

## TOMB IDE MANUAL

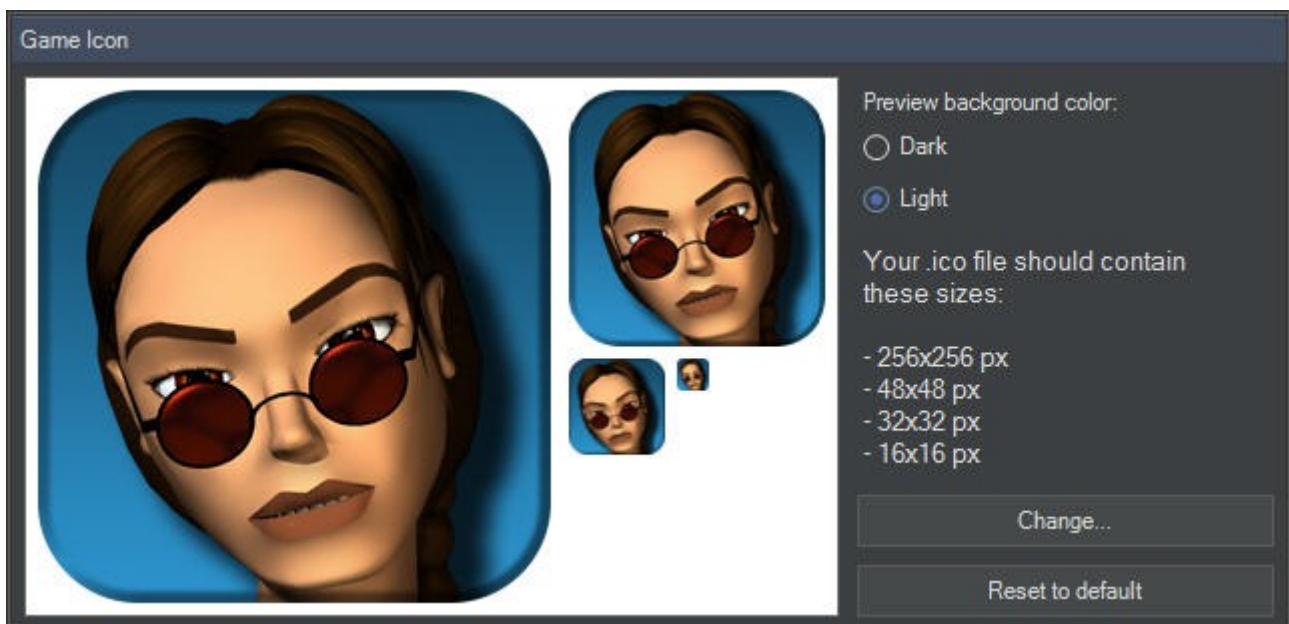
### OPEN PROJECT WINDOW GENERAL PROJECT SETTINGS

### GAME ICON

TRNG Project:



Set or change the size of the icon to use for the game.

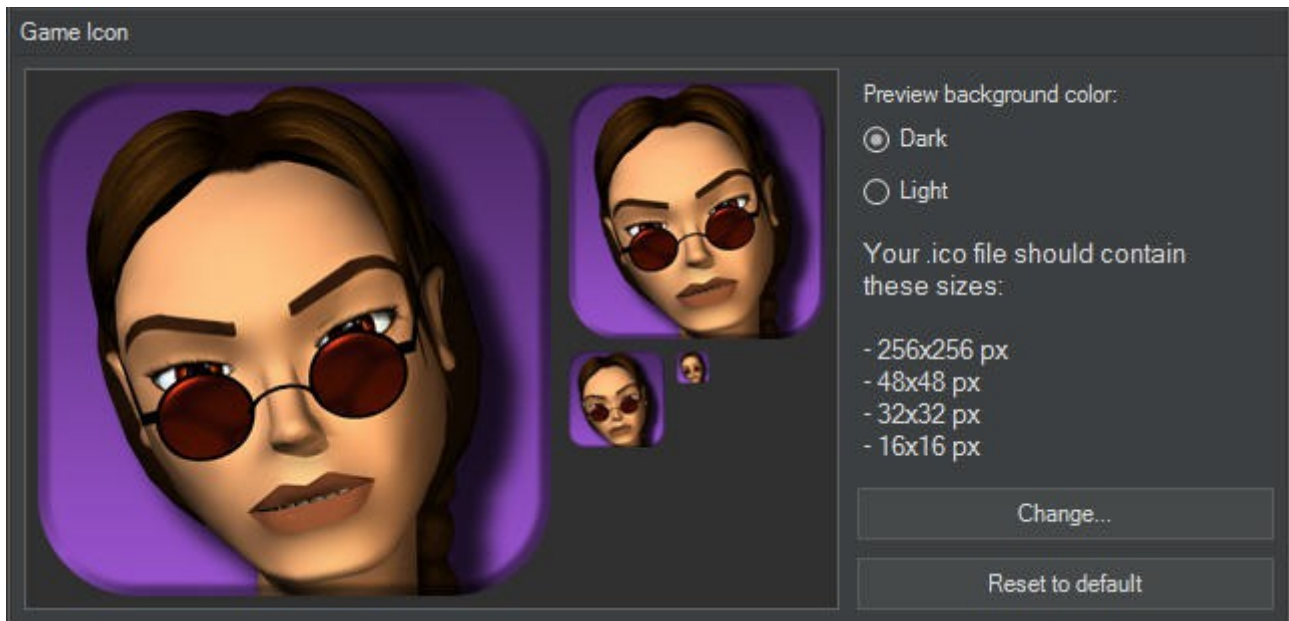


## TOMB IDE MANUAL

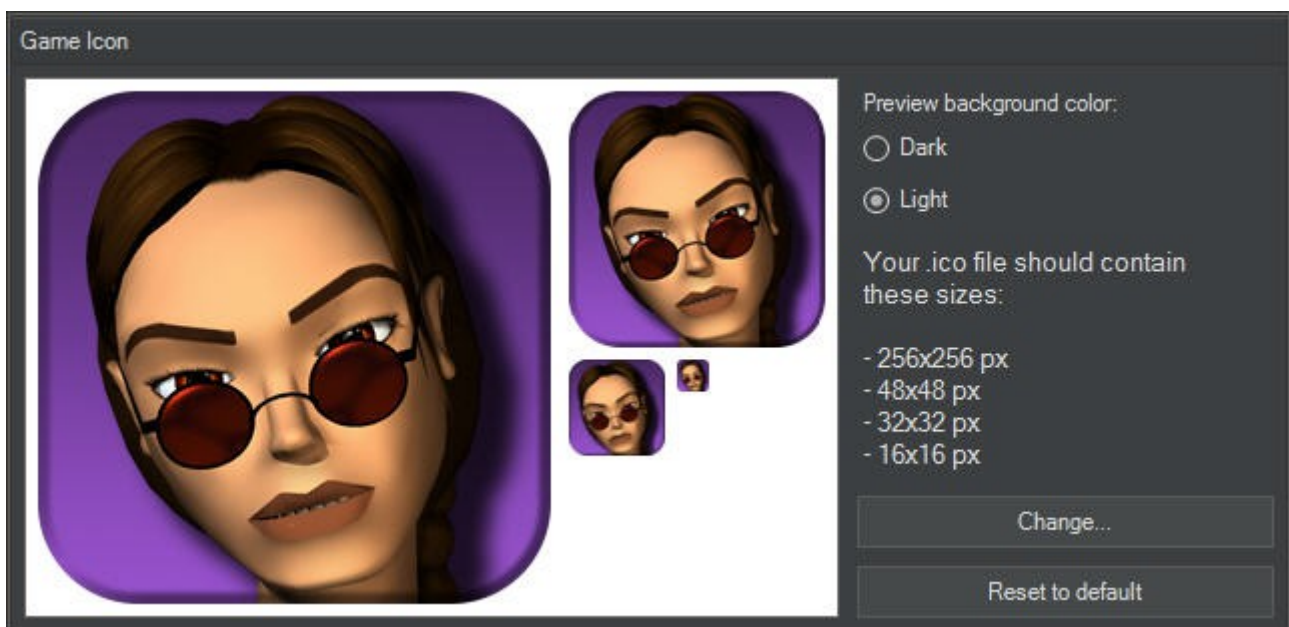
### OPEN PROJECT WINDOW GENERAL PROJECT SETTINGS

### GAME ICON

TRNG + FLEP Project:

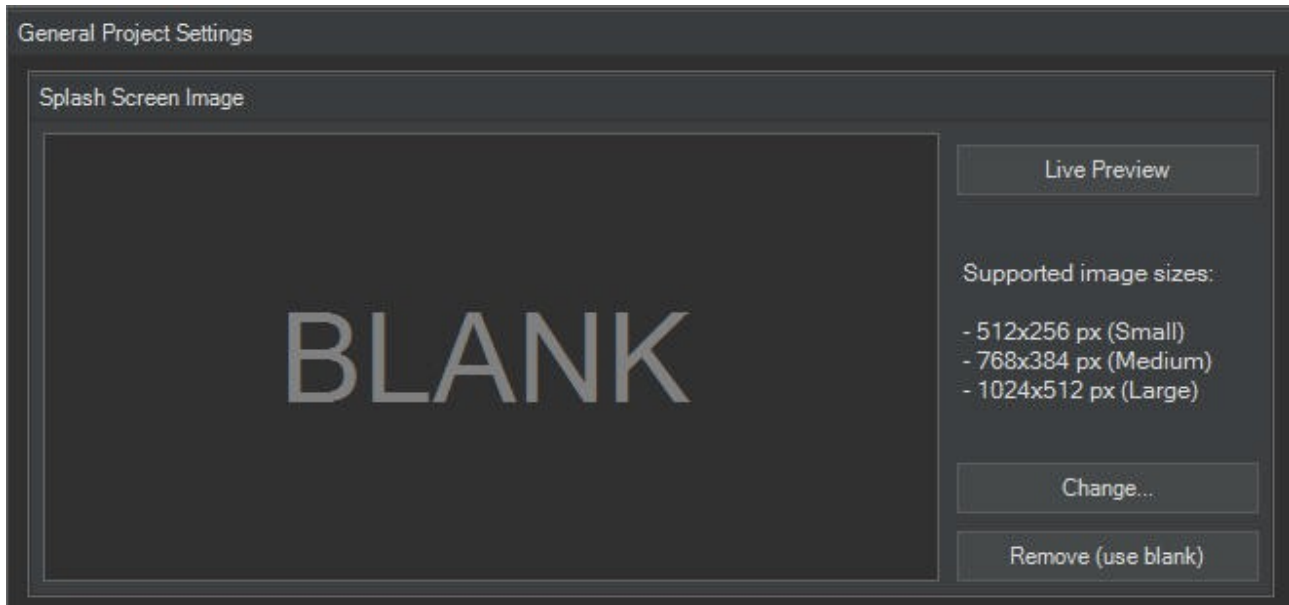


Set or change the size of the icon to use for the game.

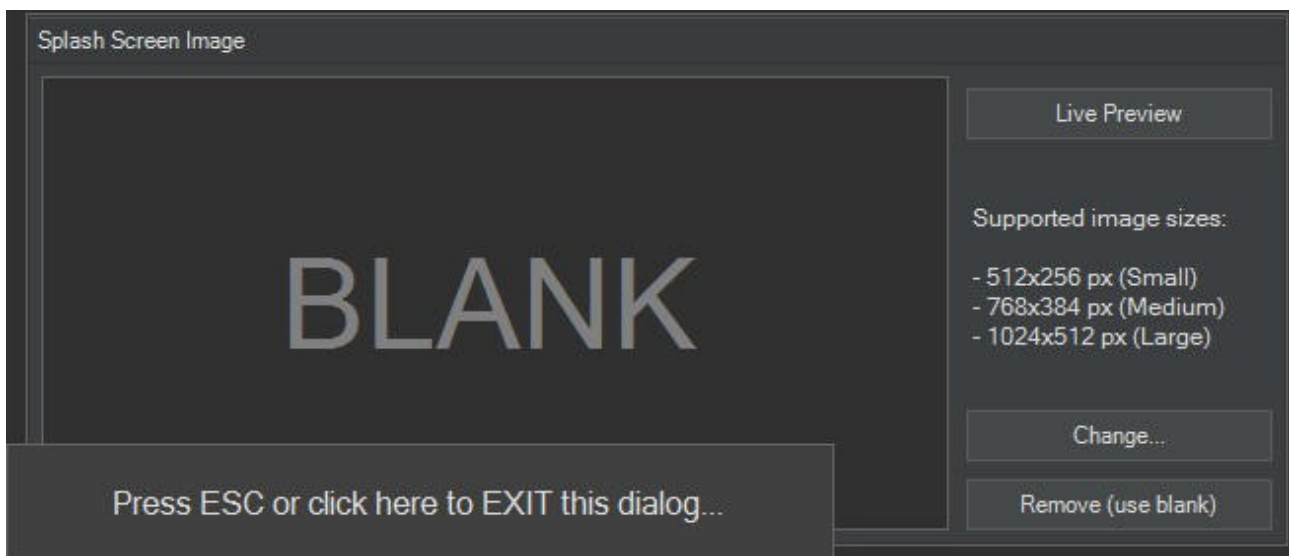


## TOMB IDE MANUAL

### OPEN PROJECT WINDOW GENERAL PROJECT SETTINGS   SPLASH SCREEN



Click the Live Preview button to display the current Splash screen.  
Click the Change button to change the Splash screen.  
Click the Remove button to use a blank Splash screen.



## TOMB IDE MANUAL

### OPEN PROJECT WINDOW GENERAL PROJECT SETTINGS STARTUP LOADING SCREEN IMAGE



This is the load screen image for the game. The default image is shown.  
It is possible to select a different image to use for the game.

Load screen sizes are as follows:

640	x	480	pixels
800	x	600	pixels
1024	x	768	pixels
1280	x	1024	pixels

Click the Change button to select your new Start up Load Screen Image.

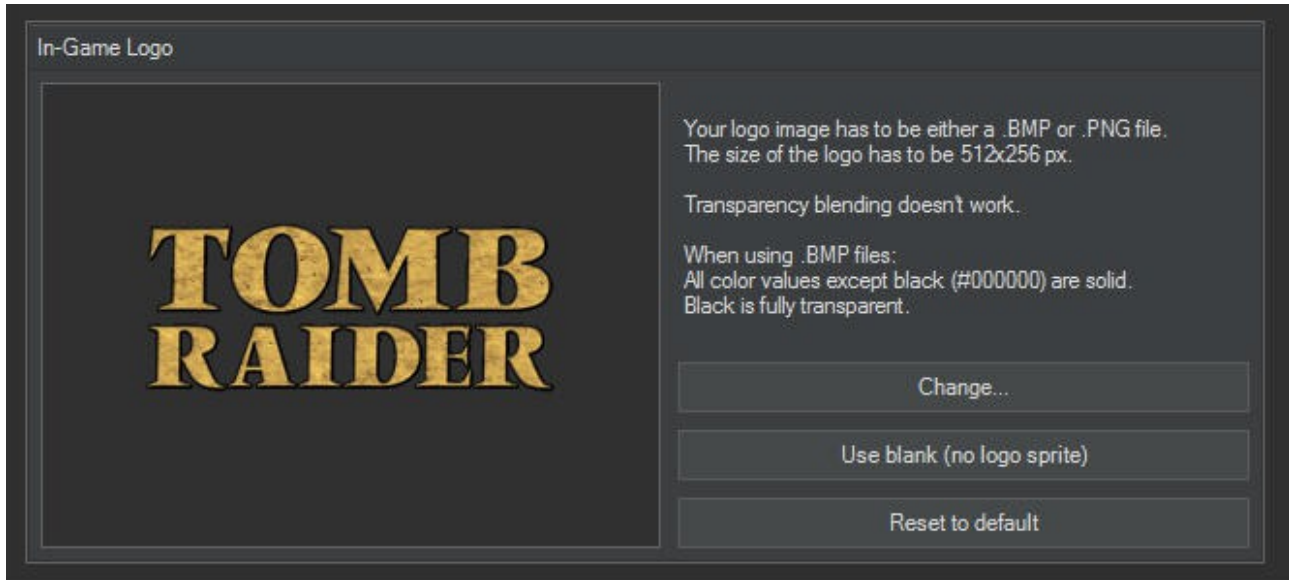


## TOMB IDE MANUAL

### OPEN PROJECT WINDOW

### GENERAL PROJECT SETTINGS

### IN GAME LOGO



Click the Change button to select your new In Game Logo Image.

### TOMB RAIDER LOGO

To define the name of your game you can draw your own Logo that will appear in the title of the game:

Create your logo using a pixel paint program. [Paint](#), [Paint Shop Pro](#). etc.  
This logo is a BMP with  $512 \times 256$  pixels.

The Black color in the picture will be transparent in the game.  
Save your logo as a bmp file.

See: **OPEN PROJECT WINDOW**  
**GENERAL PROJECT SETTINGS**  
**IN GAME LOGO**

Start the game to admire your new logo.

**TOMB IDE MANUAL**

# **TOMB RAIDER NEXT GENERATION**



**TOMB IDE**

**INTEGRATED DEVELOPMENT ENVIROMENT  
SCRIPT EDITOR**

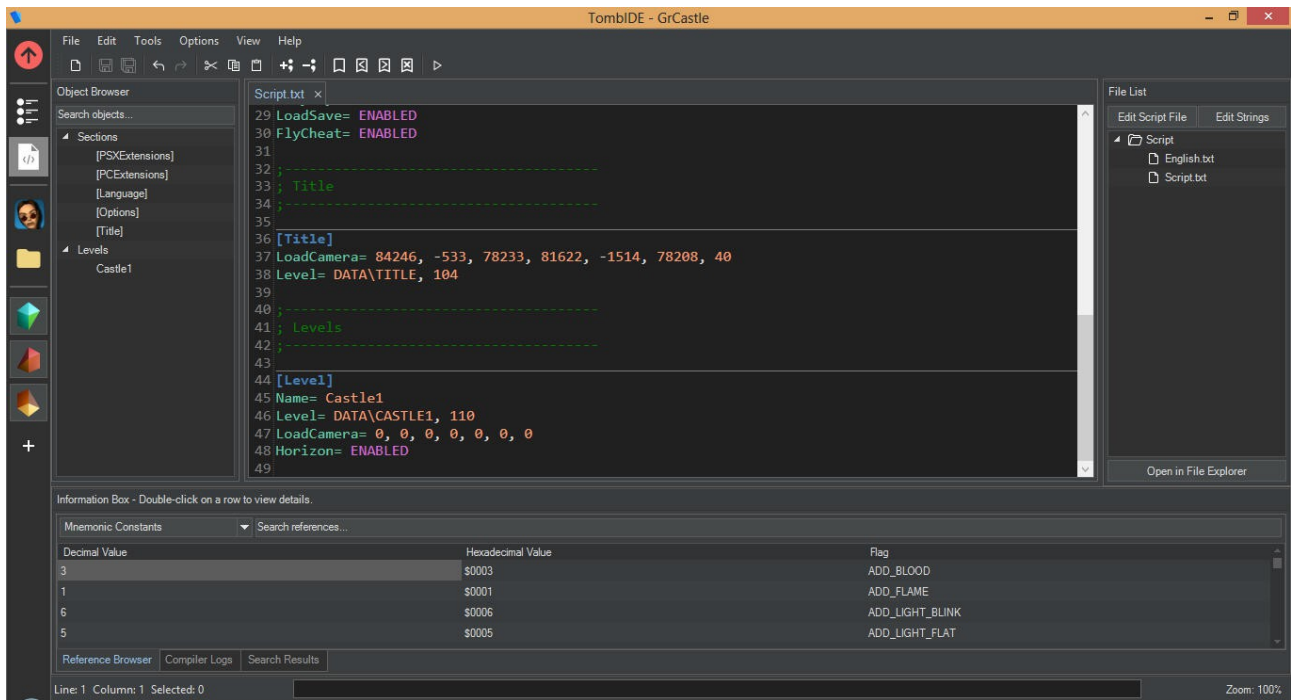
# TOMB IDE MANUAL

## SCRIPT EDITOR

See Script Commands Original document for full information.

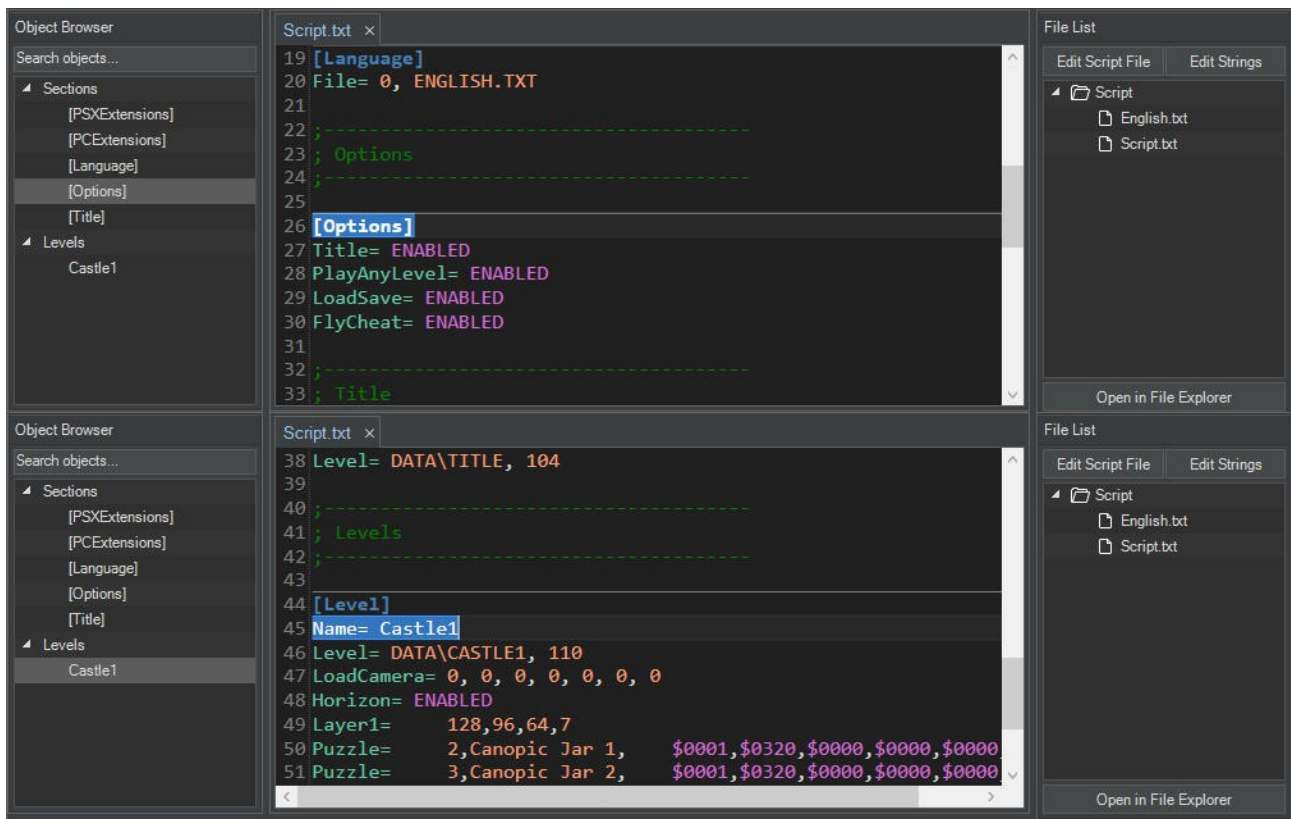
See Script Commands New document for full information.

See Mnemonics document for full information.



## OBJECT BROWSER

To jump to a required section in the script select the section in the Object Browser window. For example [Options], Castle1 etc.



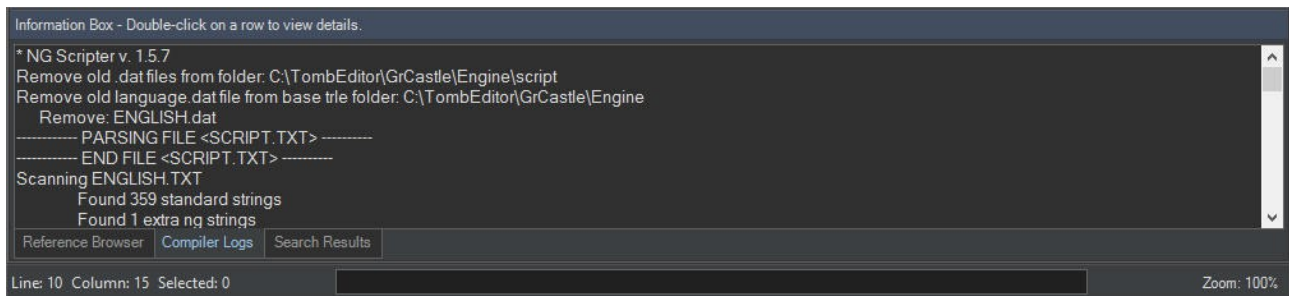


# TOMB IDE MANUAL

## BUILD SCRIPT COMPILER LOG

Press the **F9 key** to compile the **script.dat** and **english.dat** files.

To view the compiler log for the script select the **Compiler Log** tab.



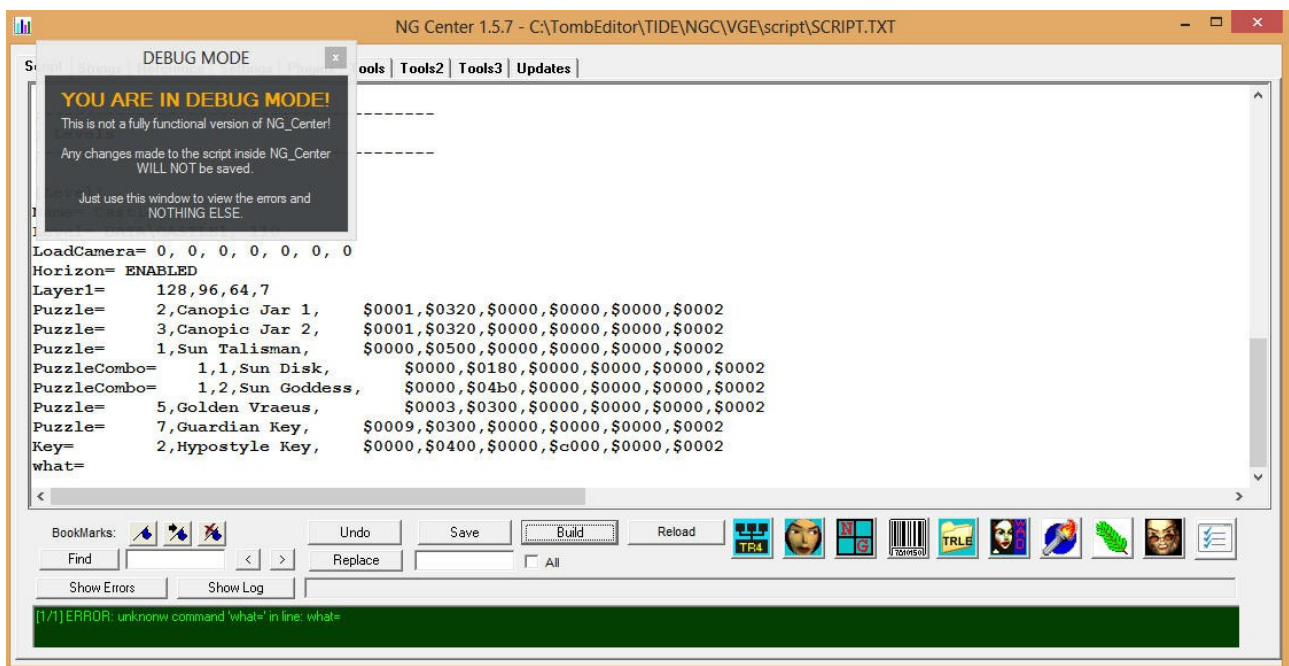
## COMPILER SCRIPT ERROR

If there is an error in the script in the **Tomb IDE Scripter** the **NG\_Center** script compiler will indicate the error.

Close the **NG\_Center** and correct the script error in the **Tomb IDE Scripter**.

Save the script.txt and english.txt file and compile again.

For this example the error in the script is **what=** an unknown command.



# TOMB IDE MANUAL

## SCRIPT COMMANDS HELP TEXT

To display the help text for a script command move the cursor onto the required script line.

Also see the Information box and the relevant section for script commands and Mnemonics.

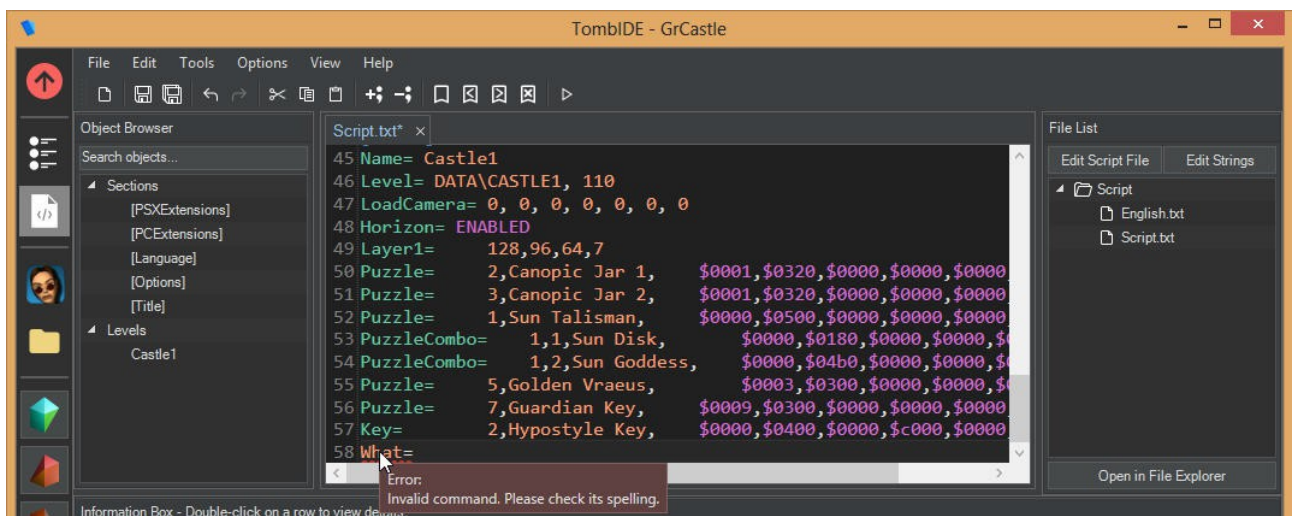


## SCRIPT COMMAND ERROR

To display a script command error move the cursor onto the required script line. The error text will display.

In this case it is an unknown command **what=**

This will also display an error text if a command is spelt incorrectly.



**TOMB IDE MANUAL**

# **TOMB RAIDER NEXT GENERATION**



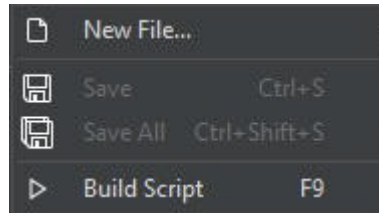
**TOMB IDE**

**INTEGRATED DEVELOPMENT ENVIROMENT  
SCRIPT EDITOR  
DROP DOWN MENU FILE**

## TOMB IDE MANUAL

### SCRIPT EDITOR DROP DOWN MENU

#### FILE



#### NEW FILE....

**HOTKEY:** .....

Creates a new **script.txt** file.



#### SAVE

**HOTKEY:** CTRL + S

Saves the **script.txt** file in the Script folder for the project..



#### SAVE ALL

**HOTKEY:** CTRL + SHIFT + S

Saves the **script.txt** and the **english.txt** file in the Script folder for the project.



#### BUILD SCRIPT

**HOTKEY:** F9

Builds the **script.dat** and the **english.dat** files in the **Engine** folder for the project.

**TOMB IDE MANUAL**

# **TOMB RAIDER NEXT GENERATION**



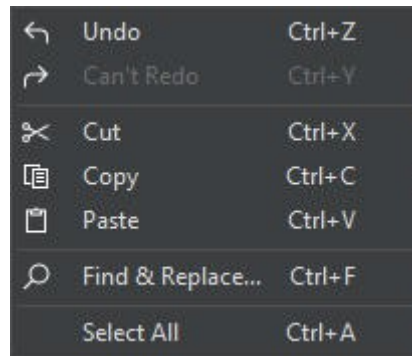
**TOMB IDE**

**INTEGRATED DEVELOPMENT ENVIROMENT  
SCRIPT EDITOR  
DROP DOWN MENU EDIT**

## TOMB IDE MANUAL

### SCRIPT EDITOR DROP DOWN MENU

#### EDIT



#### UNDO

Undo the last edit.

**HOTKEY:** CTRL + Z



#### REDO

Redo the last edit.

**HOTKEY:** CTRL + Y



#### CUT

Cut the selected text from the script file.

**HOTKEY:** CTRL + X



#### COPY

Copy the selected text from the script file to the clipboard..

**HOTKEY:** CTRL + C



#### PASTE

Paste the text from the clipboard to the script file.

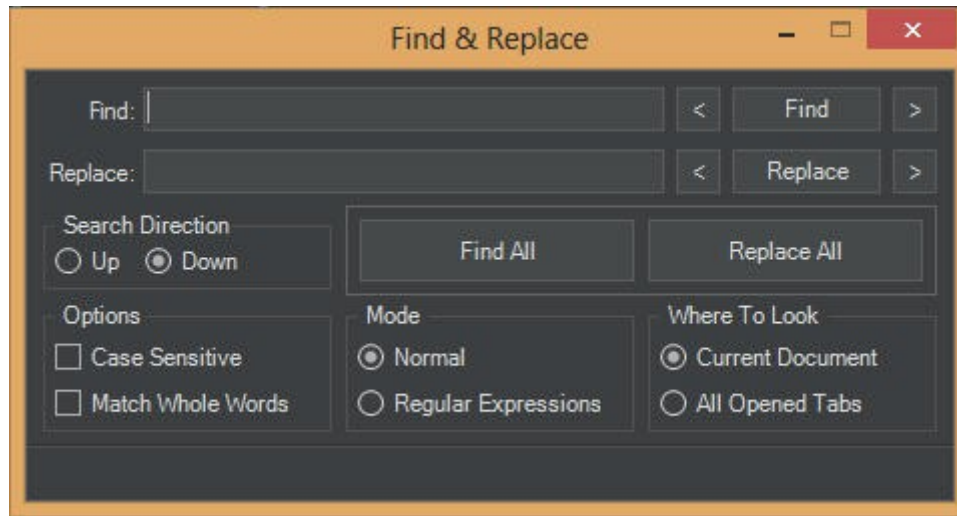
**HOTKEY:** CTRL + V

## TOMB IDE MANUAL



### FIND AND REPLACE **HOTKEY:** CTRL + F

Find the selected text and replace it with the update.



### SELECT ALL **HOTKEY:** CTRL + A

Select all of the text in the file.

**TOMB IDE MANUAL**

# **TOMB RAIDER NEXT GENERATION**



**TOMB IDE**








**INTEGRATED DEVELOPMENT ENVIROMENT  
SCRIPT EDITOR  
DROP DOWN MENU TOOLS**



## TOMB IDE MANUAL

### SCRIPT EDITOR DROP DOWN MENU

#### TOOLS

	Reindent Script	Ctrl+R
	Trim Ending Whitespace	Ctrl+Shift+R
	Comment out Selected Lines	Ctrl+Shift+C
	Uncomment Selected Lines	Ctrl+Shift+U
	Toggle Bookmark	Ctrl+B
	Go to Previous Bookmark	Ctrl+Left
	Go to Next Bookmark	Ctrl+Right
	Clear all Bookmarks	Ctrl+Shift+B
	Manually Check for Errors	

#### REINDENT SCRIPT

**HOTKEY:** CTRL + R

Re indent the script.

#### TRIM ENDING WHITESPACE

**HOTKEY:** CTRL + SHIFT + R

Trim the end of the script line.



#### COMMENT OUT LINES

**HOTKEY:** CTRL + SHIFT + C

Makes the line a comment line.



#### UNCOMMENT LINES

**HOTKEY:** CTRL + SHIFT + U

Turns a comment line back into a script instruction line.

#### TOGGLE BOOKMARK

**HOTKEY:** CTRL + B

Toggle a bookmark on or off. Select a script line.



#### GO PREVIOUS BOOKMARK

**HOTKEY:** CTRL + LEFT

Go to the previous bookmark in the script file.



#### GO NEXT BOOKMARK

**HOTKEY:** CTRL + RIGHT

Go to the next bookmark in the script file.



#### CLEAR BOOKMARKS

**HOTKEY:** CTRL + SHIFT + B

Clear all of the bookmarks in the script file.



#### MANUALLY CHECK FOR ERRORS

**HOTKEY:** .....

Manually check for errors in the script file.

**TOMB IDE MANUAL**

# **TOMB RAIDER NEXT GENERATION**



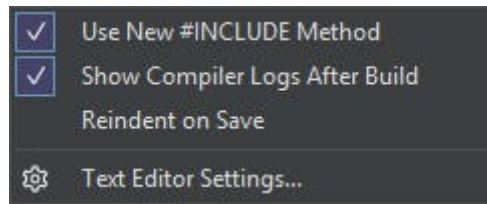
## **TOMB IDE**

**INTEGRATED DEVELOPMENT ENVIROMENT  
SCRIPT EDITOR  
DROP DOWN MENU OPTIONS**

## TOMB IDE MANUAL

### SCRIPT EDITOR DROP DOWN MENU

#### OPTIONS



#### USE NEW #INCLUDE METHOD

#### SHOW COMPILER LOGS AFTER BUILD

#### REINDENT ON SAVE



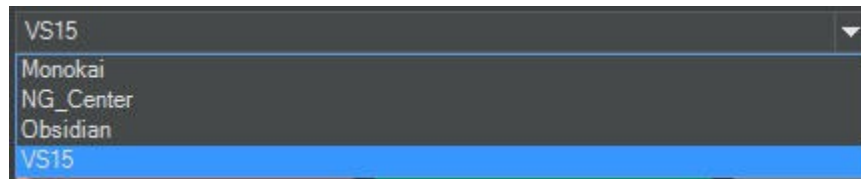
#### TEXT EDITOR SETTINGS...

Opens the Script Editor Settings Window.

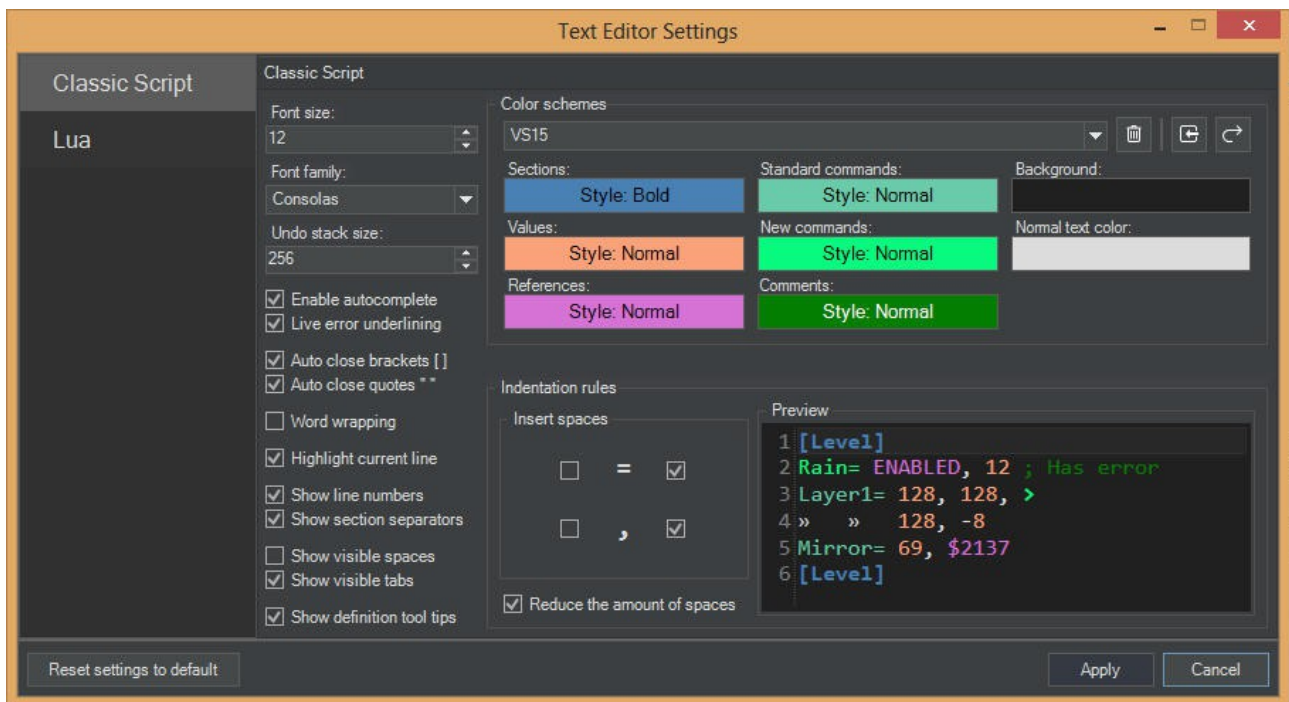
## TOMB IDE MANUAL

### TEXT EDITOR SETTINGS COLOR SCHEME

Select the color scheme for the script text.

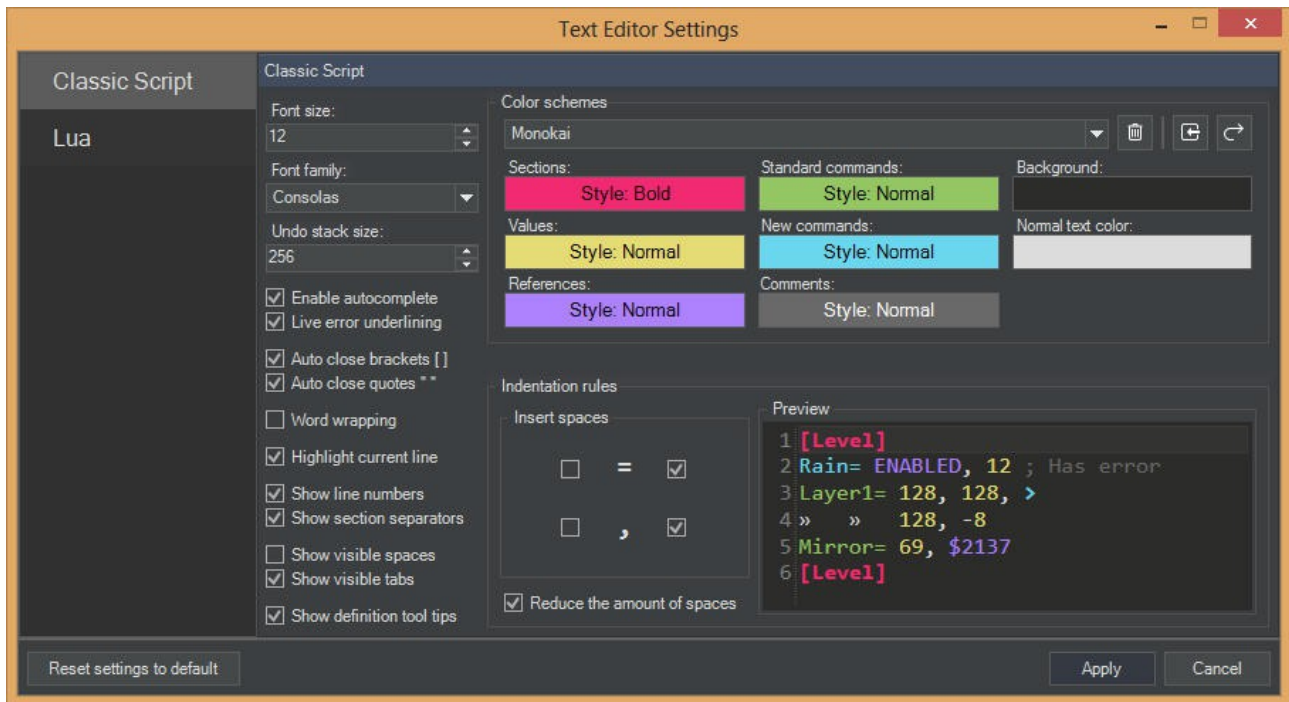


#### Color Scheme: VS15

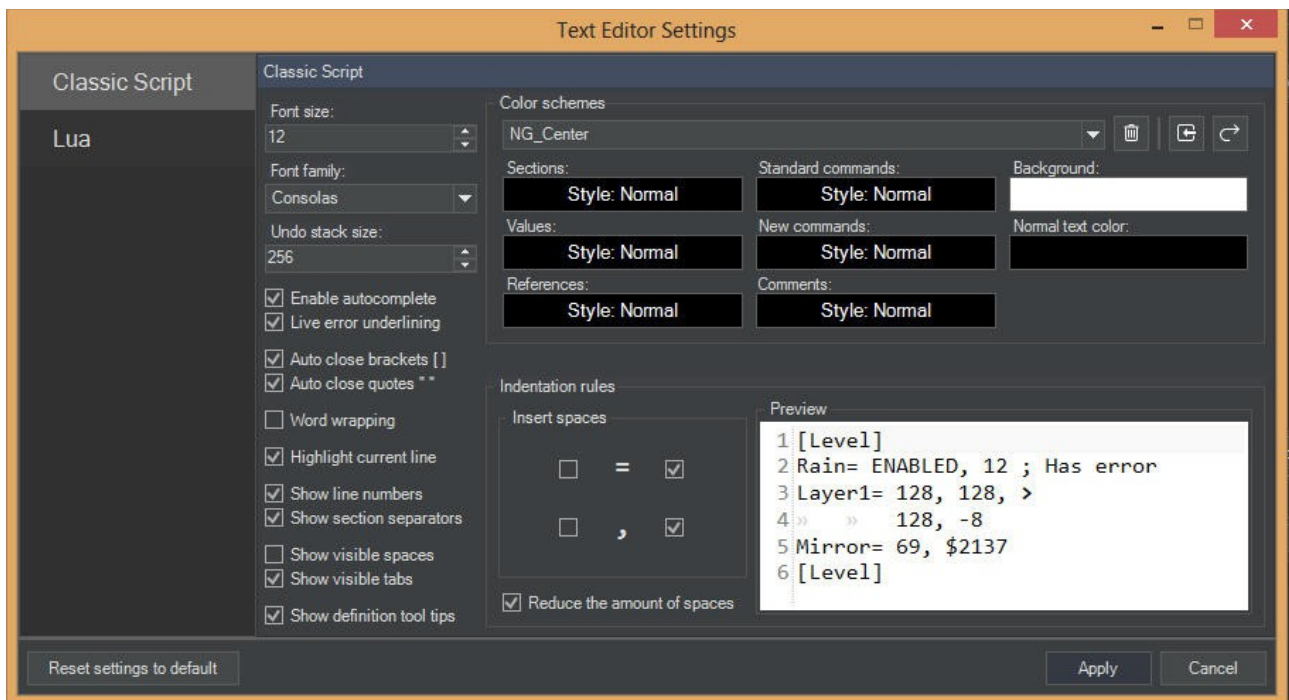


#### Color Scheme: Monokai

## TOMB IDE MANUAL

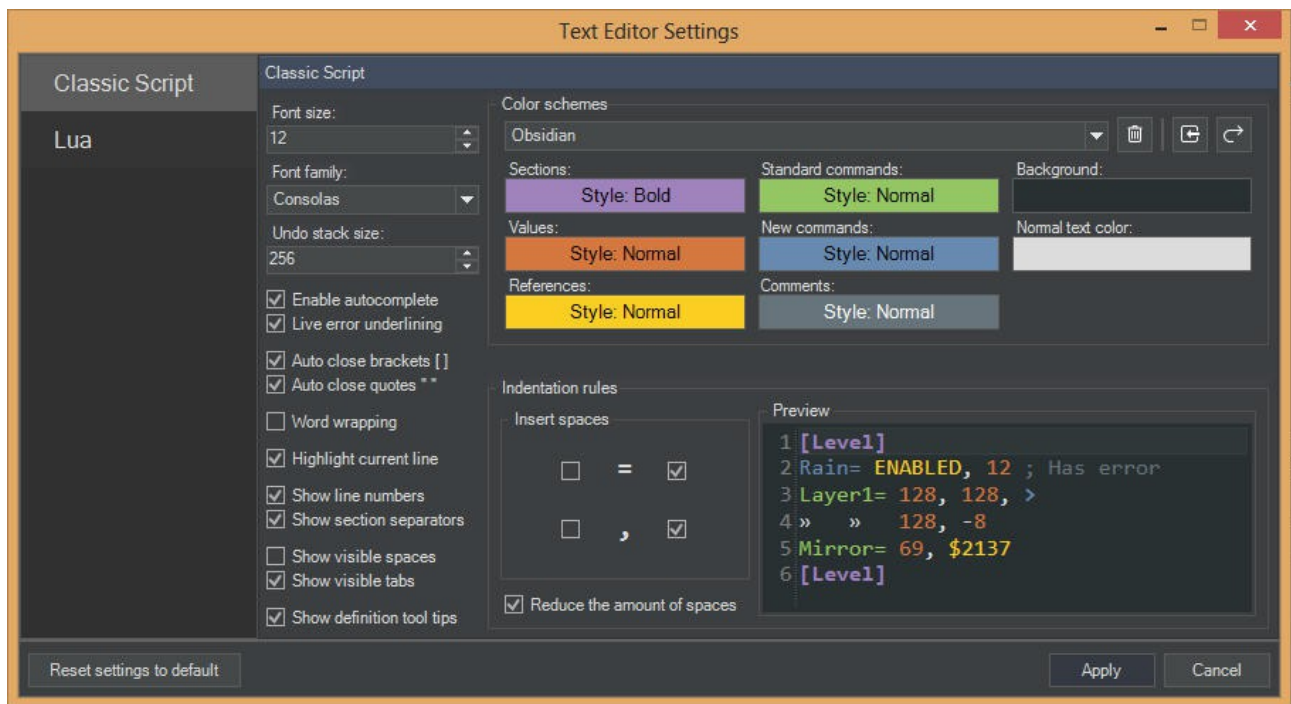


## Color Scheme: NG\_Center



# TOMB IDE MANUAL

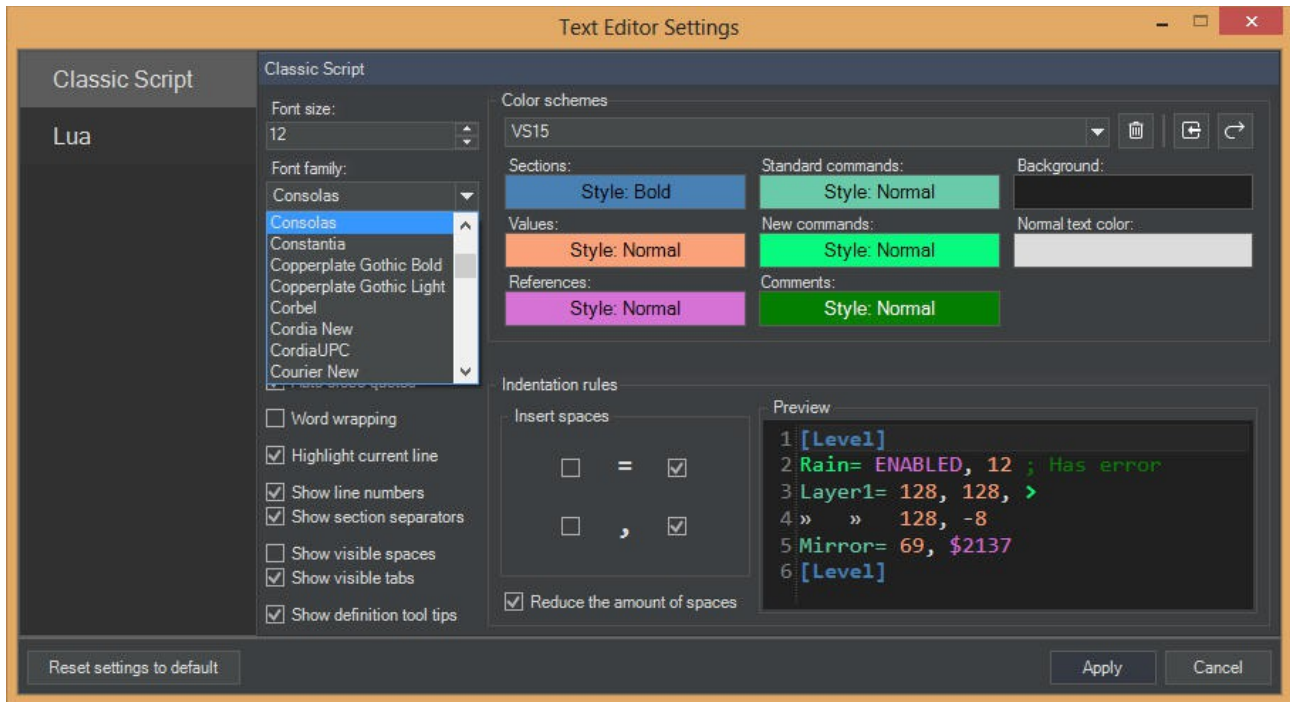
## Color Scheme: Obsidian



## TOMB IDE MANUAL

### TEXT EDITOR SETTINGS FONT FAMILY

Select the Font for your script text, Scroll to see available fonts.



**TOMB IDE MANUAL**

# **TOMB RAIDER NEXT GENERATION**



**TOMB IDE**

**INTEGRATED DEVELOPMENT ENVIROMENT  
SCRIPT EDITOR  
DROP DOWN MENU VIEW**

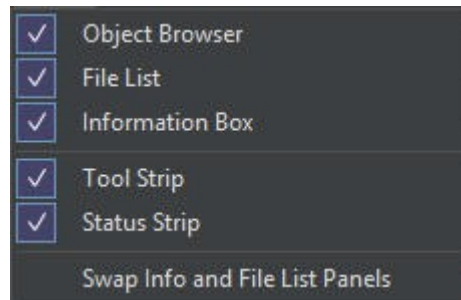


# TOMB IDE MANUAL

## SCRIPT EDITOR DROP DOWN MENU

### VIEW

Tick the Windows to display in the **SCRIPT EDITOR WINDOW**.



### OBJECT BROWSER

Display or Hide the Object Browser.

### FILE LIST

Display or Hide the File List.

### INFORMATION BOX

Display or Hide the Information Box.

### TOOL STRIP

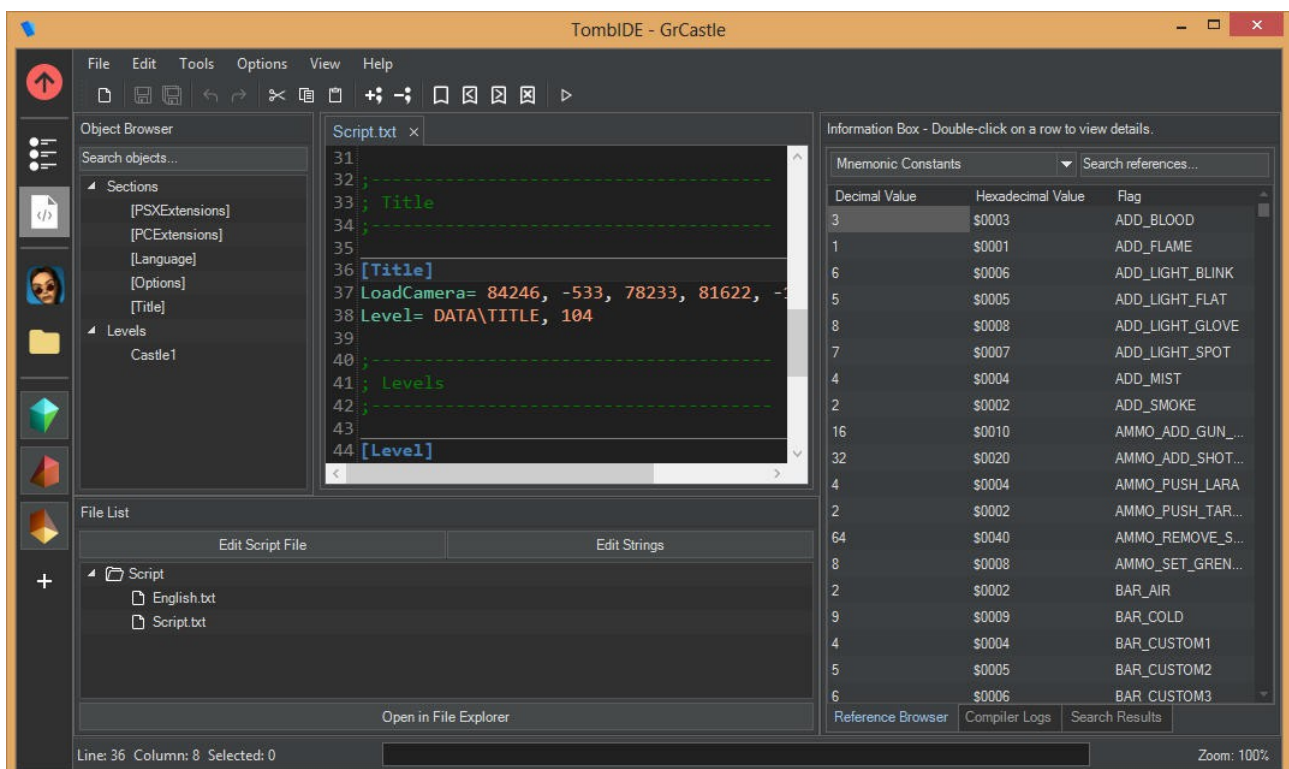
Display or Hide the Tool Strip.

### STATUS STRIP

Display or Hide the Status Strip.

### SWAP INFO AND FILE LIST PANELS

Swap the Information Box and the File List Panel positions.



**TOMB IDE MANUAL**

# **TOMB RAIDER NEXT GENERATION**



**TOMB IDE**

**INTEGRATED DEVELOPMENT ENVIROMENT  
SCRIPT EDITOR  
INFORMATION BOXES**

## TOMB IDE MANUAL

### INFORMATION BOX MNEMONIC CONSTANTS

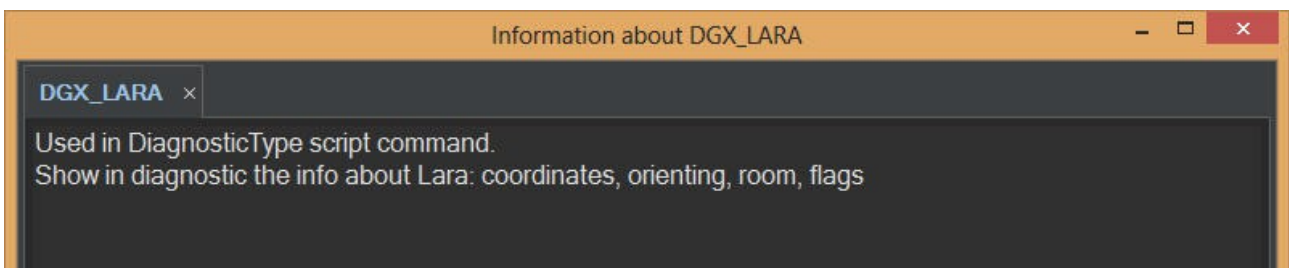
Information Box - Double-click on a row to view details.

Mnemonic Constants

Search references...

Decimal Value	Hexadecimal Value	Flag
3	\$0003	ADD_BLOOD
1	\$0001	ADD_FLAME
6	\$0006	ADD_LIGHT_BLINK
5	\$0005	ADD_LIGHT_FLAT

This lists the **Mnemonics** available to use with the **New Script Commands**.  
Select a row and **mouse double left click** to display the details for the **Mnemonic**.



See **Mnemonics** document for full information.

### INFORMATION BOX ENEMY DAMAGE LIST

Information Box - Double-click on a row to view details.

Enemy Damage List		Search references...		
Decimal Value	Flag	Argument #1 (Range)	Argument #2 (Range)	Argument #3 (Range)
32	JEEP	-1000 to +1000 (Default: 150) <Collision shock>		
35	SKELETON	-128 to +127 (Default: 80)		
41	BADDY_1	-1000 to +1000 (Default: 15) <Uz>	-1000 to +1000 (Default: 120) <Sword>	
43	BADDY_2	-1000 to +1000 (Default: 15) <Uz>	-1000 to +1000 (Default: 120) <Sword>	

This lists the Enemy damage values that are applied in the game.  
See **Damage Enemy** document for full information.

### INFORMATION BOX KEYBOARD SCANCODES

Information Box - Double-click on a row to view details.

Keyboard Scancodes

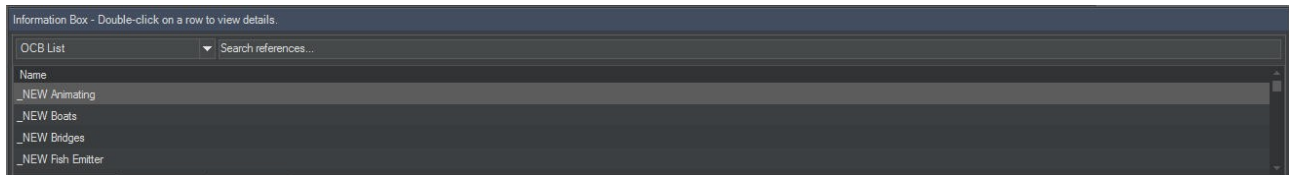
▼ Search references...

Decimal Value	Hexadecimal Value	Description
1	\$01	ESCAPE
2	\$02	Number1
3	\$03	Number2
4	\$04	Number3

This lists the keyboard scan codes that can be used in the game.  
See **Keyboard Scan Codes** document for full information.

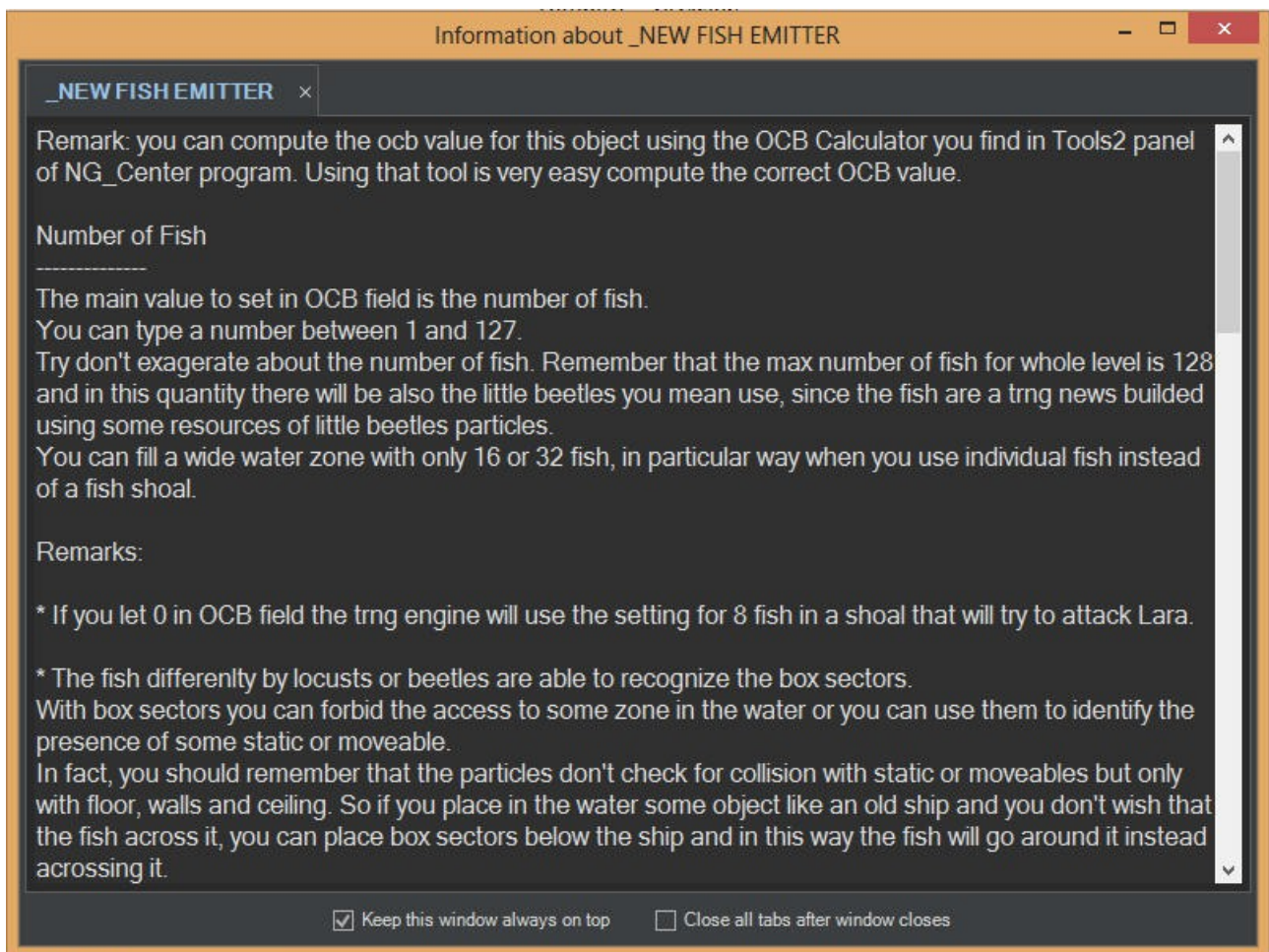
## TOMB IDE MANUAL

### INFORMATION BOX OCB LIST



This lists the OCB (Object Code Bits) values for objects.  
These values set the property for the object.  
For example: rolling ball, bridges, flame emitters etc.

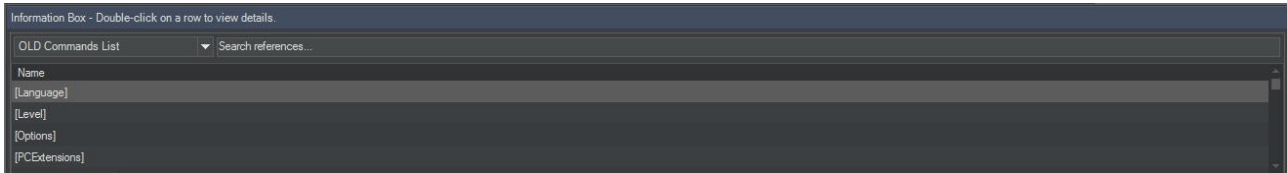
Select a row and **mouse double left click** to display the details for the **OCB**.



**See Object Code Bits document for full information.**

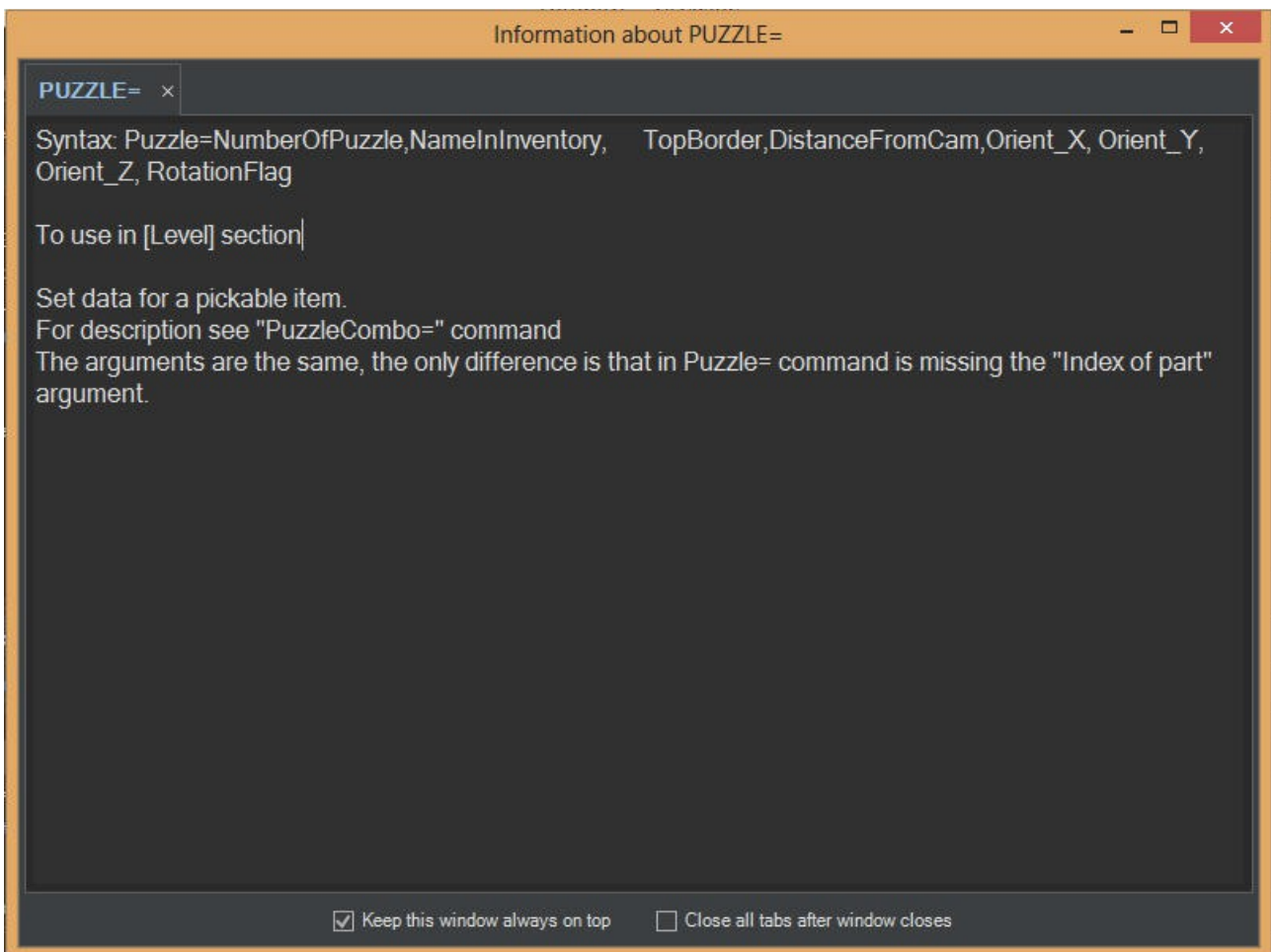
## TOMB IDE MANUAL

### INFORMATION BOX SCRIPT OLD COMMANDS



This lists the **Original (TR4) Script Commands**.

Select a row and **mouse double left click** to display the details for the **Old Script Command**.

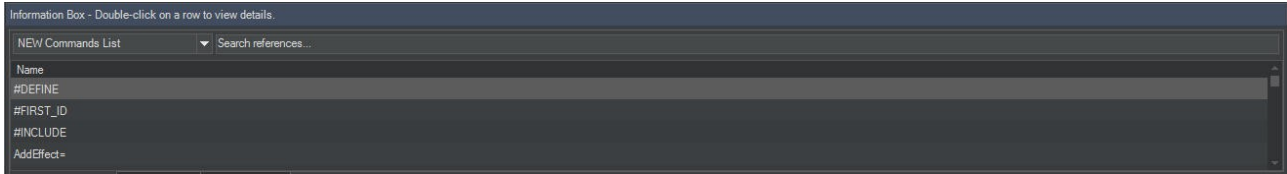


See **Script Commands Original** document for full information.



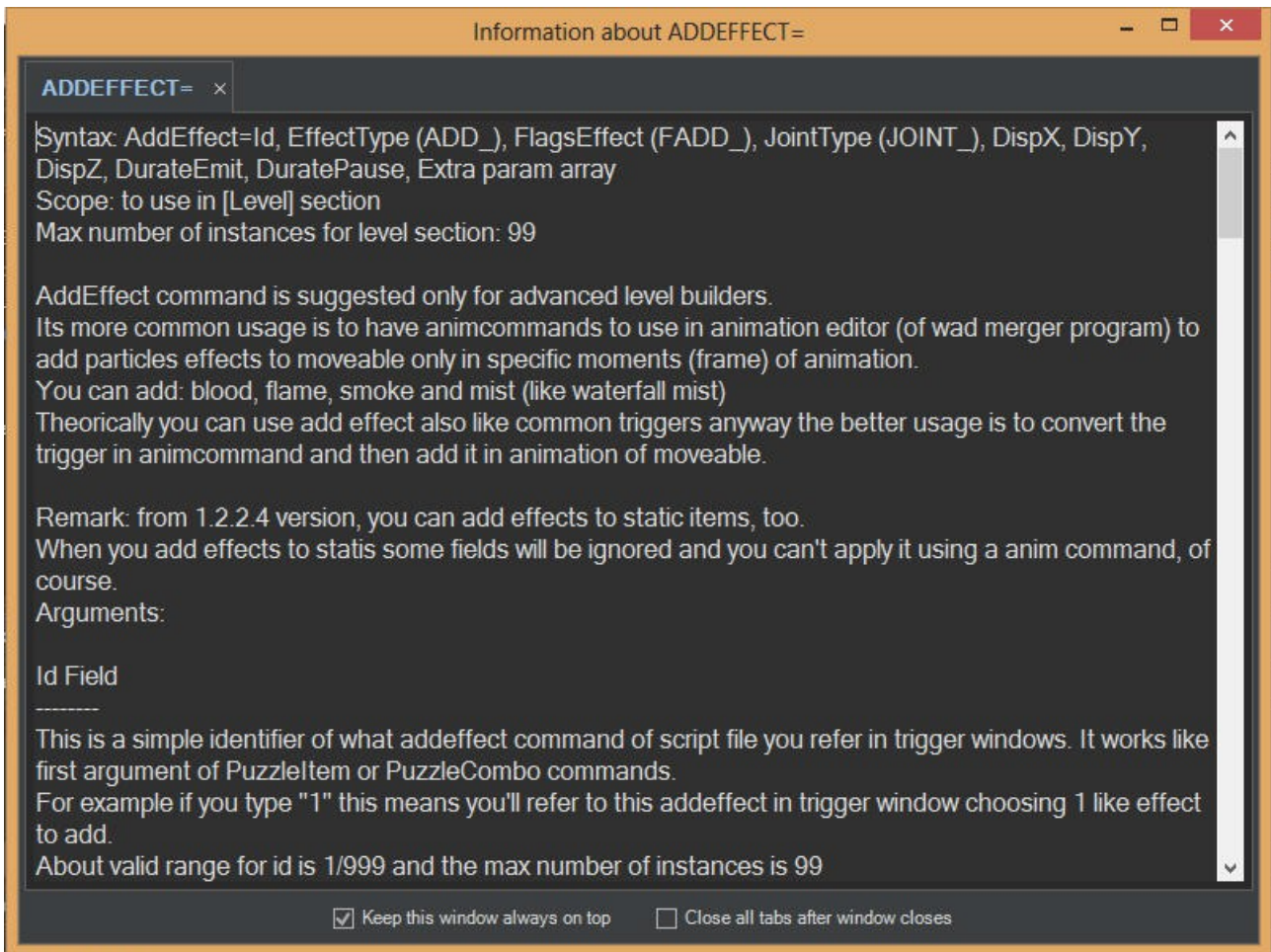
## TOMB IDE MANUAL

### INFORMATION BOX SCRIPT NEW COMMANDS



This lists the **New Script Commands**. The **Mnemonic** constants are used in some of the New Script Commands.

Select a row and **mouse double left click** to display the details for the **New Script Command**.



See Script Commands New document for full information.

## TOMB IDE MANUAL

### INFORMATION BOX SOUND SFX INDICES LIST

Information Box - Double-click on a row to view details.

Sound SFX Indices

Search references...

Decimal Value	Hexadecimal Value	Flag	Sounds
0	\$0000	LARA_FEET	foot01 foot02 foot03 foot04
1	\$0001	LARA_CLIMB2	clim_up2
2	\$0002	LARA_NO	lara_no
3	\$0003	LARA_SLIPPING	slipping

This lists the [Sound SFX indices](#).  
See [Sound SFX and Audio](#) document for full information.

### INFORMATION BOX MOVEABLE SLOT INDICES

Information Box - Double-click on a row to view details.

Moveable Slot Indices

Search references...

Decimal Value	Hexadecimal Value	Flag
0	\$0000	LARA
1	\$0001	PISTOLS_ANIM
2	\$0002	UZI_ANIM
3	\$0003	SHOTGUN_ANIM

This lists the [Moveable Slot indices](#).  
See [Slot Moveables](#) document for full information.

### INFORMATION BOX STATIC OBJECT INDICES

Information Box - Double-click on a row to view details.

Static Object Indices

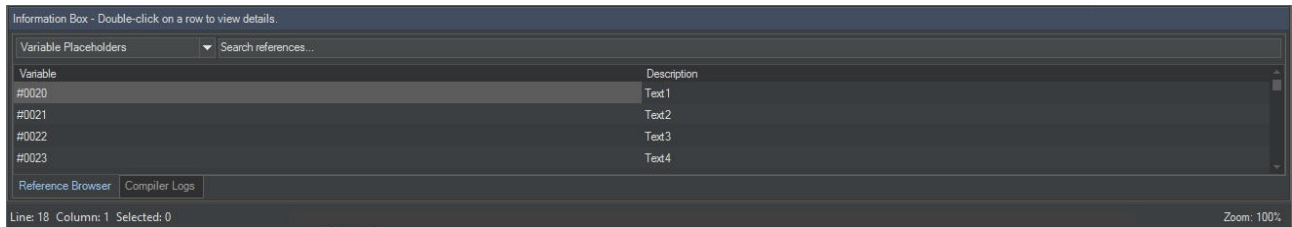
▼ Search references...

Decimal Value	Hexadecimal Value	Flag
0	\$0000	PLANT0
1	\$0001	PLANT1
2	\$0002	PLANT2
3	\$0003	PLANT3

This lists the [Static Slot indices](#).  
See [Slot Statics](#) document for full information.

## TOMB IDE MANUAL

### INFORMATION BOX VARIABLE PLACEHOLDERS



This lists the **Variable Placeholders**.  
See **Slot Placeholders** document for full information.



**TOMB IDE MANUAL**

# **TOMB RAIDER NEXT GENERATION**



**TOMB IDE**

**INTEGRATED DEVELOPMENT ENVIROMENT  
SCRIPT EDITOR  
RULES FOR SCRIPT EDITING**

## TOMB IDE MANUAL

### RULES FOR SCRIPT EDITING

**See Script Commands for additional information.**

The **Script Editor must be used** to edit the **script.txt** and **english.txt** files for the project.

The **Script Editor must be used** to build the **script.dat** and **english.dat** files for the project.

**To be able to use** the New Script commands and **New Flip Effects** etc., the project must be declared as a **TRNG** project in the **Tomb Editor**.

If it is declared at a **TR4** project, then no new features will be available.

See **Tomb Editor > Level Settings > Game**.

#### **In the **Script.txt** file:**

Every level block must start with the script command: **[Level]**

Every level block must have a name command. **Name=**

Every level block must have a camera command. **Camera=**

Every level block must have a Level command declaring the **Tr4 file** and the background audio file to use. **Level=**

**Puzzle objects** in the **Wad2** are declared with a puzzle name. **Puzzle=**

**Puzzle Combo objects** in the **Wad2** are declared with a puzzle name. **PuzzleCombo=**

**Key objects** in the **Wad2** are declared with a Key name. **Key=**

**Pickup objects** in the **Wad2** are declared with a Pickup name. **Pickup=**

To create a comment line use a ';' semicolon. All of the text on the line after this character is considered to be a comment and is not processed during the build operation.

**SCRIPT COMMAND LINES CAN BE ADDED AND DELETED AS REQUIRED.**

## **TOMB IDE MANUAL**

### **In the `english.txt` file:**

Text declared in the `script.txt` must be the same as the declared text in the `english.txt` file.

**This is case sensitive.**

Level names are listed in the first part of the file. These can be edited to a new name.

Puzzles, keys, pickups are listed in the middle section of the file. These can be edited.

Standard objects are listed in the end section of the file. Generally kept as the same name.

The **level name text** in the `script` file must be declared in the `english` file.

The **legend text** in the `script` file must be declared in the `english` file.

**Puzzle object names** in the `script` file must be declared in the `english` file.

**Puzzle Combo object names** in the `script` file must be declared in the `english` file.

**Key object names** in the `script` file must be declared in the `english` file.

**Pickup object names** in the `script` file must be declared in the `english` file.

**COMMAND LINES CAN NOT BE ADDED OR DELETED.  
ONLY EDITING THE TEXT IS ALLOWED.**

**TOMB IDE MANUAL**

# **TOMB RAIDER NEXT GENERATION**



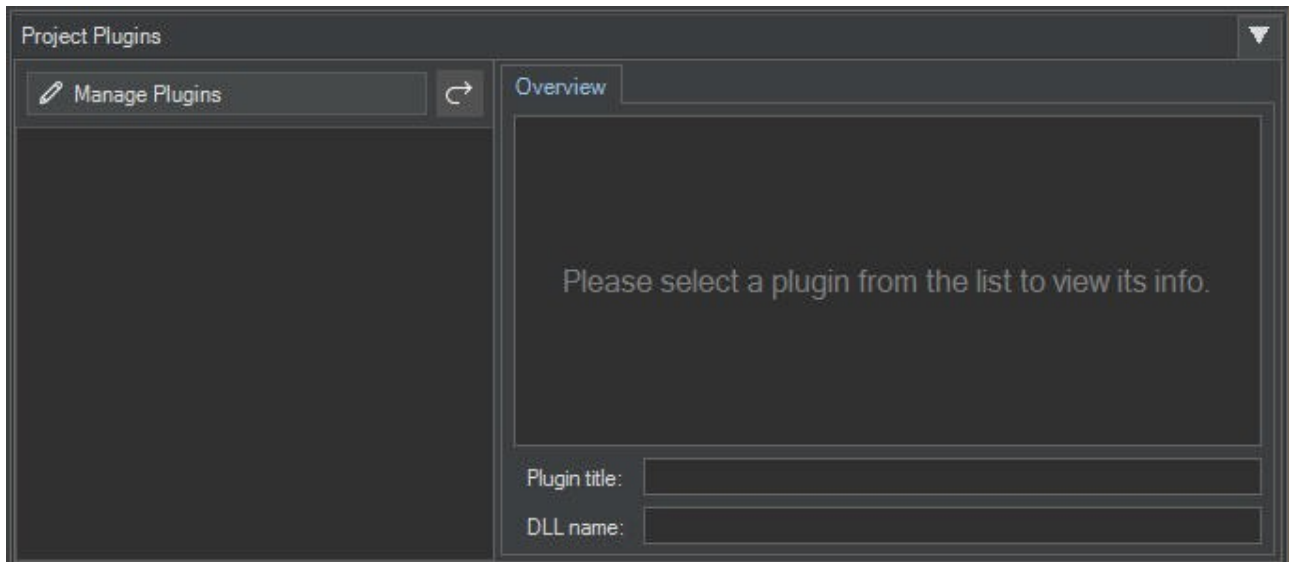
**TOMB IDE**

**PROJECT PLUGINS**

## TOMB IDE MANUAL

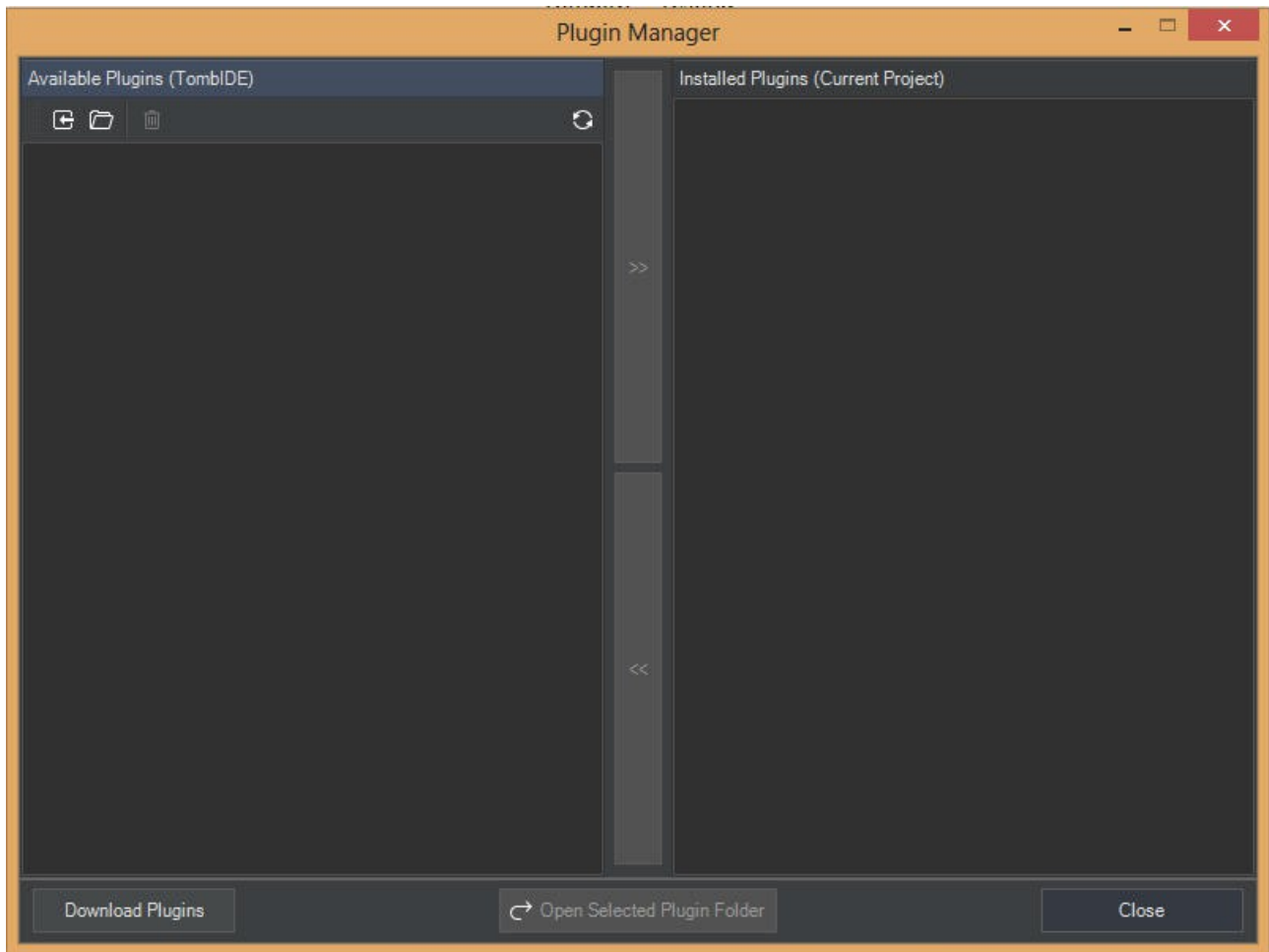
### PROJECT PLUGINS

The initial Project Plugins Window.



The initial Plugin Manager Window. No Plugins are in the **TIDE\TRNG Plugins** folder.

## TOMB IDE MANUAL

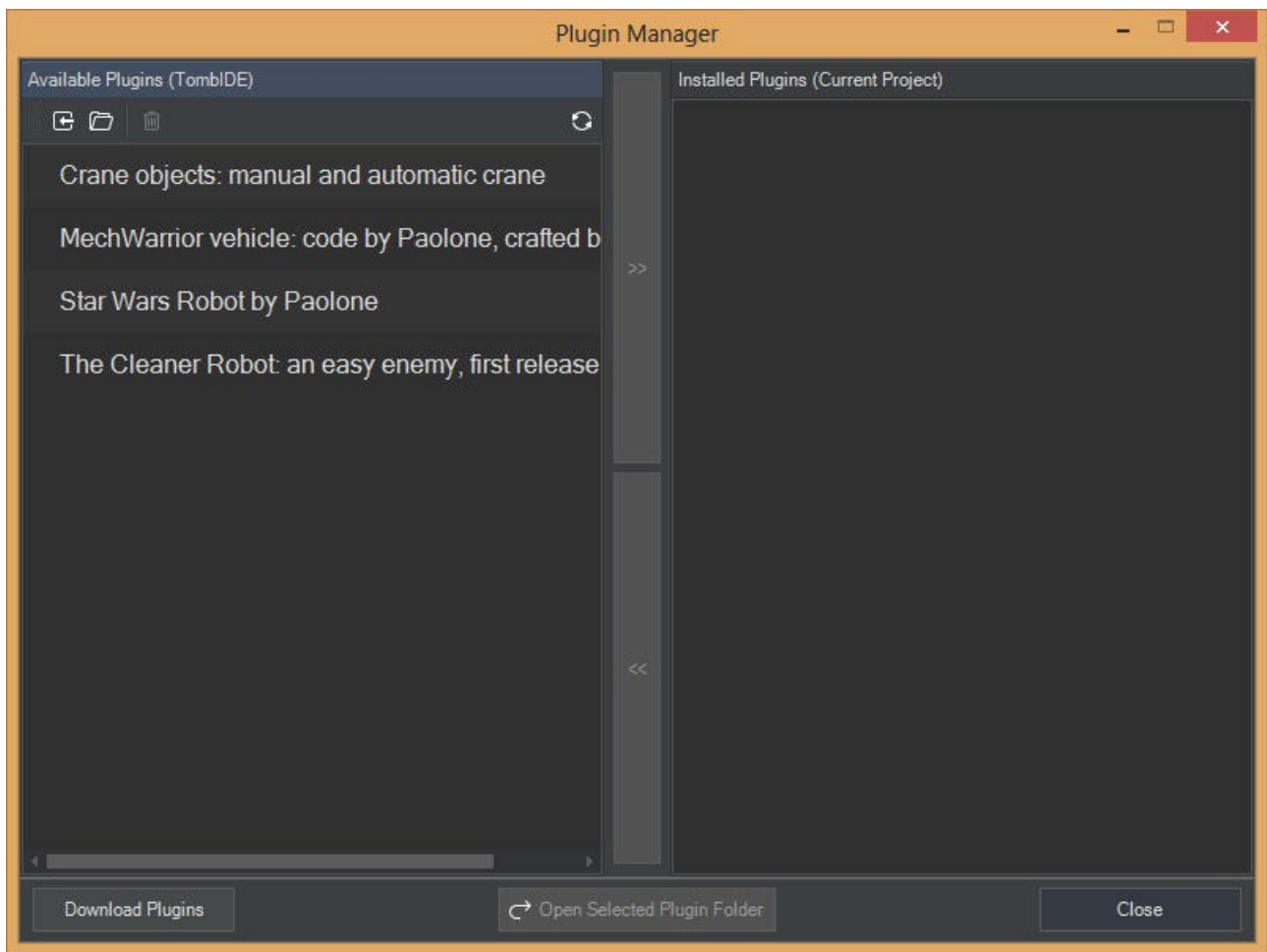


Initially copy new Plugin folders into the **TIDE\TRNG Plugins** folder.

**Plugin\_Cleaner**  
**Plugin\_SW\_Robot**  
**Plugin\_Cranes**  
**Plugin\_MechWarrior**                      etc.

In the **Tomb IDE** the Plugin Manager Window will now display a list of available Plugin objects for installation.

## TOMB IDE MANUAL



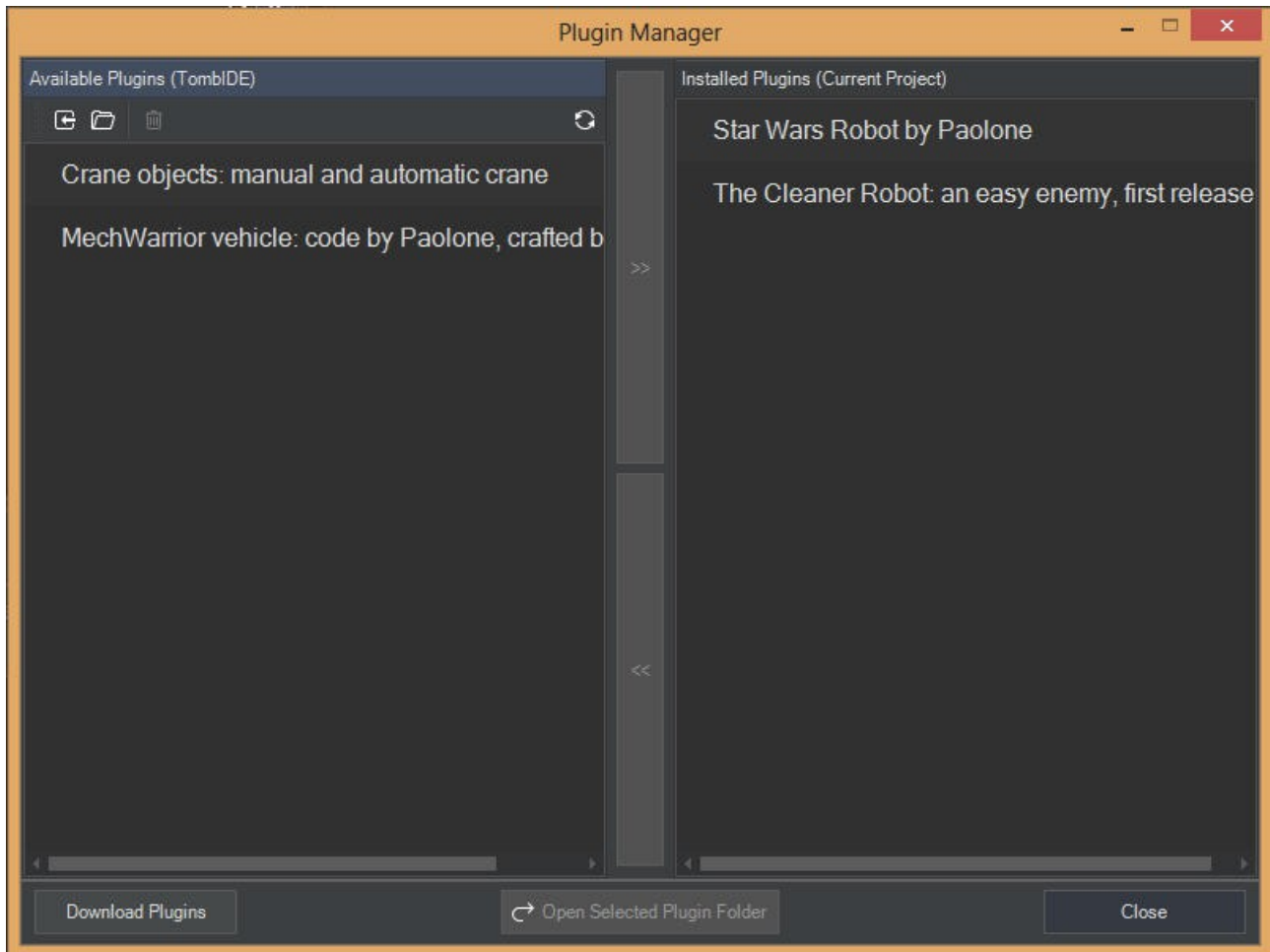
Select a Plugin and then select the install button to install it into the project.

To uninstall a Plugin, select it in the right hand window and then select the uninstall button

## TOMB IDE MANUAL

Below is shown that the **Star Wars Robot** and the **Cleaner Robot** is installed into the project.

The **Crane objects** and the **Mech Warrior** are available to be installed if required.



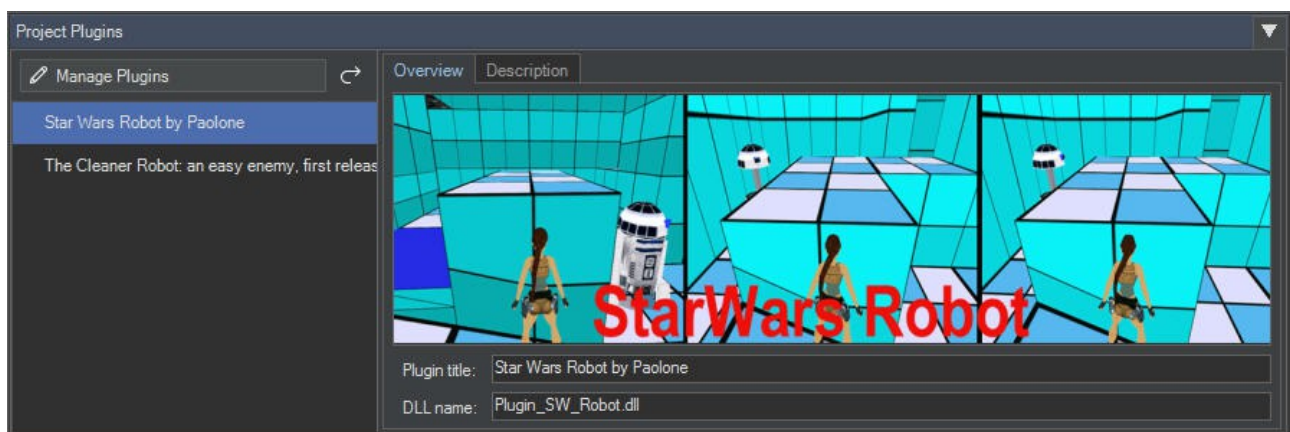
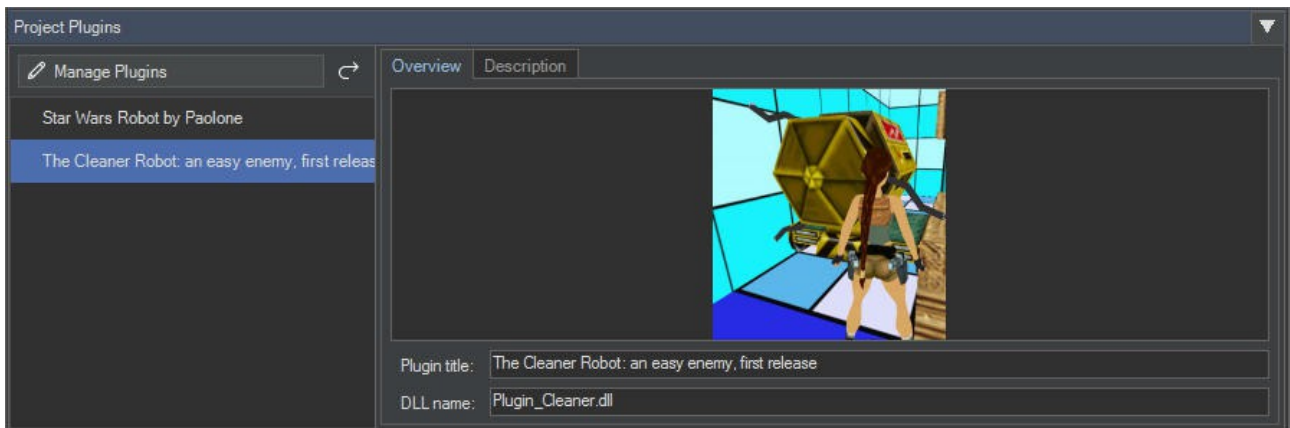


## TOMB IDE MANUAL

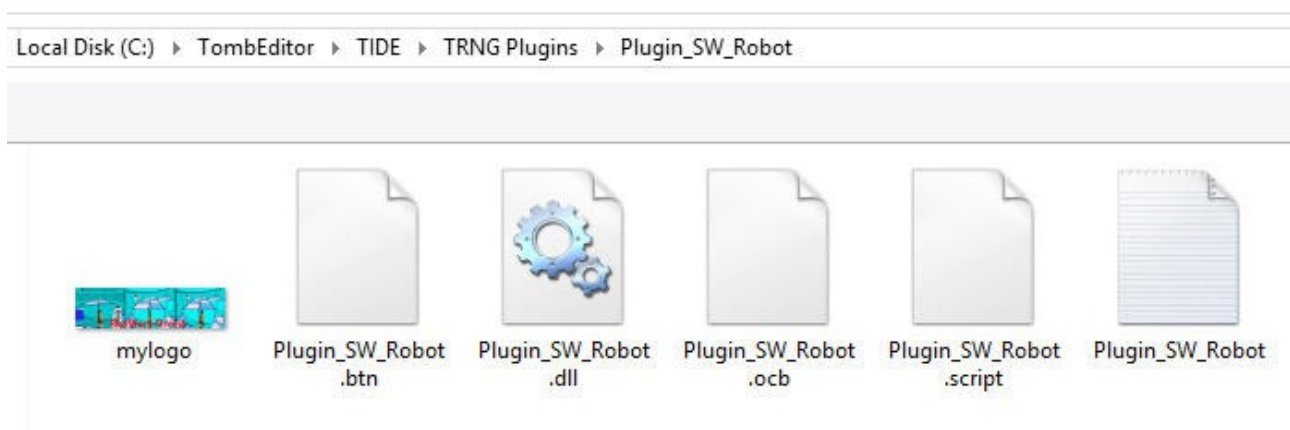
In the **Tomb IDE** project window:

Select the Plugin to display its information and image.

If the Plugin does not have an image to display then create a suitable image in the plugin folder in the **TIDETRNG Plugins** folder.



To see the contents of the Plugin folder select the icon



# TOMB IDE MANUAL

## ADDING THE PLUGIN OBJECT TO THE WAD

When the Plugin has been installed into the project it is also necessary to add the object into the project wad using the **Wad Tool**.

Load the project wad in the Destination window.

Load the Plugin wad in the Source window.

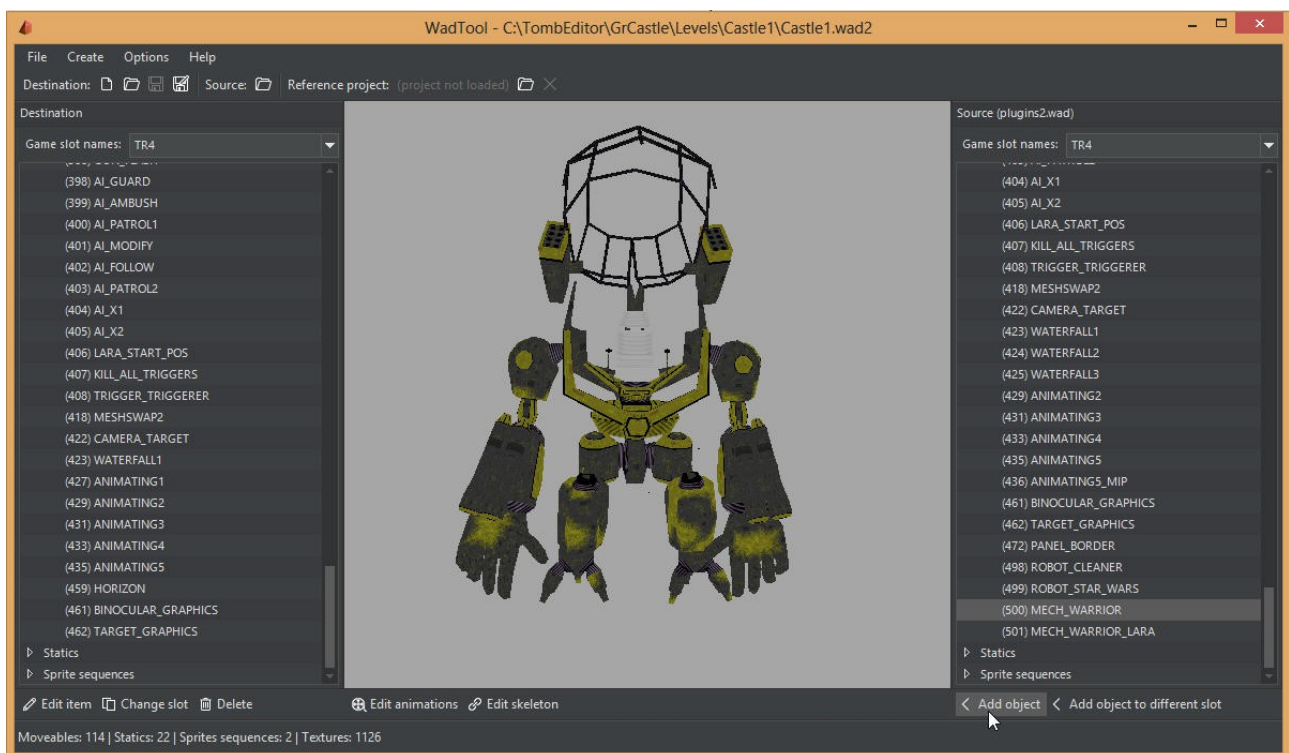
Copy the Plugin object from the source to the destination wad.

Save the destination wad (project wad).

Close the **Wad Tool** to return to the **Tomb IDE** project window.

Then click the level in the **Tomb IDE** to load the level into the **Tomb Editor**.

In the **Tomb Editor** select the Plugin object and place it into a room.



## TOMB IDE MANUAL

### PLUG IN INFORMATION

A Plugin requires trng library 1.3.0.0 (or higher).

**Tomb Editor** uses 1.3.0.7

All code required to handle the new object is not present in the tomb\_ **nextgeneration.dll** but in the specific Plugin. The Plugin is a set of files with the same name **Plugin\_SomeName** and different extensions.

The Plugin files are:

- .DLL** Always present, it is the core of the Plugin code.
- .BTN** Optional but very important to customize the Plugin.  
"BTN" means Button file.
- .SCRIPT** Optional but necessary when the Plugin requires script commands or constants.
- .TRG** The Trigger Plugin file.  
It is required to add new triggers to the **Tomb Editor**.
- .OCB** When the Plugin requires Object Code Bits values there is documentation.
- .TXT** A text file with a short description of the Plugin.  
This text is loaded in the Plugin panel.
- .JPG** Image for the Plugin object.
- NOTES:** To learn how to create your own Plugins see **Paolone's website SDK download.** <http://www.trlevelmanager.eu/ng.htm>

## **TOMB IDE MANUAL**

### **VISUAL C++ COMPILER.**

To compile the code it is necessary to obtain a **Visual C++** compiler.  
The Microsoft Visual Studio 2010 is recommended.

An on-line installer (3.2 Mb) can be obtained from:

**Google Search: Visual Studio 2010 Express Softradar**  
**VISUAL-C-PLUS-PLUS-2010-EXPRESS-EDITION\_SOFTTRADAR-COM**

Download the installer.

Run the installer and Install Visual C++ 2010 and input the Registration key.

### **Microsoft Visual Studio 2010 Express Registration Keys:**

**Visual Basic 2010 Express Key: 2KQT8-HV27P-GTTV9-2WBVV-M7X96**

**Visual C# 2010 Express Key: PQT8W-68YB2-MPY6C-9JV9X-42WJV**

**Visual C++ 2010 Express Key: 6VPJ7-H3CXH-HBTPT-X4T74-3YVY7**

**Visual Web Developer 2010 Express Key: CY8XP-83P66-WCF9D-G3P42-K2VG3**

**TOMB IDE MANUAL**

# **TOMB RAIDER NEXT GENERATION**



**PLUGIN DESCRIPTIONS**

## **PLUGIN DESCRIPTIONS**

### **Plugin\_Cleaner.dll**

**Download in SDK section Paolone website**

Cleaner Robot is a very simple enemy. (See TR3 Thames Wharf.)

It does not require any special OCB or customize command.

You put it in your level, trigger it and it will start to move.

This robot always moves following a straight line.

When it finds an obstacle it will try to turn by 90 degrees.

If all (forward, right and left) directions are stopped it will explode and this is the only way to "kill" it.

It will hurt and kill Lara when it touches her from its forward side.

It is not dangerous for Lara to touch the back or lateral sides.

The robot will also kill other enemies, killable creatures up to skeleton, i.e. creature killable by explosive ammos. If it meets a semi god, pushable objects or a rolling ball it will consider them like obstacles to avoid.

### **Plugin\_SW\_Robot.dll**

**Download in SDK section Paolone website**

An interesting skill of SW Robot (R2D2) is that it can work as a guard that checks any side of a room and it will give the alarm when Lara is detected.

SW Robot is able to move its head up and turn it to look over obstacles.

All settings for the SW Robot have to be typed using a

"Customize=CUST\_STAR\_WARS\_ROBOT,..." script command.

### **Plugin\_Cranes.dll**

**Download in SDK section Paolone website**

For the crane to work (falling traps like in TR5 or a real crane tool for Lara), type in the [Level] section where you mean to use it the AssignSlot= script command to inform where the cranes are.

In the case of the automatic crane it is enough to use one AssignSlot= command, like this:

AssignSlot= ANIMATING2, OBJ\_SWINGING\_CRANE

**Note:** In the above command the crane object is in the ANIMATING2 slot.

For the drivable crane type two AssignSlot= commands:

one for the Crane

one for the Crane Panel the item used as a switch when Lara is in front of it and hits the ACTION command.

For instance:

AssignSlot= ANIMATING2, OBJ\_SWINGING\_CRANE

AssignSlot= ANIMATING3, OBJ\_CONTROL\_PANEL\_CRANE

It is useful to set a different camera mode enabling a fixed camera when the drivable crane is going to be engaged to have a better view of the moving crane.

## TOMB IDE MANUAL

Use two new global triggers to discover when the crane has been engaged and when the driving quits:

### GT\_DRIVING\_CRANE\_START

This global trigger detects when the driving crane begins in game.  
Type in the Parameter field the index of the Swinging Crane item to detect the driving mode.

**Note:** The global trigger will be engaged when the first animation of Lara over the Crane Control Panel has just been completed.

### GT\_DRIVING\_CRANE\_QUIT

When Lara quits the driving of the crane this global trigger is engaged.  
Remember to type in the Parameter field the index of the crane to detect the end of driving.

Looks for the OCB to set in the Crane or Control Panel of the Crane.

### Plugin\_MechWarrior.dll Download in SDK section Paolone website

MechWarrior is a vehicle where Lara can get in to drive it.  
This is an object created by **Psiko** and **Paolone** has animated it adding the code to manage its many animations. The **MechWarrior** currently has only basic skills.  
Lara can get in, drive it, pass over two click obstacles (like scales) and then get off.  
There are no shooting skills yet.

### Plugin\_Rollingball\_AODfan

This plugin will enable rolling balls with the behaviour from the first 3 games in the NEW\_SLOT5/CLASSIC\_ROLLINGBALL slot.

The rolling ball is able to roll on flat surfaces and will be stopped by raised floors and walls.  
It can only roll in straight lines so do not place it diagonally.

It starts out facing west to east in the editor when first placed.

You can change the falling speed with the new  
**CUST\_CLASSIC\_ROLLINGBALL\_FALL\_SPEED** script command.

The rolling speed can be changed by adjusting the Speed value in the animation.

An additional death animation when Lara faces the rolling ball can be triggered with the  
**CUST\_CLASSIC\_ROLLINGBALL\_DEATH** script command.

Check the plugin folder for a death animation by **SrDanielPonces**.

OCB code 1 enables an additional animation when the boulder hits a wall,  
check the barrels WAD to see how to set it up

## **TOMB IDE MANUAL**

### **Plugin\_AkyVMix01**

Plugin version is 1.0.0.0.

Useable TRNG is 1.3.0.7 or higher.

Other plugins needed: none.

This plugin contains several new executable triggers and condition triggers, for different features.

#### **Notes:**

Several new things in this plugin are available with easier or complex triggering and scripting, in the variable and memory zone based setups, using only trng.dll.

However, any variable mentioned there are NOT used in these new triggers.

This plugin is variable-free for level builders.

Several triggers hosting Moveable objects are not Action triggers but Flip effects.

Possible bugs are mentioned in the descriptions.

Many triggers (controlling objects) of this plugin have a limitation:  
only one or a few objects can be used with that feature at the same time.

Automatic bug fixes:

Bug description: the Seth Blade trap will be reactivated when a save game has been loaded.

#### **Note:**

This fix only works if the OCB is negative. It is meaningless with a positive OCB.

A negative OCB number means the trap will start moving in a time which is defined in the OCB number (as tick frames) and after that the trap will not move any more.

A positive OCB number means the trap will start moving in a time which is defined in the OCB number (as tick frames) and after that the trap will start moving again.

An anti trigger means a pause in both cases.

Bug description: the Drive/Reverse and speedcounter sprites are enabled even if Lara is not in the jeep.

#### **OCB list:**

NEW Interact items: 1111 (only technical OCB)

NEW Camera Target: 1, 2, 4 (fixing "stand a lone camera target" bugs)



## **TOMB IDE MANUAL**

### **Customize command list:**

#### **CUST\_START\_WEAPON**

### **ACTION trigger list:**

150:Enemy. Force GUARD property on <#> enemy

151:Enemy. Make <#> enemy drop GUARD (AI nullmesh or forced), MODIFY, GUARD+MODIFY, PATROL properties

152:Enemy. Put out the flaming torch temporarily in <#> Guide's hand

153:Enemy. Make <#> Horseman (on horse) patrol

### **FLIPEFFECT trigger list:**

500:Inventory-Item. Set infinite amount for <&> inventory-item

501:Inventory-Item. Set (E) big number of <&> inventory-item

502:Inventory-Item. Increase the number of <&> inventory-item with (E) big number

503:Inventory-Item. Decrease the number of <&> inventory-item with (E) big number

504:Lara. (Weapons) Attach lasersight on <&> weapon

505:Lara. (Weapons) Detach lasersight from <&> weapon

506:Lara. (Weapons) Load <&> ammo in the shotgun

507:Lara. (Weapons) Load <&> ammo in the grenade gun

508:Lara. (Weapons) Load <&> ammo in the crossbow

509:Lara. (Weapons) Make Lara extract <&> weapon immediately

510:Lara. (Holds) Make the flare go dead in Lara's hand in <&> seconds from now on

511:Timer. <&> Enable/disable screen timer

512:Timer. Start countdown screen timer from <&> second

513:Timer. Use partial time in screen timer in <&> way

514:Lara. (Health) Set Lara's actual air under water to <&> percents

515:Lara. (Health) Set Lara's maximum air under water to <&> (set it only out of underwater, except: from default)

516:Lara. (Health) Keep Lara's actual underwater air (as actual air in scuba diver tank) out of water, in <&> way (No deep wading!)

517:Timer. Restore the time of running screen timer after the level jump in <&> way

518:Lara. (Move) <&> Enable/disable infinite dash power (for foot and nitro+motorbike)

519:Cheat. <&> Enable/disable to start flycheat (Restore the original status before leveljump!)

520:Weather. Horizon. <&> Enable/disable horizon

521:Weather. Horizon. <&> Enable/disable ColAddHorizon

522:Weather. Sun. <&> Enable/disable LensFlare coordinates and color

523:Weather. Sun. The sun has <&> LensFlare coordinates and color

524:Weather. Sun. Move the sun in <E> direction in <&> way

525:Weather. Sun. Change slowly the color of the sun to <&> color in (E) seconds

526:Weather. Sun. (E) Start/stop pulsing of sun in <&> way, between the original color and the required one

527:Weather. Sky. (E) Start/stop pulsing of layer1 in <&> way, between the original color and the required one

## TOMB IDE MANUAL

- 528:Camera. Change LoadCamera parameters in <&> way
- 529:Lara. (Move) Make all the walls climbable in <&> way (Cannot climbing around corners!)
- 530:Weather. Sky. (E) Start/stop pulsing of layer2 in <&> way, between the original color and the required one
- 531:Weather. Sun. Move the sun in more than one direction at the same time, in <&> way
- 532:Lara. (Holds) Make Lara get out of/off the actual vehicle in <&> way (if it is sudden: only for jeep or motorbike)
- 533:Lara. (Holds) Make Lara get in/on jeep or motorbike in <&> way (just after leveljump/cutscene end)
- 534:Lara. (Holds) (E) Enable/disable to use <&> item
- 535:Enemy. Set the new location whereto <&> Ahmet will be transported when resetting Scales the next time
- 536:Lara. (Holds) (E) Start/stop counting the amount of use of <&> switch from now on (to on: one use, to off: another use)
- 537:Sound. Change (E) audio/sound master volume (of Options menu) to <&> percent
- 538:Earthquake. (E) Start/stop an earthquake with <&> parameters
- 539:Moveable. Change the look of <&> the object slot for its MIP slot, in bigger distance from Lara than the required one
- 540:Lara. (Health) Start/stop making Lara invulnerable against the direct (sword, bite etc.) attack of <&> enemy
- 541:Enemy. Change the vitality of <&> enemy to the required point
- 542:Enemy. Start/stop making <&> enemy invulnerable (remaining amiable)
- 543:Enemy. Start/stop making <&> enemy poisoned
- 544:Enemy. Set <&> Enemy Jeep speed to the required value
- 545:Enemy. Set the time between <&> Enemy Jeep (parked) shoots two grenades to the required seconds
- 546:Enemy. Shoot the next grenade of <&> Enemy Jeep (parked) in the required seconds (then follow the usual timer between grenades)
- 547:Enemy. Make <&> Enemy Jeep friendly (= disable grenades), or remove it
- 548:Enemy. Set the ammo amount of <&> Baddy\_1 or Baddy\_2 to the required bullets
- 549:Enemy. Customize the "burn Lara" and "vulnerability" status of <&> Wraith1 (the fire wraith)
- 550:Enemy. Start/stop making <&> Wraith2 (the ice wraith) invulnerable in water
- 551:Enemy. Start/stop making <&> Wraith have a special route
- 552:Enemy. Set the required emission mode for <&> Little Beetles (only when coming from walls)
- 553:Enemy. Set the time between <&> emitter emits two fishes to the required seconds
- 554:Enemy. Start/stop <&> Mutant performing the harmless rage for the required time
- 555:Moveable. Customize <&> Falling Block time to shiver before the crash
- 556:Object generally. Change the OCB value of Moveable or Statics object in <&> way
- 557:Enemy. Force the required status on <&> Laser Head
- 558:Trap. Force the required speed/direction on <&> Rollingball
- 559:Trap. Force the required tick frames of pause between two extensions of <&> Teeth Spike
- 560:Trap. Force the required rotation speed for <&> Joby Spike
- 561:Trap. Force the required actual length for <&> Joby Spike
- 562:Trap. Force the required maximal length for <&> Joby Spike
- 563:Trap. Make <&> Squishy Block2 fall down in the required seconds

## TOMB IDE MANUAL

564:Effect. (E) Start/stop <&> customized Sprinkler

565:Moveable. Start/stop forcing the required pulsing color on <&> object

566:Effect. Make <&> Firerope burn for the required seconds

567:Effect. Force the required status on <&> Burning Floor

568:Effect. (E) Start/stop the required special action on <&> Flame Emitter (having flames blown)

569:Effect. (E) Start/stop the required special action on <&> Steam Emitter (having harmful steam blown)

570:Moveable. Make <#> Twoblock Platform descend to the required position

571:Effect. Make <&> Mine (triggered) explode in the required seconds

572:Effect. Make single <&> Grenade have the required time for the exploding effect

573:Moveable. Reactivate <&> object in the required way

574:Moveable. Modify the One Shot status of <&> object in the required way

575:Moveable. Modify the codebit button status of <&> object in the required way

576:Moveable. Make the required mesh of <&> object slot shatterable

577:Statistics. Add one extra pack to the <&> medipack statistics

578:Statistics. (E) Start/stop the custom phase of <&> statistical parameter

579:Statistics. Write the actual value of (E) statistical parameter in <&> variable

580:Inventory-Item. Make the mechanical scarab useable <&> times from now on

581:Train. <&> Enable/disable Train

582:ResetHUB. <&> Enable/disable ResetHUB for (E) level

583:Camera. <&> Start/stop forcing "look" camera to keep the view

584:Inventory-Item. Set <&> parameters for (E) inventory item

## TOMB IDE MANUAL

### CONDITION trigger list:

- 116:Moveable. <#> object activates this HEAVY trigger
- 117:Moveable. <#> object (including Lara) is performing the required animation and frame
- 118:Moveable. The item found latest is <#> object
  
- 119:ResetHUB. ResetHUB is <#> enabled/disabled
  
- 120:Train. Train is <#> enabled/disabled
  
- 121:Inventory-Item. The inventory has been closed latest at <#> item
- 122:Inventory-Item. The mechanical scarab can be used <&> times
  
- 123:Statistics. <#> Seconds of time have been taken so far in (E) the level/game
- 124:Statistics. <#> Ammo have been used so far in (E) the level/game
- 125:Statistics. <#> Secrets have been found so far in (E) the level/game
- 126:Statistics. <#> Meters of distance have been travelled so far in (E) the level/game
- 127:Statistics. <#> Big/small medipacks have been used so far in (E) the level/game
  
- 128:Moveable. (E) Mesh of <#> object has been invisible/shattered
- 129:Moveable. The required mesh of <#> object slot is shatterable
- 130:Moveable. The codebit button status of <#> object is (E)
- 131:Moveable. The One Shot status of <#> object is (E)
- 132:Moveable. <#> Door (moved by a cog switch) is in (E) position
  
- 133:Effect. Lightning just (E) strikes/doesn't strike into <#> Lightning Conductor
  
- 134:Moveable. <#> Element Puzzle status is (E)
  
- 135:Effect. Single <#> Grenade has the required seconds before the explosion effect ends
- 136:Effect. <#> Mine (triggered) has the required seconds before the explosion
  
- 137:Trap. <#> Sentry Gun radar status is (E)
  
- 138:Moveable. <#> Expanding Platform actual size is the required percent of the maximum
- 139:Moveable. <#> Raising Block actual size is the required percent of the maximum
- 140:Moveable. <#> Twoblock Platform is in (E) position
  
- 141:Effect. <#> Waterfall Mist (having random emission by OCB) just (E) has/doesn't have an emission
- 142:Effect. <#> Steam Emitter (having harmful steam blown) has the required parameter value
- 143:Effect. <#> Steam Emitter (having harmful steam blown) has (E) status
- 144:Effect. <#> Flame Emitter (having flames blown) has the required parameter value
- 145:Effect. <#> Flame Emitter (having flames blown) has (E) status
- 146:Effect. <#> Burning Floor has (E) status
- 147:Effect. <#> Firerope (just burning) starts crumbling in the required seconds
- 148:Effect. <#> Firerope has (E) status
  
- 149:Lara. (Health) Lara is <#> just burning or not
  
- 150:Inventory. There are <#> number of (E) inventory-item

## TOMB IDE MANUAL

- 151:Lara. (Health) Lara's actual underwater air is <#> percents in (E) way  
152:Lara. (Move) Lara is just dashing (on foot or nitro+motorbike) with <#> percents of dash value  
153:Lara. (Weapons) Shotgun has <#> inventory status  
154:Lara. (Weapons) Uzis have <#> inventory status  
155:Lara. (Weapons) Revolver has <#> inventory status  
156:Lara. (Weapons) Grenade gun has <#> inventory status  
157:Lara. (Weapons) Crossbow has <#> inventory status  
158:Lara. (Weapons) Lasersight has <#> inventory status
- 159:Trap. <#> Sentry Gun shooting status is (E)
- 160:Lara. (Weapons) Lara is just aiming at any enemy (in automatic way)  
161:Lara. (Weapons) Lara is just aiming at an enemy of <#> enemy slot (in automatic way)  
162:Lara. (Weapons) Lara is just aiming at <#> enemy (in automatic way)  
163:Lara. (Weapons) Lara is just looking through the lasersight on <#> weapon in (E) way  
164:Lara. (Weapons) Lara's actual weapon is <#> in (E) way  
165:Lara. (Weapons) The weapon has the exact holstered position of <#> parameter  
166:Lara. (Weapons) The weapon seen on Lara's back is <#>  
167:Lara. (Weapons) There is any weapon in Lara's hand in <#> way
- 168:Lara. (Holds) Lara is performing <#> action with (E) torch  
169:Lara. (Holds) Lara ignites a flame/torch at <#> frame of (E) way  
170:Lara. (Holds) Lara ignites a flare  
171:Lara. (Holds) Lara picks up a flaming flare (she has dropped before) in <#> way  
172:Lara. (Holds) The moment when Lara starts throwing/dropping a flare in <#> way  
173:Lara. (Holds) The flare in Lara's hand has started blinking (dying) (One Shot is recommended)  
174:Lara. (Holds) The flare in Lara's hand will be dead in (E) more/less/exactly than <#> seconds
- 175:Timer. Screen timer is <#> enabled/disabled  
176:Timer. Screen timer is at <#> seconds in (E) way  
177:Timer. The timer of the Moveable object will expire in the required seconds in <#> way  
178:Timer. The timer of <#> Moveable object has (E) activity status
- 179:Lara. (Status) Lara is on a square with grey frame (to start the mechanical scarab)  
180:Lara. (Health) (E) More/less/exactly than <#> game tick frame is just being performed since the start of the dying animation
- 181:Cheat. Lara is just <#> flying/not flying in DOZY mode  
182:Cheat. Flycheat is <#> enabled/disabled
- 183:Weather. Horizon. Horizon is <#> enabled/disabled  
184:Weather. Sky. (E) Layer 1/2 is <#> enabled/disabled  
185:Weather. Lightning. Lightning is <#> enabled/disabled  
186:Weather. Horizon. ColAddHorizon is <#> enabled/disabled  
187:Weather. Sun. LensFlare coordinates and color are <#> enabled/disabled  
188:Weather. Sky. (E) Layer 1/2 is moving in <#> direction  
189:Weather. Sky. (E) Layer 1/2 has <#> speed  
190:Weather. Fog. VolumetricFX is <#> enabled/disabled  
191:Weather. Sun. Sun is just <#> moving or not  
192:Weather. Sun. Sun has <#> color  
193:Weather. Sky. (E) Layer 1/2 has <#> color  
194:Weather. Sun. Sun is just <#> pulsing or not  
195:Weather. Sky. (E) Layer 1/2 is just <#> pulsing or not

## TOMB IDE MANUAL

- 196:Lara. (Holds) Lara <#> is just (not) hanging on a rope  
197:Lara. (Holds) Lara is hanging on a rope in <#> way in (E) position (only if her feet are not on the rope)  
198:Lara. (Holds) Lara's horizontal distance to the vertical is <#> when swinging on the rope (only if her feet are not on the rope)
- 199:Moveable. The object works according to the required value in the OCB window in <#> way  
200:Moveable. <#> Object has (E) feature in OCB window
- 201:Lara. (Holds) Lara <#> is just (not) driving a vehicle  
202:Lara. (Holds) Lara is just driving <#> vehicle  
203:Lara. (Holds) Lara used the switch the required times since the counting started (to on: one use, to off: another use) in <#> way  
204:Lara. (Holds) The usage of <#> object is (E) enabled/disabled (only made with F534 or tightrope)  
205:Moveable. <#> Falling Block (just performing shivering) will fall down in the required seconds  
206:Lara. (Holds) Lara is just moving <#> Pushable Object in (E) way  
207:Lara. (Holds) Lara is just pushing <#> Rollingball  
208:Lara. (Holds) Lara is just using <#> Rope in (E) way  
209:Lara. (Holds) Lara is just using <#> Parallel Bar in (E) way
- 210:Weather. Fog. Distance fog (if VFX disabled) or fog bulb (if VFX enabled) trigger-based color is <#>
- 211:Room. Room has <#> properties
- 212:Moveable. The object (including Lara) is in <#> room
- 213:Statics. The object works according to the required value in the OCB window in <#> way  
214:Statics. <#> Object has (E) feature in OCB window
- 215:Object generally. Moveable (including Lara) or Statics object has <#> orientation
- 216:Statics. <#> Object has a (E) wholeness status
- 217:Moveable. The object (including Lara) vertical distance from the floor (with collision) under the object is <#>
- 218:Sound. The <#> audio is playing in (E) mode  
219:Sound. The (E) audio/sound master volume (of Options menu) is <#> percent
- 220:Earthquake. The actual intensity of the actual earthquake is <#>
- 221:Moveable. The object slot will change the look for its MIP slot, in <#> distance from Lara  
222:Moveable. <#> Object is died/ruined (= general "death" condition)
- 223:Camera. The current camera is <#>

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- 224:Enemy. The vitality percent of the enemy is <#>
- 225:Enemy. Lara or else just hits <#> enemy with bullets (excluded: grenades, arrows; included: immortal enemies, accidental hits)
- 226:Enemy. <#> Enemy is (E) poisoned or not (but living)
- 227:Enemy. <#> Enemy has (E) AI property
- 228:Enemy. <#> Enemy Jeep shoots the next grenade in the required seconds
- 229:Enemy. <#> Enemy Jeep is just (E) friendly or not
- 230:Enemy. <#> Baddy\_1 or Baddy\_2 has the required amount of Uzi ammunition
- 231:Enemy. The torch in <#> Guide's hand has (E) status
- 232:Enemy. The on-horse status of <#> Horseman is (E)
- 233:Enemy. <#> Wraith1 (the fire wraith) has (E) "burn Lara" and "vulnerability" status
- 234:Enemy. <#> Wraith2 (the ice wraith) is (E) vulnerable/invulnerable in water
- 235:Enemy. <#> Wraith is just turning (E) clockwise/anti-clockwise
- 236:Enemy. <#> Wraith have (E) special route
- 237:Enemy. The required amount of Little Beetles have not been emitted yet from <#> emitter
- 238:Enemy. The required amount of Fishes have not been emitted yet from <#> emitter
- 239:Enemy. <#> Emitter just emits a fish
- 240:Enemy. <#> Mutant is just (E) harmful/harmless
- 241:Enemy. <#> Setha is just shooting energy in (E) way
- 242:Enemy. <#> Harpy is just shooting energy in (E) way
- 243:Enemy. The new location whereto <&> Ahmet will be transported when resetting Scales the next time is the required one
- 244:Enemy. <#> Laser Head has (E) required status
- 245:Enemy. The required number of body parts (of 12) still remains to shatter before <#> Hydra dies
- 246:Trap. <#> Rollingball has the required speed in the required direction
- 247:Trap. <#> Teeth Spikes is in (E) position
- 248:Trap. The next extension of <#> Teeth Spikes (just drawn back) will happen in the required tick frame
- 249:Trap. The rotation speed of <#> Joby Spike is the required one
- 250:Trap. <#> Joby Spike is just rotating (E) clockwise/anti-clockwise
- 251:Trap. The actual length of <#> Joby Spike is the required one
- 252:Trap. The maximal length of <#> Joby Spike is the required one
- 253:Trap. <#> Squishy Block2 falls in the required seconds
- 254:Trap. <#> Seth Blade next strike starts in the required seconds
- 255:Effect. <#> Sprinkler is in (E) working phase

## **TOMB IDE MANUAL**

### **Plugin\_AkyVMix02**

Plugin version is 1.0.0.0.  
Useable TRNG is 1.3.0.7 or higher.  
Other plugins needed: none.

#### **FEATURES IN THE PLUGIN:**

##### **Remove/restore the shadow of an enemy type, or Lara, or check it:**

F585:Enemy. Remove the shadow of <&> enemy type (or Lara) for (E) case

F586:Enemy. Restore the shadow of <&> enemy type (or Lara) for (E) case

C115:Enemy. The shadow of <#> enemy type (or Lara) is (E) see able/removed

An "ultimate" scripted tool to handle numerical variables, even with new variables, if **Paolone's** Local Long Alfa, Global Short Beta1 etc. variables and their triggers are not enough and/or seem complex for your game.

Notable extra features: floating values and data transport between the levels and the title are supported!

F587:Variables. Execute <&> operation

Print a Diagnostic screen for new variables or "old" memory zone fields.

Notable extra feature: a spectacular display if a bit is set or cleared.

F588: Variables. Diagnostic. (E) Enable/disable <&> diagnostic

Print new variables or "old" memory zone fields in the log:

F589:Variables. Log. Print <&> value in the log

F590:Variables. Log. Remove <&> value from the log

Print new variables or "old" memory zone fields, in your custom text, on the screen:

F591:Text. (E) Print/remove custom text and variable with <&> parameters

#### **Note:**

F591 is useable even without printing variables/fields. Which is good, because special F591 features ( variable based position) can be used even for printing texts without variables/fields.

Examine new variables or "old" memory zone fields, if they are equal/bigger/smaller than another number:

C114: Variables. Examine <&> relation

**Note:** Prints are gone with static/flyby cameras, this will fix it:



## TOMB IDE MANUAL

F598:Camera. <&> Start/stop fixing "text/image/sprite is missing from static/flyby camera screen" bug

An extended version of the exportable "FINISH trigger" (trng.dll F82) to perform a level jump even to LARA\_START\_POS objects just like in the case of the classic FINISH trigger:

F592:Finish. Load <&>level to (E) Lara

### Sprite features:

A better control for sprites, instead of of trng.dll PARAM\_SHOW\_SPRITE, in some meanings, i.e. F595 is able to place the sprite even in variable-based positions and/or to place/remove it by degrees, fading it in/out:

F595:Sprite. (E) Show/hide sprite with <&> parameters

"Raindrops on the camera lens" feature, imitated with sprites on the screen in rain, snow or close to waterfalls:

F596:Sprite. (E) Enable/disable "raindrops on lens" effect with <&> parameters

### Note:

F596 is also useable in the case of some special setups, like marks of splashing blood "on the lens" etc. See F598 to fix the missing sprites on static/flyby camera screens.

Force dripping on Lara - just like when she is coming out of water:

F597:Effect. <&> Start/stop making Lara dripping for a while

**Note:** F596 makes it possible to mix raindrop and drip features.

You can try what usually is impossible, i.e. execute a trigger during menus or load screens (even if it is a specific menu/load screen):

F593:TriggerGroup. Perform trigger in menu mode with <&> parameter

As an option, you can also add a keyboard key to that trigger, so the trigger will be executed in that menu/load screen only if you hit that key.

## TOMB IDE MANUAL

### Additional features:

Level jump load screen in F593 can be detected only if you use F592 (see above) as a "Finish" trigger.

Backup save game load screen in F593 can be detected only if you use F594, instead of the same trigger of trng.dll F98:

F594: Backup. Restore (load) the <&> backup file in (E) way (for menu mode)

Triggers drawing things on the screen cannot work in menu mode if they are trng.dll triggers, choose the triggers of the plugin:

F591 to print text, see above (even if you do not want to print memory zone fields or new variables),

F595 to show sprites, see above (even if you do not want to change the sprite position in variables),

"Images" Flip effect are useless to show images in these situations without errors.

The only chance to show images under menus is still a  
Customize= CUST\_BACKGROUND Script command.

The identification of the previous level could be useful if there are different Finish triggers in different levels to load Lara to the current level:

C113: Finish. The previous level ID is <#>

**Note:** It is also useful to check some special cases, e.g. if you have come to the title from a level, by the death of Lara etc.

You can check a few parameters of the actual (chase, look, combat, static, flyby) camera (like room, position etc.):

C112: Camera. The actual camera has <#> parameters

## **TOMB IDE MANUAL**

An alternative is to simply enable/disable triggers with a TRIGGER\_TRIGGERER object. This time what you activate/deactivate is not a TRIGGER\_TRIGGERER but a Condition trigger. This is useful if the trigger that you want to enable/disable has a (much) bigger area than one sector or if it is not a map trigger but a trigger scripted:

F599: Trigger management. (E) Activate/deactivate condition, signed with <&>

C111: Trigger management. This condition with <#> sign has already been activated

If you want something to be activated when a few switches of the same switch type have already been used in the required order:

F600: Lara. (Holds) (E) Establish/remove <&> switch sequence

F601: Lara. (Holds) Reset <&> switch sequence

C110: Lara. (Holds) Lara uses the switches of <#> sequence

## **TOMB IDE MANUAL**

### **Plugin\_AkyVMix03**

Plugin version is 1.0.0.0.

Useable TRNG is 1.3.0.7 or higher.

Other plugins needed: mostly none. Except: **AkyVMix02** plugin for some bug fixes.

This plugin contains a few different features.

#### **FEATURES IN THE PLUGIN:**

##### **Audio and sound features:**

You can adjust a set for inside/outside/underwater ambience audio tracks, when the proper track is automatically used:

F602: Sound. (CD) (E) Enable/disable <&> audio track set

You can change the properties (sample, volume etc.) of a particular sound sample in-game:

F603: Sound. (E) Change/restore sound sample properties in <&> way

##### **New display modes:**

A heavily customizable feature to show the health displays (bar+text+sprite) of the enemy aimed at by Lara, plus, the other enemies near her:

F604: Enemy. (Health) (E) Enable/disable enemy health display in <&> way

**Note:** The feature is also useable if you only want to list the aimed/near enemies on the screen, by texts or sprites.

Some special customization (e.g. pulsing) to change the color of classic bars (Lara's health, Lara's air etc.) and default TRNG bars (Damage, custom etc.):

F605: Bar. (E) Enable/disable bar color in <&> way

Lara's hanging strength display in a grip bar, like in Angel of Darkness:

F606: Bar. (E) Enable/disable Lara's grip bar in <&> way

C108: Bar. Lara's hanging strength for enabled grip bar is (E) less/equal/more than <#> percents

Lara's walking mode switch (walking icon, plus walking mode on/off), like in Angel of Darkness:

F607: Lara. (Status) (E) Enable/disable Lara's walking mode in <&> way

## **TOMB IDE MANUAL**

**Note:** F592 and F594 of the plugin are special triggers to use F604, F606, F607 and F608 properly.

If you find boring and unrealistic that Lara can shoot endlessly, then the required weapon must be reloaded each time e.g. if the clip in it has run out of ammo.

Use this trigger:

F608: Lara. (Weapons) (E) Enable/disable reloading weapon in <&> way

This trigger lets you change room flags or intensities, based on editor room ID's (or some other parameters), including specified for flipped rooms:

F609: Room. Set <&> properties in the required room

Till now, you could check the distance only between Lara and a Moveable/Static object. But with this condition, now you can examine it between any objects:

C109: Object generally. Check the distance between any objects in <#> way

## **TOMB IDE MANUAL**

### **Plugin\_AODfanCcocolateFanChronicles**

This plugin is a complete rewrite of AODfan's Plugin\_Chronicles, with many improvements, corrections and new features.

It controls up to 16 searchable objects.

### **Plugin\_CcocolateFanFlareSFX**

This plugin brings back two flare effects that were present in TR2 and TR3: sound and bubbles.

The first two flip effects can assign a sound, whilst the third restores the default silence. Note that the sound sample assigned must have the L flag in Sounds.txt.

The remaining flip effects can enable or disable:

- Bubble generation when the flare is underwater.
- Pitch variation when the flare is underwater.
- Synchronization between light and sound/bubbles.

### **Plugin\_CcocolateFanSetup**

This plugin can force Bilinear Filtering and No FMV settings on or off. It implements two flip effects.

The first forces a setting to a chosen state.  
The second ceases to force it.

The desired state will be carried over all following levels.  
The title, however is special and needs its own flip effects.

To override Bump Mapping and Volumetric FX settings, use ForceBumpMapping and ForceVolumetricFX commands respectively.

# **TOMB IDE MANUAL**

## **Plugin\_ClassicInventory**

Classic Inventory 1.2.0.0

Required TRNG version: 1.3.0.7

You will also require the Microsoft Visual C++ 2010 Redistributable Package if not already installed: <https://www.microsoft.com/en-us/download/details.aspx?id=5555>

### **Description**

This plugin replaces the TR4 flat inventory with one resembling the classic TR1-3 ring.

Note, not everything is exactly as in the originals.

For example, the save, load, options and title screens are still the same as in TR4/TRNG.

### **Main Features**

- Ring inventory with ammo and combo functionality
- Item animations
- Item descriptions
- Item 3D models can be any moveable slot
- Custom item actions
- Support for new items
- Support for custom source of item quantities, e.g. using script variables
- Support for custom ammo types
- Custom combos with support for two final items (e.g. waterskins)
- Examine items with the ability to rotate
- Health items with custom health and poison points
- Compasses with ability to track custom targets
- Stopwatches with hour, minute and second hands
- Passports with load/save/quit or custom actions
- Maps with markers and custom actions
- Custom lighting
- Custom cheats
- New pickup notifier with sprite support

### **Using the Inventory**

The new inventory should be usable after installing the plugin.

To test, start a new game and press the Inventory key.

**Note:** Any existing save games created before installing the plugin may not work and can result in a crash.

# **TOMB IDE MANUAL**

## **Basic Navigation:**

To change the selected item, press Left or Right.

To change to the next or previous available ring, press Up or Down.

To activate the current selected item and show its available actions, press the Action or Enter key.

While the action menu is displayed, press Up or Down to select one of the available actions. For special items like passports and maps, press Left or Right instead.

To execute a selected action, press the Action or Enter key again.

**Tip:** To execute the first available action of a selected item without showing the menu, press and hold the Action or Enter key.

To rotate an item being examined, press Left, Right, Up or Down.

To cancel and return to a previous screen, press the Inventory or Esc key.

## **Scripting**

See the CUST\_CINV\_... constants.

## **Triggers and Conditions**

See the Set Trigger Type window for this plugin to see what triggers and conditions are available.

## **Known Issues and Workarounds**

Item meshes can be a bit jittery when in motion.

Item animations only support a frame rate of 1. Any higher rate will result in speed up animations.

A too large of a value for item scale causes texture rendering issues for items with shine applied.

Camera view might differ somewhat between full screen and windowed modes.

The configured mesh-mask of an item's model does not work for the pickup notifier, e.g. the revolver will be shown on screen with the laser sight and torch attached when picked up. For now a solution would be to change the item's pickup model in the script to a slot containing only the desired meshes.

The pickup notifier will not use the configured display settings to ignore the animation position and orientation. This is mostly a problem with items which are initially off-centre from their 3D origin, e.g. attached to walls. Similar solution as for the mesh-mask issue, i.e. change pickup model to one that is positioned at the origin.



## **TOMB IDE MANUAL**

Inventory background image might blink on certain computers.  
This also happens without the plugin. Soft Full Screen seems to fix it.

Only the Numpad keys are usable in debug mode to change the camera and ring settings  
and only the Left Ctrl button to alternate between positioning and orienting.

The currently selected ring and item is reset to default (INVENTORY ring, first item)  
between level jumps and after using up the last item on a ring.  
Be sure to always have at least one item available on the INVENTORY ring.

### **Special Thanks**

AkyV and ChocolateFan for beta testing.

JoeyQuint for his auto FOV formula.

Everyone at TRF who gave suggestions on how the ring inventory should function.

Paolone for creating the plugin version of TRNG and opening the doors of possibilities.

Core Design for creating the original ring inventory.

## **TOMB IDE MANUAL**

### **Plugin\_TR3Aiming**

This plugin will rework the TR4 aiming to TR3 aiming system !

The flag EnableCamera from "Customize=CUST\_TSU\_AIMING" needs to be enabled to have the TR3 Camera Working !

#### **The difference is:**

Camera locks the target continuously unless the ACTION key is released.

More angle when firing because of the camera (~170 degree max in left and right direction).

#### **Warning:**

The joint can be transparent (torso front) with a angle more than 90° be careful (unless you use TR1-TR3 skin) !

All arguments after "CUST\_TSU\_AIMING," need to be enabled/disabled because IGNORE is not used with this command !

**TOMB IDE MANUAL**

# **TOMB RAIDER NEXT GENERATION**



**TOMB IDE**

**INITIAL SCRIPT.TXT FILE**

## TOMB IDE MANUAL

```
;-----  
; Platform Definitions  
;-----
```

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

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

```
;-----  
; Language Filenames  
;-----
```

```
[Language]  
File= 0, ENGLISH.TXT
```

```
;-----  
; Options  
;-----
```

```
[Options]  
Title= ENABLED  
PlayAnyLevel= ENABLED  
LoadSave= ENABLED  
FlyCheat= ENABLED
```

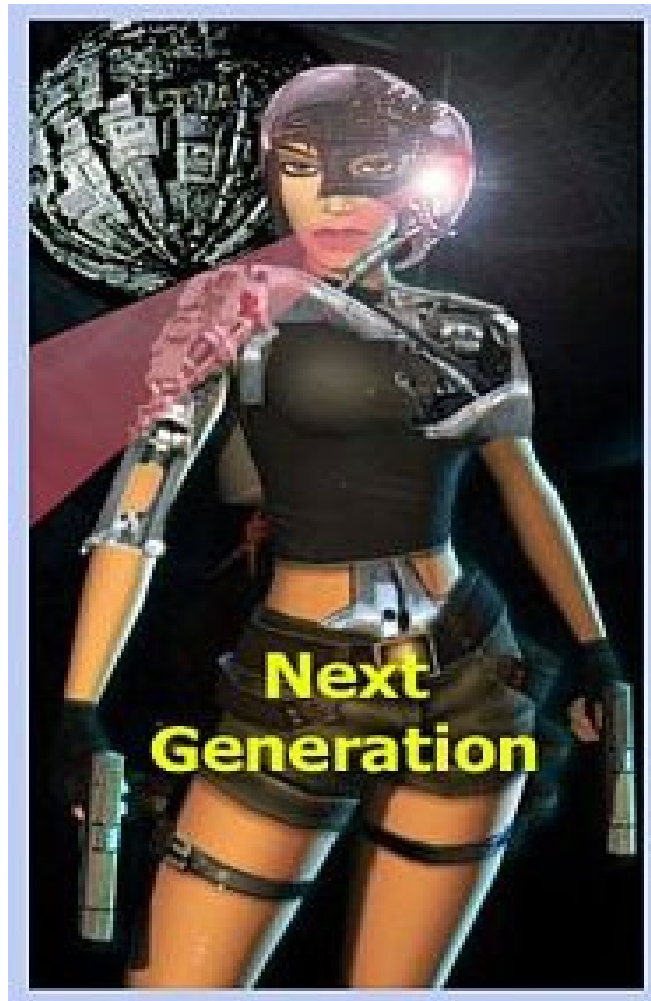
```
;-----  
; Title  
;-----
```

```
[Title]  
LoadCamera= 84246, -533, 78233, 81622, -1514, 78208, 40  
Level= DATA\TITLE, 104
```

```
;-----  
; Levels  
;-----
```

**TOMB IDE MANUAL**

# **TOMB RAIDER NEXT GENERATION**



**TOMB IDE**

**INITIAL ENGLISH.TXT FILE**

## TOMB IDE MANUAL

```
;-----  
; !!! WARNING !!!  
; Before the [ExtraNG] section, absolutely do not add or remove any strings!  
; You are only allowed to edit the existing ones.  
;  
; Setting strings to nothing (whitespace) is also considered removing.  
; If you want to remove a string, replace it with "-" or any other valid ASCII symbol.  
;  
; Inside the [ExtraNG] section, you are allowed to add up to 4096 string entries (4095 being the last  
entry).  
; Removing entries in that section is also allowed (if you know what you're doing of course).  
;-----
```

[Strings]

```
;-----  
; Legend Message Strings  
;-----
```

Legend Message 01  
Legend Message 02

```
;-----  
; Level Name Strings  
;-----
```

Title Load Screen

Level Name 01  
Level Name 02  
Level Name 03  
Level Name 04  
Level Name 05  
Level Name 06  
Level Name 07  
Level Name 08  
Level Name 09  
Level Name 10  
Level Name 11  
Level Name 12  
Level Name 13  
Level Name 14  
Level Name 15  
Level Name 16  
Level Name 17  
Level Name 18  
Level Name 19  
Level Name 20  
Level Name 21  
Level Name 22

## TOMB IDE MANUAL

Level Name 23  
Level Name 24  
Level Name 25  
Level Name 26  
Level Name 27  
Level Name 28  
Level Name 29  
Level Name 30  
Level Name 31  
Level Name 32  
Level Name 33  
Level Name 34  
Level Name 35  
Level Name 36

-----  
; Inventory Strings  
-----

Unlimited %s  
USE  
CHOOSE AMMO  
COMBINE  
SEPERATE  
EQUIP  
COMBINE WITH  
LOAD GAME  
SAVE GAME  
EXAMINE  
\x14 More  
\x14 Select Ammo  
\x14 Select Option  
\x14 Combine

-----  
; Inventory Item Strings  
-----

Uzi  
Pistols  
Shotgun  
Revolver  
Revolver + LaserSight  
Crossbow  
Crossbow + LaserSight  
Grenade Gun  
Shotgun Normal Ammo  
Shotgun Wideshot Ammo  
Grenadegun Normal Ammo  
Grenadegun Super Ammo

## TOMB IDE MANUAL

Grenadegun Flash Ammo  
Crossbow Normal Ammo  
Crossbow Poison Ammo  
Crossbow Explosive Ammo  
Revolver Ammo  
Uzi Ammo  
Pistol Ammo  
LaserSight  
Large Medipack  
Small Medipack  
Binoculars  
Flares  
Compass  
Load  
Save  
Small Waterskin (Empty)  
Small Waterskin containing 1 litre  
Small Waterskin containing 2 litres  
Small Waterskin containing 3 litres  
Large WaterSkin (Empty)  
Large WaterSkin containing 1 litre  
Large WaterSkin containing 2 litres  
Large WaterSkin containing 3 litres  
Large WaterSkin containing 4 litres  
Large WaterSkin containing 5 litres  
Crowbar  
QuestItem1:Amulet Of Horus  
QuestItem2:Breast Plate  
QuestItem3:Left Greave  
QuestItem4:Right Greave  
QuestItem5:Left Gauntlet  
QuestItem6:Right Gauntlet  
Mechanical Scarab  
Mechanical Scarab With Key  
Winding Key  
  
Armoury Key  
The Guards Keys  
Scrap Of Paper  
Stone of Maat  
Stone of Khepri  
Stone of Atum  
Stone of Re  
Northern Shaft Key  
Southern Shaft Key  
Eastern Shaft Key  
  
Black Beetle  
Broken Beetle  
Broken Glasses



## TOMB IDE MANUAL

Fire Circle Scroll

Ignition Key

Music Scroll

Coin Piece

Eye Of Horus

Eye Piece

The Timeless Sands

The Hand Of Orion

The Hand Of Sirius

Scarab Talisman

The Golden Serpent

Golden Skull

Metal Blade

Wooden Handle

Silver Key

Western Shaft Key

Shovel

Holy Scripture

Canopic Jar 1

Canopic Jar 2

Sun Goddess

Sun Disk

Sun Talisman

Cartouche Piece 1

Cartouche Piece 2

Ba Cartouche

Ra Cartouche

Golden Vraeus

Guardian Key

Hypostyle Key

Temple Key

Nitrous Oxide Feeder

Valve Pipe

Nitrous Oxide Cannister

Car-Jack

Car-Jack Body

Handle

Roof Key

Weapon Code Key

Mine Detonator

Mine Detonator Body

Mine Position Data

Trident

Golden Star

Hook and Pole

## TOMB IDE MANUAL

Wall Hook  
Broken Handle

Hathor Effigy  
Ornate Handle  
Portal Guardian

Horseman's Gem  
Pharos Knot  
Pharos Pillar

Token  
Gate Key

The Rules of Senet

Bag of Sand  
Jerrycan

;-  
; Menu Strings  
;-

Yes  
No  
Load Game  
New Game  
Paused  
Select Game To Load  
Select Game To Save

GAME OVER

Save Game  
Exit to Title  
DEMO MODE

Current Location  
Statistics  
Distance Travelled  
Ammo Used  
Secrets Found  
Location  
Health Packs Used  
Time Taken  
days  
of

Action

## TOMB IDE MANUAL

Draw Weapon  
Jump  
Roll  
Walk  
Look  
Duck  
Dash  
Inventory

RULES1:To win the game, get all your pieces off the board by landing them on the final ankh square. On your turn spin the sticks. Your throw is the number of white sides showing.

RULES2:If no white sides show, your throw is a six. If you throw a six or land on an ankh square you get an extra turn. If you land on an opponent's piece, it is returned to the start

PETEPOO:For the serpents to live, all must first be stilled. provoke each in turn, and the circle will burn complete.

```
;-----  
; PlayStation Strings  
;-----
```

[PSXStrings]  
BSELECT:\x14 Select  
BCANCEL:\x17 Cancel  
BGOBACK:Back \x17  
BOK:\x14 Ok  
CANCELB:Cancel \x17

MEMCARD:BESLES-02238  
INSERT:Insert a Memory Card into Memory Card slot 1  
CHECKING:Checking Memory Card  
FORMAT:Memory Card is unformatted Format Memory Card ?  
LOADING:Loading data Do not remove Memory Card  
SAVING:Saving data Do not remove Memory Card  
FORMATTING:Formatting Memory Card Do not remove Memory Card  
OVERWRITE:Overwrite data on Memory Card ?  
UNFORMATTED:Memory Card is unformatted Insert a formatted Memory Card  
NOSPACE:Memory Card has insufficient free blocks Insert a Memory Card with at least two free blocks  
NOGAMES:There are no Tomb Raider IV save games on the Memory Card in Memory Card slot 1

LOADING

Load OK  
Saved OK  
Format OK  
Load Failed  
Save Failed  
Format Failed

# TOMB IDE MANUAL

Empty

## Controller Removed

# Resume

Quit

## Game Settings

## Control Options

Are you sure you want to quit ?

## Screen Adjust

FXVOL:SFX Volume\t\t\t

MUSICVOL:Music Volume\t\t\t

Use directional buttons\nto adjust the screen

## Configure Controls

## Configuration n

Vibration On

Vibration Off

## Manual Targeting

## Automatic Targeting

PAD:\t\t\t\t\t\t\t\t\t\t\n\n\n\n\n

PAD2:\t\t\t\t\t\t\t\t\t\t\n\n\n\n\n\n\n\n\n\n

```
-----
; Credit Strings
;-----
```

## Programmers

## Additional Programmers

# AI Programming

## Animators

## Level Designers

## FMV Sequences

## Additional Artwork

## Music & Sound FX

## Original Story

## Script

## Producer

QA

## Executive Producers

## Additional Sound FX

TEAM1:Chris Coupe

TEAM2:Martin Gibbins

TEAM3:Derek Leigh-Gilchrist

TEAM4:Tom Scutt

TEAM5:Richard Flower

TEAM6:Martin Jensen

TEAM8:Phil Chapman

TEAM7:Jerr O'Carroll

## TOMB IDE MANUAL

TEAM9:Joby Wood  
TEAM10:Andrea Cordella  
TEAM11:Pete Duncan  
TEAM12:Jamie Morton  
TEAM13:Richard Morton  
TEAM14:Andy Sandham  
TEAM15:Peter Barnard  
TEAM16:David Reading  
TEAM17:Matt Furniss  
TEAM18:Simeon Furniss  
TEAM19:John Lilley  
TEAM20:Damon Godley  
TEAM21:Mark Hazelton  
TEAM22:Steve Huckle  
TEAM23:Steve Hawkes  
TEAM24:Darren Wakeman  
TEAM25:Peter Connelly  
TEAM26:Martin Iveson  
TEAM27:Hope Canton  
TEAM28:Dr Kieron O'Hara  
TEAM29:Troy Horton  
TEAM30:Tiziano Cirillo  
TEAM31:Nick Connolly  
TEAM32:Hayos Fatunmbi  
TEAM33:Paul Field  
TEAM34:Steve Wakeman  
TEAM35:Dave Ward  
TEAM36:Jason Churchman  
TEAM37:Jeremy H. Smith  
TEAM38:Adrian Smith  
TEAM39:Clint Nembhard  
TEAM40:Benjamin Twose

;-  
; PC Strings  
;-

[PCStrings]

PC Programmer  
Programmers  
Additional Programming

Resume  
Options  
Empty Slot  
Music Volume  
SFX Volume  
Sound Quality  
Low

## TOMB IDE MANUAL

Medium  
High  
Targeting  
Manual  
Automatic

;-----  
; Setup Dialog Strings  
;-----

Graphics Adapter  
Output Settings  
Output Resolution  
Texture Bit Depth  
OK  
Cancel  
Hardware Acceleration  
Software Mode  
Volumetric FX  
Bilinear Filtering  
Bump Mapping  
Low Resolution Textures  
Low Resolution Bump Maps  
Sound Device  
Disable  
Bit  
Full Screen  
Windowed  
Render Options  
No Sound Card Installed  
Failed To Setup DirectX  
Exit  
Control Configuration  
Use Flare  
Control Method  
Mouse  
Keyboard  
Joystick  
Waiting  
Reset  
Save Settings  
Saved OK  
Step Left  
Step Right  
Play  
Setup  
Install  
Uninstall  
ReadMe  
Demo Mode - Esc To Exit

## **TOMB IDE MANUAL**

Select Level

No FMV

OEM1:\n\n\nCongratulations on reaching the end\nof this special version of the game.\nIf you want to continue Lara's adventure,\nyou need to purchase the full version.\nRemember to keep your save game files,\nto continue from where you are now.\nFor details of transferring your save game\nfiles refer to the readme file,\nthis is accessed via the task bar.

THE LAST STRING ENTRY

[ExtraNG]

0:

**TOMB IDE MANUAL**

# **TOMB RAIDER NEXT GENERATION**



**THE PLAYABLE TUTORIAL**

**SCRIPT.TXT FILE**



## TOMB IDE MANUAL

```
.*****
;
;
; Tomb Raider IV Script File
; Release Version 1.00
;PLAYABLE TUTORIAL SCRIPT
.*****
;
;-----
; Platform Definitions
;-----
```

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

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

```
;-----
; Language File names
;-----
```

```
[Language]
File= 0,ENGLISH.TXT
```

```
;-----
; Options
;-----
```

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

```
;-----
; Title
;-----
```

```
[Title]
```

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

## TOMB IDE MANUAL

;-----  
; Levels  
;-----

[Level]  
Name= My Project Level  
Legend= The year 2012, somewhere in Egypt...  
Horizon= ENABLED  
Layer1= 84,114,255,-4  
ColAddHorizon= ENABLED  
PuzzleCombo= 3,1,Cartouche Piece 1, \$0000,\$0400,\$0000,\$0000,\$0000,\$0002  
PuzzleCombo= 3,2,Cartouche Piece 2, \$0000,\$0400,\$0000,\$0000,\$0000,\$0002  
Puzzle= 3,Ba Cartouche, \$0000,\$0400,\$0000,\$0000,\$0000,\$0002  
Puzzle= 1,Eye Of Horus, \$0017,\$0500,\$0000,\$0000,\$0000,\$0002  
PuzzleCombo= 1,1,Eye Piece, \$0017,\$0500,\$0000,\$0000,\$0000,\$0002  
PuzzleCombo= 1,2,Eye Piece, \$0017,\$0500,\$0000,\$0000,\$0000,\$0002  
Puzzle= 6,The Hand Of Orion, \$0000,\$0400,\$8000,\$c000,\$0000,\$0002  
Puzzle= 8,The Hand Of Sirius, \$0000,\$0400,\$8000,\$c000,\$0000,\$0002  
LoadCamera= 11088,-1100,28896,11119,-1399,31486,0  
Level= DATA\TUT1,107

[Level]  
Name= The Tomb Of Seth  
Puzzle= 1,Eye Of Horus, \$0017,\$0500,\$0000,\$0000,\$0000,\$0002  
PuzzleCombo= 1,1,Eye Piece, \$0017,\$0500,\$0000,\$0000,\$0000,\$0002  
PuzzleCombo= 1,2,Eye Piece, \$0017,\$0500,\$0000,\$0000,\$0000,\$0002  
Puzzle= 2,The Timeless Sands, \$0018,\$0300,\$0000,\$0000,\$0000,\$0002  
PuzzleCombo= 3,1,Cartouche Piece 1, \$0000,\$0400,\$0000,\$0000,\$0000,\$0002  
PuzzleCombo= 3,2,Cartouche Piece 2, \$0000,\$0400,\$0000,\$0000,\$0000,\$0002  
Puzzle= 3,Ba Cartouche, \$0000,\$0400,\$0000,\$0000,\$0000,\$0002  
Puzzle= 4,Ra Cartouche, \$0000,\$0400,\$0000,\$0000,\$0000,\$0002  
Puzzle= 7,Guardian Key, \$0009,\$0300,\$0000,\$0000,\$0000,\$0002  
LoadCamera= 87075,-14188,26581,89090,-15443,25670,29  
Level= DATA\SETTOMB,107

[Level]  
Name= Temple Of Karnak  
Horizon= ENABLED  
Layer1= 128,96,64,7  
Puzzle= 2,Canopic Jar 1, \$0001,\$0320,\$0000,\$0000,\$0000,\$0002  
Puzzle= 3,Canopic Jar 2, \$0001,\$0320,\$0000,\$0000,\$0000,\$0002  
Puzzle= 1,Sun Talisman, \$0000,\$0500,\$0000,\$0000,\$0000,\$0002

PuzzleCombo= 1,1,Sun Disk, \$0000,\$0180,\$0000,\$0000,\$0000,\$0002  
PuzzleCombo= 1,2,Sun Goddess, \$0000,\$04b0,\$0000,\$0000,\$0000,\$0002  
Puzzle= 5,Golden Vraeus, \$0003,\$0300,\$0000,\$0000,\$0000,\$0002  
Puzzle= 7,Guardian Key, \$0009,\$0300,\$0000,\$0000,\$0000,\$0002  
Key= 2,Hypostyle Key, \$0000,\$0400,\$0000,\$c000,\$0000,\$0002  
LoadCamera= 89366,-258,48077,88372,-1300,45701,0  
Level= DATA\KARNAK,110

## TOMB IDE MANUAL

[Level]  
Name= Coastal Ruins  
Horizon= ENABLED  
Layer1= 128,128,128,-8  
ColAddHorizon= ENABLED  
LensFlare= 250000,-32000,110000,128,96,0  
Puzzle= 5,Portal Guardian, \$0008,\$0600,\$8000,\$f000,\$0000,\$0002  
PuzzleCombo= 5,1,Ornate Handle, \$0002,\$0500,\$4000,\$1000,\$0000,\$000a  
PuzzleCombo= 5,2,Hathor Effigy, \$0016,\$0400,\$8000,\$0000,\$0000,\$0002  
Mirror= 69,\$7400  
Puzzle= 3,Golden Star, \$0000,\$0500,\$0000,\$0000,\$0000,\$000a  
Puzzle= 6,Horseman's Gem, \$0000,\$0300,\$0000,\$0000,\$0000,\$0002  
Puzzle= 10,Pharos Knot, \$0011,\$0400,\$0000,\$0000,\$0000,\$0002  
Puzzle= 11,Pharos Pillar, \$0013,\$04b0,\$0000,\$0000,\$0000,\$0002  
Puzzle= 12,Black Beetle, \$0008,\$03b0,\$0000,\$e000,\$0000,\$000a  
Pickup= 1,Broken Beetle, \$0008,\$03b0,\$0000,\$e000,\$0000,\$000a  
Key= 1,Token, \$0013,\$0200,\$4000,\$0000,\$0000,\$0002  
Key= 10,Gate Key, \$0008,\$0300,\$8000,\$e000,\$0000,\$0002  
LoadCamera= 69395,-4283,29278,72285,-4304,29773,2  
Level= DATA\COASTAL,105

[Level]  
Name= Catacombs  
Puzzle= 2,Music Scroll, \$0006,\$0400,\$0000,\$c000,\$0000,\$0002  
Puzzle= 3,Golden Star, \$0000,\$0500,\$0000,\$0000,\$0000,\$000a  
Puzzle= 5,Portal Guardian, \$0008,\$0600,\$8000,\$f000,\$0000,\$0002  
PuzzleCombo= 5,1,Ornate Handle, \$0002,\$0500,\$4000,\$1000,\$0000,\$000a  
PuzzleCombo= 5,2,Hathor Effigy, \$0016,\$0400,\$8000,\$0000,\$0000,\$0002  
Puzzle= 6,Horseman's Gem, \$0000,\$0300,\$0000,\$0000,\$0000,\$0002  
Puzzle= 10,Pharos Knot, \$0011,\$0400,\$0000,\$0000,\$0000,\$0002  
Puzzle= 11,Pharos Pillar, \$0013,\$04b0,\$0000,\$0000,\$0000,\$0002  
Puzzle= 12,Black Beetle, \$0008,\$03b0,\$0000,\$e000,\$0000,\$000a  
Pickup= 1,Broken Beetle, \$0008,\$03b0,\$0000,\$e000,\$0000,\$000a  
Key= 1,Token, \$0013,\$0200,\$4000,\$0000,\$0000,\$0002  
Key= 10,Gate Key, \$0008,\$0300,\$8000,\$e000,\$0000,\$0002  
LoadCamera= 63414,-13597,48104,61816,-14434,49092,71  
Level= DATA\CATACOMB,108

[Level]  
Name= Cleopatra's Palaces  
Puzzle= 2,Music Scroll, \$0006,\$0400,\$0000,\$c000,\$0000,\$0002  
Puzzle= 5,Portal Guardian, \$0008,\$0600,\$8000,\$f000,\$0000,\$0002  
PuzzleCombo= 5,1,Ornate Handle, \$0002,\$0500,\$4000,\$1000,\$0000,\$000a  
PuzzleCombo= 5,2,Hathor Effigy, \$0016,\$0400,\$8000,\$0000,\$0000,\$0002  
Puzzle= 6,Horseman's Gem, \$0000,\$0300,\$0000,\$0000,\$0000,\$0002  
Puzzle= 10,Pharos Knot, \$0011,\$0400,\$0000,\$0000,\$0000,\$0002  
Puzzle= 12,Black Beetle, \$0008,\$03b0,\$0000,\$e000,\$0000,\$000a  
Pickup= 1,Broken Beetle, \$0008,\$03b0,\$0000,\$e000,\$0000,\$000a

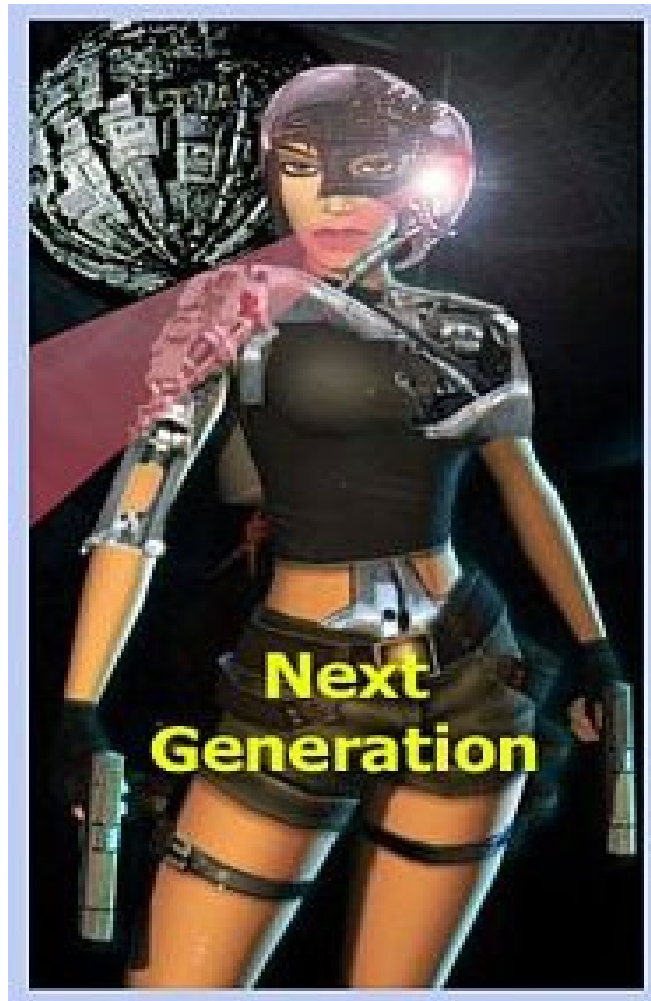
## TOMB IDE MANUAL

Pickup= 2,Broken Glasses, \$0008,\$0150,\$0000,\$0000,\$0000,\$0002  
LoadCamera= 37674,-6560,48511,37886,-6404,47204,18  
Level= DATA\CLEOPAL,107

[Level]  
Name= City Of The Dead  
Horizon= ENABLED  
Layer1= 56,72,8,16  
Puzzle= 1,Nitrous Oxide Feeder, \$0004,\$0300,\$0000,\$0000,\$0000,\$0002  
Puzzle= 2,Car-Jack, \$0000,\$0400,\$4000,\$8000,\$4000,\$0002  
Puzzle= 4,Roof Key, \$0000,\$0300,\$4000,\$d000,\$b000,\$0002  
Puzzle= 5,Weapon Code Key, \$0000,\$0200,\$8000,\$c000,\$0000,\$0002  
Puzzle= 8,Mine Detonator, \$0008,\$0400,\$8000,\$0000,\$0000,\$2002  
PuzzleCombo= 1,1,Valve Pipe, \$0004,\$0300,\$0000,\$0000,\$0000,\$000a  
PuzzleCombo= 1,2,Nitrous Oxide Cannister, \$0002,\$0300,\$0000,\$0000,\$0000,\$0002  
PuzzleCombo= 2,1,Car-Jack Body, \$0000,\$0400,\$4000,\$8000,\$4000,\$0002  
PuzzleCombo= 2,2,Handle, \$0000,\$0300,\$4000,\$8000,\$4000,\$0002  
PuzzleCombo= 8,1,Mine Detonator Body, \$0008,\$0400,\$8000,\$0000,\$0000,\$0002  
PuzzleCombo= 8,2,Mine Position Data, \$0004,\$0280,\$8000,\$c000,\$0000,\$0002  
Puzzle= 1,Nitrous Oxide Feeder, \$0004,\$0300,\$0000,\$0000,\$0000,\$0002  
LoadCamera= 40900,498,36177,42256,-666,37727,51  
Level= DATA\CITY,102

**TOMB IDE MANUAL**

# **TOMB RAIDER NEXT GENERATION**



**THE PLAYABLE TUTORIAL**

**ENGLISH.TXT FILE**

## TOMB IDE MANUAL

```
.*****  
;  
;  
; Tomb Raider IV English Strings File  
; Release Version 1.00  
;  
.*****  
;
```

```
;-----  
; Generic Strings  
;-----
```

[Strings]  
Cambodia, 1984  
The year 2000, somewhere in Egypt...

Title Load Screen  
Playable Tutorial Level  
The Tomb Of Seth  
Burial Chambers  
Valley Of The Kings  
KV5  
Temple Of Karnak  
The Great Hypostyle Hall  
Empty Level Slot  
Reb 2  
Tomb Of Semerkhet  
Reb 3  
Desert Railroad  
Alexandria  
Coastal Ruins  
Pharos, Temple Of Isis  
Cleopatra's Palaces  
Catacombs  
Temple Of Poseidon  
The Lost Library  
Hall Of Demetrius  
City Of The Dead  
Trenches  
Chambers Of Tulun  
Citadel Gate  
Street Bazaar  
Citadel  
The Sphinx Complex  
The Valley Temple  
Underneath The Sphinx  
Menkaure's Pyramid  
Inside Menkaure's Pyramid  
The Mastabas  
The Great Pyramid  
Khufu's Queens Pyramids

## TOMB IDE MANUAL

Inside The Great Pyramid  
Temple Of Horus

; these are Del's handy general inventory strings...

Unlimited %s  
USE  
CHOOSE AMMO  
COMBINE  
SEPERATE  
EQUIP  
COMBINE WITH  
LOAD GAME  
SAVE GAME  
EXAMINE  
\x14 More  
\x14 Select Ammo  
\x14 Select Option  
\x14 Combine

; these are the normal inventory text entries (they stay the same for EVERY level!)

Uzi  
Pistols  
Shotgun  
Revolver  
Revolver + LaserSight  
Crossbow  
Crossbow + LaserSight  
Grenade Gun  
Shotgun Normal Ammo  
Shotgun Wideshot Ammo  
Grenadegun Normal Ammo  
Grenadegun Super Ammo  
Grenadegun Flash Ammo  
Crossbow Normal Ammo  
Crossbow Poison Ammo  
Crossbow Explosive Ammo  
Revolver Ammo  
Uzi Ammo  
Pistol Ammo  
LaserSight  
Large Medipack  
Small Medipack  
Binoculars  
Flares  
Compass  
Load  
Save  
Small Waterskin (Empty)  
Small Waterskin containing 1 litre

## TOMB IDE MANUAL

Small Waterskin containing 2 litres  
Small Waterskin containing 3 litres  
Large WaterSkin (Empty)  
Large WaterSkin containing 1 litre  
Large WaterSkin containing 2 litres  
Large WaterSkin containing 3 litres  
Large WaterSkin containing 4 litres  
Large WaterSkin containing 5 litres  
Crowbar  
QuestItem1:Amulet Of Horus  
QuestItem2:Breast Plate  
QuestItem3:Left Greave  
QuestItem4:Right Greave  
QuestItem5:Left Gauntlet  
QuestItem6:Right Gauntlet  
Mechanical Scarab  
Mechanical Scarab With Key  
Winding Key

Armoury Key  
The Guards Keys  
Scrap Of Paper  
Stone of Maat  
Stone of Khepri  
Stone of Atum  
Stone of Re  
Northern Shaft Key  
Southern Shaft Key  
Eastern Shaft Key

Black Beetle  
Broken Beetle  
Broken Glasses  
Fire Circle Scroll

Ignition Key  
Music Scroll  
Coin Piece  
Eye Of Horus  
Eye Piece  
The Timeless Sands  
The Hand Of Orion  
The Hand Of Sirius  
Scarab Talisman  
The Golden Serpent  
Golden Skull

Metal Blade  
Wooden Handle  
Silver Key



## TOMB IDE MANUAL

Western Shaft Key  
Shovel  
Holy Scripture

Canopic Jar 1  
Canopic Jar 2  
Sun Goddess  
Sun Disk  
Sun Talisman  
Cartouche Piece 1  
Cartouche Piece 2  
Ba Cartouche  
Ra Cartouche  
Golden Vraeus  
Guardian Key  
Hypostyle Key  
Temple Key

Nitrous Oxide Feeder  
Valve Pipe  
Nitrous Oxide Cannister  
Car-Jack  
Car-Jack Body  
Handle  
Roof Key  
Weapon Code Key  
Mine Detonator  
Mine Detonator Body  
Mine Position Data

Trident  
Golden Star  
Hook and Pole  
Wall Hook  
Broken Handle

Hathor Effigy  
Ornate Handle  
Portal Guardian

Horseman's Gem  
Pharos Knot  
Pharos Pillar

Token  
Gate Key

The Rules of Senet

Bag of Sand

## TOMB IDE MANUAL

Jerrycan

Yes

No

Load Game

New Game

Paused

Select Game To Load

Select Game To Save

GAME OVER

Save Game

Exit to Title

DEMO MODE

Current Location

Statistics

Distance Travelled

Ammo Used

Secrets Found

Location

Health Packs Used

Time Taken

days

of

Action

Draw Weapon

Jump

Roll

Walk

Look

Duck

Dash

Inventory

RULES1:To win the game, get all your pieces off the board by landing them on the final ankh square. On your turn spin the sticks. Your throw is the number of white sides showing.

RULES2:If no white sides show, your throw is a six. If you throw a six or land on an ankh square you get an extra turn. If you land on an opponent's piece, it is returned to the start

PETEPOO:For the serpents to live, all must first be stilled. provoke each in turn, and the circle will burn complete.

;

; PlayStation Strings

;

[PSXStrings]

BSELECT:\x14 Select

# TOMB IDE MANUAL

BCANCEL:\x17 Cancel

BGOBACK:Back \x17

BOK:\x14 Ok

CANCELB:Cancel \x17

MEMCARD:BESLES-02238

INSERT:Insert a Memory Card\ninto Memory Card slot 1

CHECKING:Checking Memory Card

FORMAT:Memory Card is unformatted\nFormat Memory Card ?

LOADING:Loading data\nDo not remove Memory Card

SAVING: Saving data\nDo not remove Memory Card

FORMATTING:Formatting Memory Card\nDo not remove Memory Card

OVERWRITE:Overwrite data on Memory Card ?

UNFORMATTED:Memory Card is unformatted\nInsert a formatted Memory Card

NOSPACE:Memory Card has insufficient free blocks\n\nInsert a Memory Card with at least\ntwo free blocks

NOGAMES:There are no Tomb Raider IV\nsave games on the Memory Card\nin Memory Card slot  
1

## LOADING

Load OK

Saved OK

Format OK

## Load Failed

## Save Failed

Format Failed

Empty

## Controller Removed

## Resume

Quit

## Game Settings

## Control Options

Are you sure you want to quit ?

## Screen Adjust

FXVOL:SFX Volume

MUSICVOL:Music Volume\t\t\t

Use directional buttons\nto adjust the screen

## Configure Controls

Configuration n

Vibration On

Vibration Off

## Manual Targeting

## Automatic Targeting

PAD:\t\t\t\t\t\t\t\t\t\t\n\n\n\n\n

PAD2:\t\t\t\t\t\t\t\t\t\t\n\n\n\n\n\n\n\n\n\n

## TOMB IDE MANUAL

;------  
; Credit Strings  
;------

Programmers  
Additional Programmers  
AI Programming  
Animators  
Level Designers  
FMV Sequences  
Additional Artwork  
Music & Sound FX  
Original Story  
Script  
Producer  
QA  
Executive Producers  
Additional Sound FX

TEAM1:Chris Coupe  
TEAM2:Martin Gibbins  
TEAM3:Derek Leigh-Gilchrist  
TEAM4:Tom Scutt  
TEAM5:Richard Flower  
TEAM6:Martin Jensen  
TEAM8:Phil Chapman  
TEAM7:Jerr O'Carroll  
TEAM9:Joby Wood  
TEAM10:Andrea Cordella  
TEAM11:Pete Duncan  
TEAM12:Jamie Morton  
TEAM13:Richard Morton  
TEAM14:Andy Sandham  
TEAM15:Peter Barnard  
TEAM16:David Reading  
TEAM17:Matt Furniss  
TEAM18:Simeon Furniss  
TEAM19:John Lilley  
TEAM20:Damon Godley  
TEAM21:Mark Hazelton  
TEAM22:Steve Huckle  
TEAM23:Steve Hawkes  
TEAM24:Darren Wakeman  
TEAM25:Peter Connelly  
TEAM26:Martin Iveson  
TEAM27:Hope Canton  
TEAM28:Dr Kieron O'Hara  
TEAM29:Troy Horton  
TEAM30:Tiziano Cirillo  
TEAM31:Nick Connolly

## TOMB IDE MANUAL

TEAM32:Hayos Fatunmbi  
TEAM33:Paul Field  
TEAM34:Steve Wakeman  
TEAM35:Dave Ward  
TEAM36:Jason Churchman  
TEAM37:Jeremy H. Smith  
TEAM38:Adrian Smith  
TEAM39:Clint Nembhard  
TEAM40:Benjamin Twose

;-----  
; PC Strings  
;-----

[PCStrings]

PC Programmer  
Programmers  
Additional Programming

Resume  
Options  
Empty Slot  
Music Volume  
SFX Volume  
Sound Quality  
Low  
Medium  
High  
Targeting  
Manual  
Automatic

;-----  
; Setup Dialog Strings  
;-----

Graphics Adapter  
Output Settings  
Output Resolution  
Texture Bit Depth  
OK  
Cancel  
Hardware Acceleration  
Software Mode  
Volumetric FX  
Bilinear Filtering  
Bump Mapping  
Low Resolution Textures  
Low Resolution Bump Maps

## **TOMB IDE MANUAL**

Sound Device  
Disable  
Bit ; As In 16 Bit  
Full Screen  
Windowed  
Render Options  
No Sound Card Installed  
Failed To Setup DirectX  
Exit  
Control Configuration  
Use Flare  
Control Method  
Mouse  
Keyboard  
Joystick  
Waiting  
Reset  
Save Settings  
Saved OK  
Step Left  
Step Right  
Play  
Setup  
Install  
Uninstall  
ReadMe  
Demo Mode - Esc To Exit

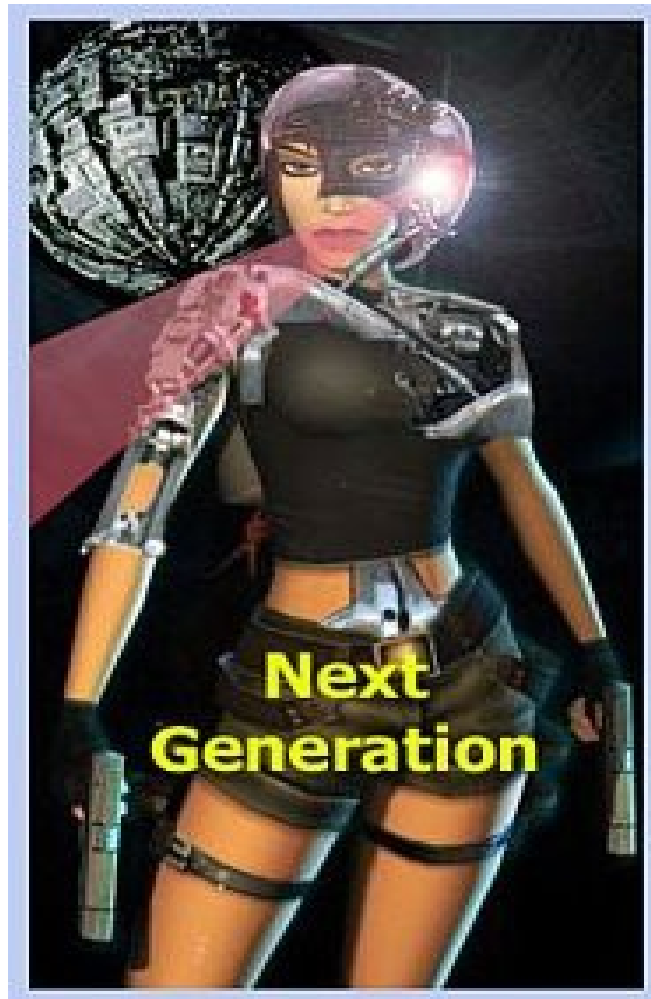
Select Level  
No FMV

OEM1:\n\nCongratulations on reaching the end\nof this special version of the game.\nIf you want to continue Lara's adventure,\nyou need to purchase the full version.\nRemember to keep your save game files,\nto continue from where you are now.\nFor details of transferring your save game\nfiles refer to the readme file,\nthis is accessed via the task bar.

THE LAST STRING ENTRY

**TOMB IDE MANUAL**

# **TOMB RAIDER NEXT GENERATION**



**TOMB IDE**

**STARTING A NEW PROJECT**

## **TOMB IDE MANUAL**

### **STARTING A NEW PROJECT**

Use the **Tomb IDE** to create a new project folder with the associated files and folders in the root **Tomb Editor** folder.

The **Tomb IDE** is a modern replacement for the **NG\_CENTER** with all of its functions plus extras.

The **Tomb Editor**, **IDE Script Editor**, **Wad Tool** and **Sound Tool** are used in the editing processes for the project.

### **THE CONCEPTION FOR THE GAME**

Before you start editing make some conception for your level (what the story is etc.). Write it down, or imagine it in your head.

#### **Concept ideas for a project :**

<b>ALIEN</b>	<b>ANTARCTICA</b>	<b>ATLANTIS</b>
<b>BASE LABORATORY</b>	<b>CARRIBEAN</b>	<b>CASTLE</b>
<b>CATACOMBS CAVES</b>	<b>CITY</b>	<b>COASTAL</b>
<b>COLD SNOWY</b>	<b>DESERT</b>	<b>EGYPT</b>
<b>FANTACY</b>	<b>GREECE</b>	<b>HOUSE</b>
<b>JOKE</b>	<b>JUNGLE</b>	<b>KYMER EMPIRE</b>
<b>MINES</b>	<b>MYSTERY</b>	<b>NORDIC VIKING</b>
<b>ORIENTAL CHINA JAPAN</b>	<b>PERSIA</b>	<b>ROMAN</b>
<b>SHIP</b>	<b>SOUTH AMERICA</b>	<b>SOUTH PACIFIC</b>
<b>SPACE</b>	<b>STEAM PUNK</b>	<b>SUBMARINE</b>
<b>UNDERWATER</b>	<b>VENICE</b>	<b>WILD WEST</b>

Decide on a name for your **Lara Croft Tomb Raider** adventure.

**For example:** **“The Great Castle”**. A castle based adventure for Lara Croft.

You need a short easy name for your project folder.  
**GrCastle** is a good Id for The Great Castle adventure.  
Call your levels **Castle1**, **Castle2**, etc.

Use the **Tomb IDE** to create a new project folder with the associated files and folders in the root **Tomb Editor** folder.

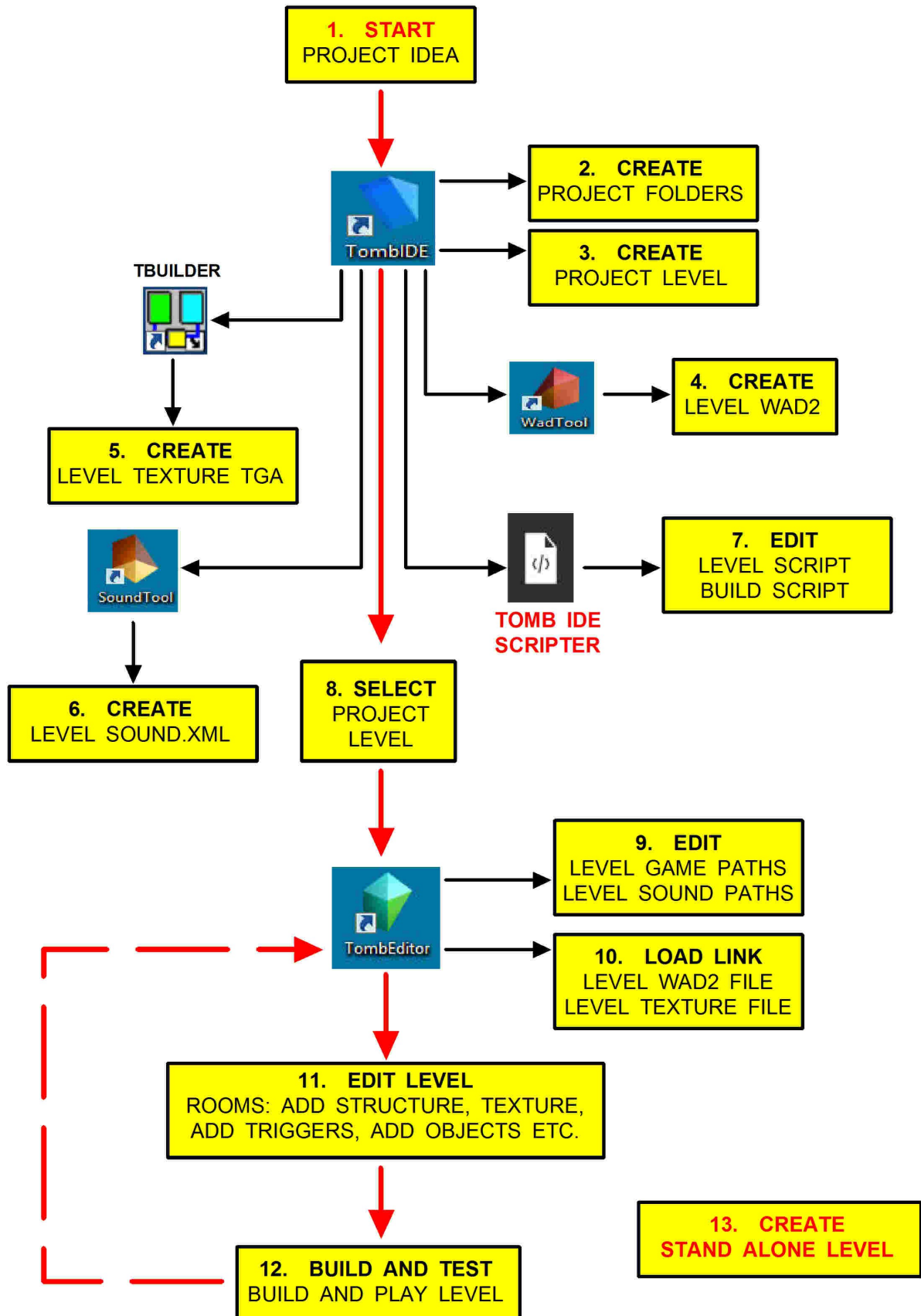
The **Tomb Editor**, **Script Editor**, **Wad Tool** and **Sound Tool** are used in the editing processes for the project.

The **Tomb Script Editor** uses the **NG\_CENTER script compiler**.



## TOMB IDE MANUAL

### NEW PROJECT FLOWCHART



## TOMB IDE MANUAL

### CREATE THE PROJECT FOLDER AND FILES

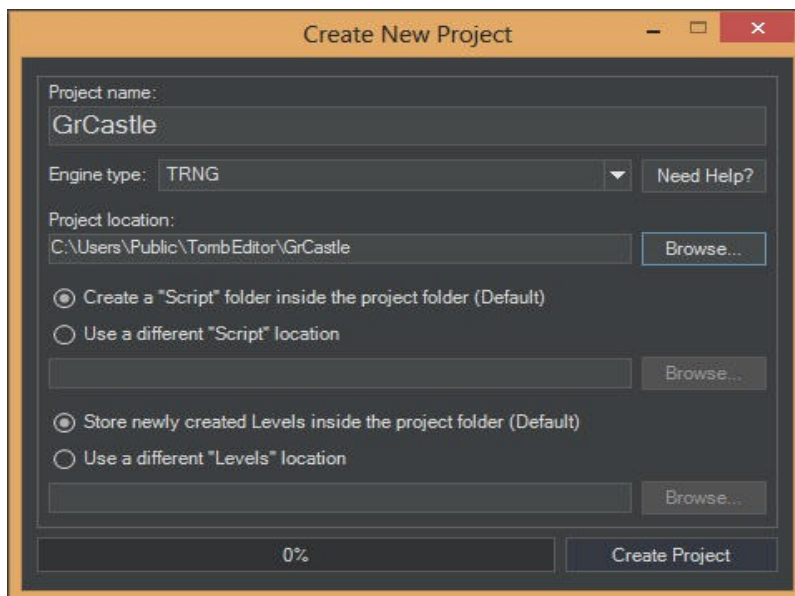
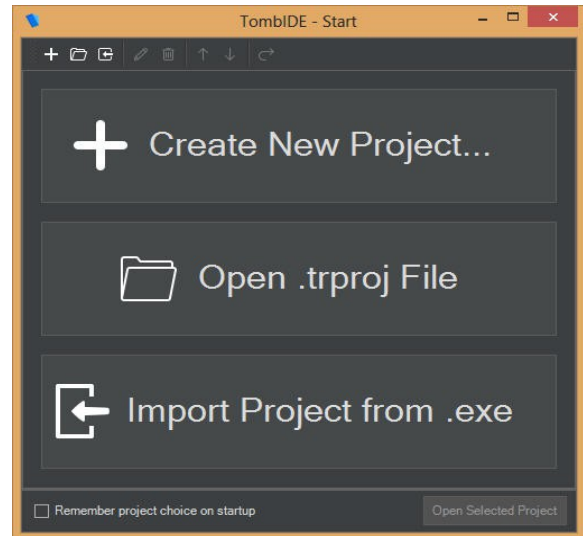
Start the **Tomb IDE**



If there are initially no projects the **Tomb IDE** will display:

**SELECT Create New Project...**

To display the following window:



Input the Project name **GrCastle** (This will be the project folder.)  
Select the engine type **TRNG** (Next Generation game using dll 1.3.07)  
Select the project location using the browse button. That is the **Tomb Editor** folder.  
(**C:\Tomb Editor**)

Use the default location for the script folder and the levels folder.

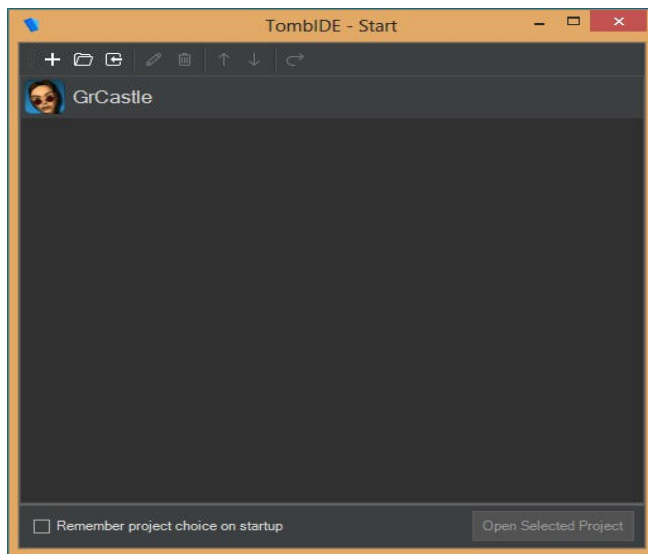
## TOMB IDE MANUAL

**SELECT [Create Project](#) button.**

The project folder and files are created and the **[Tomb IDE Start](#)** window appears. This is also called the Project Management Window.

If there are already projects listed the **[Tomb IDE](#)** will start and display this window.

For this example the project is called **[GrCastle](#)** and its location is: **[C:\Tomb Editor\GrCastle](#)**



Mouse double left click on **[GrCastle](#)** to open the project in the Project Window.

**SELECT** 

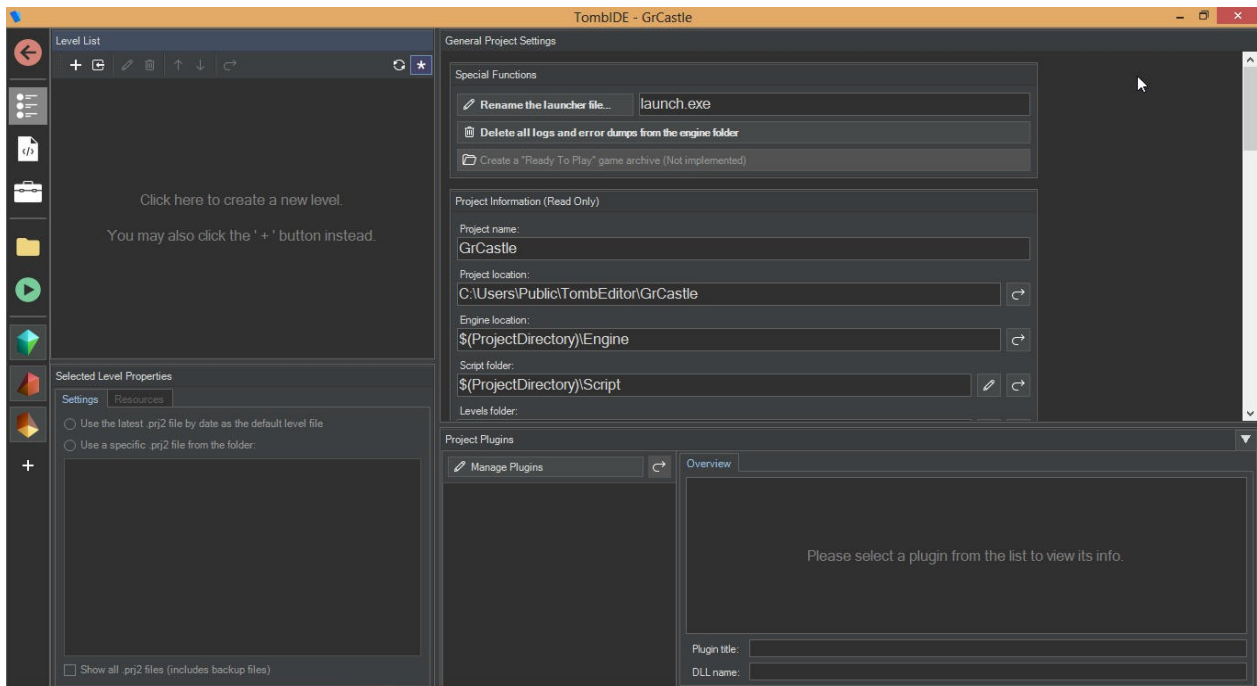
To create New projects.

**SELECT** 

To delete projects from the list.

# TOMB IDE MANUAL

## PROJECT WINDOW



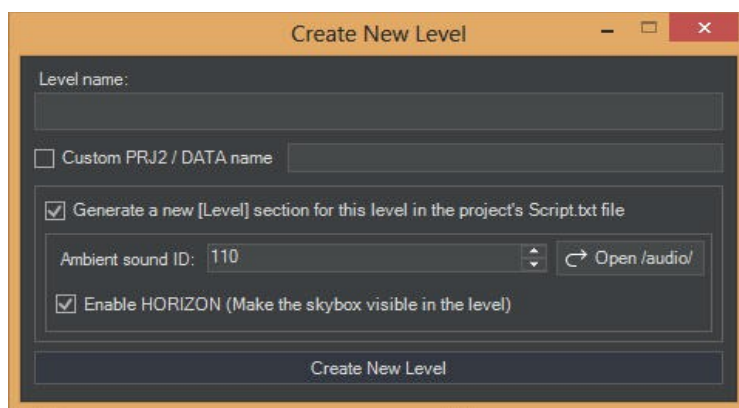
Now to create a new level. For the example call it **Castle1**

**Mouse left click in the New Level window for the first level.**

**OR SELECT Create New Level**



button for a new level.



## **TOMB IDE MANUAL**

The new script is as follows:

```
[Level]
Name= Castle1
Level= DATA\CASTLE1, 110
LoadCamera= 0, 0, 0, 0, 0, 0, 0
Horizon= ENABLED
```

**Save the [script.txt](#) and [english.txt](#) files.**

Now to create a wad for the level. This is the file that contains the objects for a level.

**SELECT the [Wad Tool](#).**

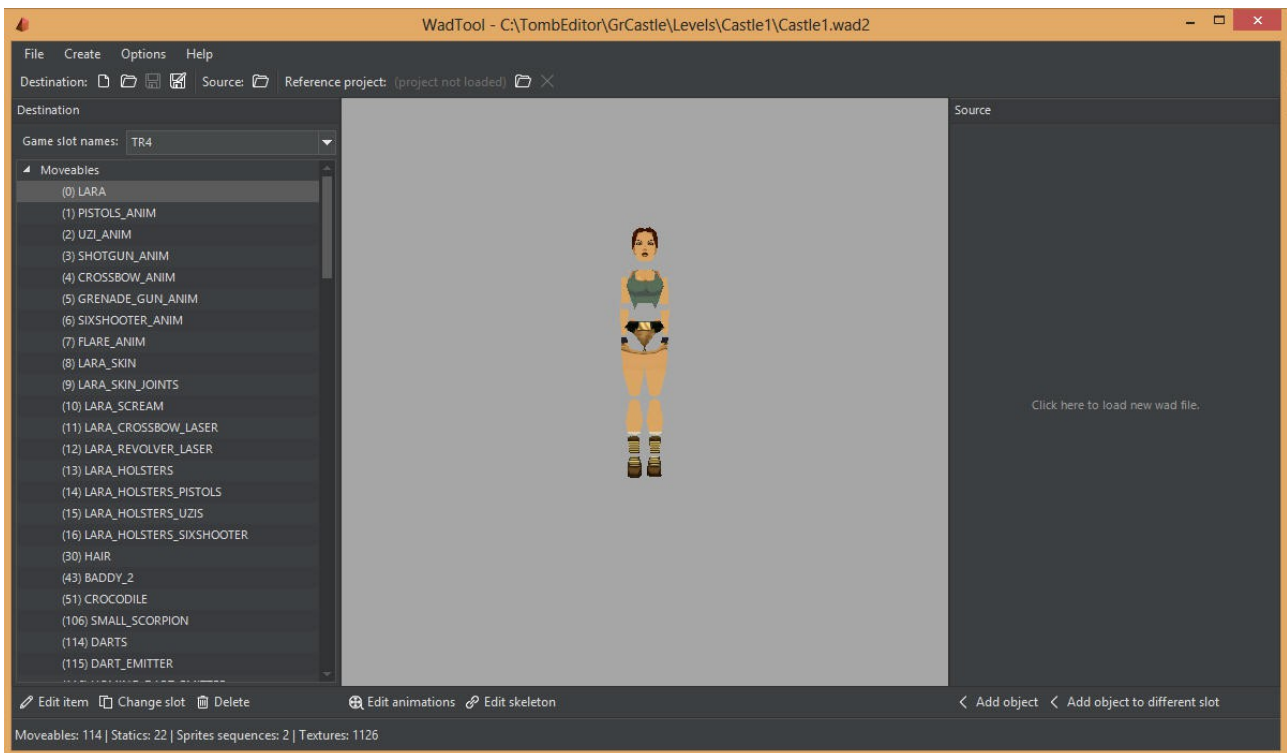
# TOMB IDE MANUAL

## CREATING THE WAD2 FILE

Each **Wad2** file contains the objects the game will use in one level.  
If you want to define the object set (i.e. your Wad) for the level then you have to use the **Wad Tool** program.

The easiest way to create a new project Wad is to load an existing original **TRLE Wad** and save it using a new name.

For this example : **C:\Tomb Editor\GrCastle\Levels\Castle1\Castle1.wad2**



### For Static Slots:

It is important to know that the “object slot” notion is not the same as the “object”.  
If you have an object slot called A you can have X, Y, or Z object in this slot.

For example, an object called **ARCHITECTURE7** can be a statue, plant, column etc.  
One Wad has only one object in any object slot, so **ARCHITECTURE7** is a column object now but in another Wad it could be something else.  
However each slot can only contains an object of the same type.

## TOMB IDE MANUAL

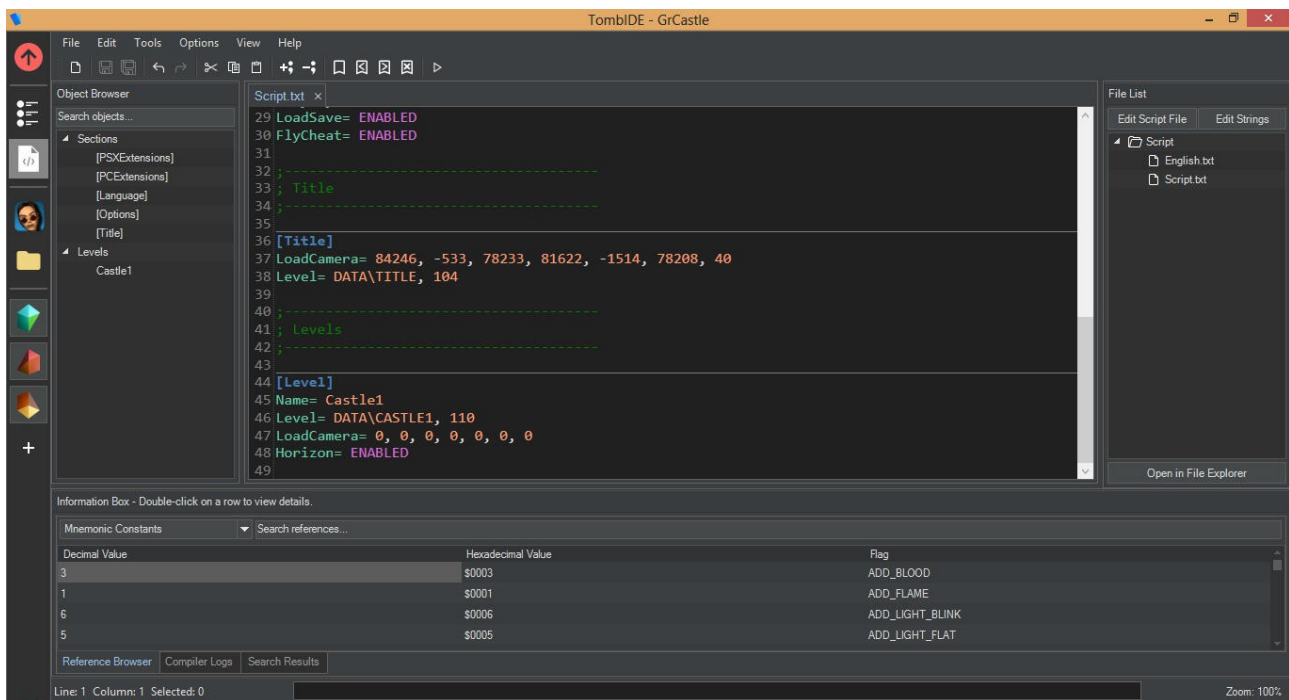
Select the **Script Editor**.

Have a default copy of the **script.txt** and **english.txt** files available to copy over required extra script for the new level using the clipboard.

That is script for keys, puzzles, pickups etc.

For this example the project script is located in the following folder :

**C:\Tomb Editor\GrCastle\script**



Each level must have a [Level] block in the **script.txt**

A [Level] block starts from a [Level] entry and ends at the next [Level] entry.

You can place several entries in the block of a level.

Every entry has two parts: a command that indicates we define a value for some feature and the value itself.

For example the entry that starts with the “Name” command always defines the name of your level.

An easy way to create a [Level] block is to copy an existing block.

Experienced Level Builders can define the puzzles, keys, pickups etc. using the rules for scripting. Ensure that the names of the puzzles, keys, pickups are declared in the language text file (**english.txt**).

## TOMB IDE MANUAL

For this example copy from the original [Level] block of the TRLE level  
“Temple Of Karnak”:

Layer1= 128,96,64,7	
Puzzle= 2,Canopic Jar 1,	\$0001,\$0320,\$0000,\$0000,\$0000,\$0002
Puzzle= 3,Canopic Jar 2,	\$0001,\$0320,\$0000,\$0000,\$0000,\$0002
Puzzle= 1,Sun Talisman,	\$0000,\$0500,\$0000,\$0000,\$0000,\$0002
PuzzleCombo= 1,1,Sun Disk,	\$0000,\$0180,\$0000,\$0000,\$0000,\$0002
PuzzleCombo= 1,2,Sun Goddess,	\$0000,\$04b0,\$0000,\$0000,\$0000,\$0002
Puzzle= 5,Golden Vraeus,	\$0003,\$0300,\$0000,\$0000,\$0000,\$0002
Puzzle= 7,Guardian Key,	\$0009,\$0300,\$0000,\$0000,\$0000,\$0002
Key= 2,Hypostyle Key,	\$0000,\$0400,\$0000,\$c000,\$0000,\$0002

### To Give:

```
[Level]
Name= Castle1
Level= DATA\CASTLE1, 110
Layer1= 128,96,64,7
Puzzle= 2,Canopic Jar 1,      $0001,$0320,$0000,$0000,$0000,$0002
Puzzle= 3,Canopic Jar 2,      $0001,$0320,$0000,$0000,$0000,$0002
Puzzle= 1,Sun Talisman,       $0000,$0500,$0000,$0000,$0000,$0002
PuzzleCombo= 1,1,Sun Disk,    $0000,$0180,$0000,$0000,$0000,$0002
PuzzleCombo= 1,2,Sun Goddess, $0000,$04b0,$0000,$0000,$0000,$0002
Puzzle= 5,Golden Vraeus,      $0003,$0300,$0000,$0000,$0000,$0002
Puzzle= 7,Guardian Key,       $0009,$0300,$0000,$0000,$0000,$0002
Key= 2,Hypostyle Key,         $0000,$0400,$0000,$c000,$0000,$0002
LoadCamera= 0, 0, 0, 0, 0, 0, 0
Horizon=ENABLED
```

Ensure that the three following commands

<b>Name=</b>
<b>LoadCamera=</b>
<b>Level=</b>

are in the block when you start building a new level.

**These three commands should not be deleted.**

If text that is to display on the screen in the game is typed in the **Script section** then it also has to be typed in the **Strings section**. Generally into the [Strings] section of Strings.  
In the case of [Strings] entries for level names it does not matter where you type them.

**DO NOT FORGET:** There are blocks for the entry types.

In the [Strings] you will find level names in the first part of the list.  
Followed by puzzle, key, pickup names etc.

**IMPORTANT:** If you change text for example the **Castle1** name in the **Script section** also change it in the **Strings section**.



## **TOMB IDE MANUAL**

The **LoadCamera=** command defines the still picture you will see of the level when the game engine leaves.

You cannot adjust the values for this command yet.

You will do that later by collecting data for the values in the game.

The present values are not a problem, so leave the “0, 0, 0, 0, 0, 0, 0” values for now.

You may get a strange still picture or maybe the whole screen could be black during jumping from the **Castle1** level until you adjust the Load Camera values.

If you find that some of the entries are unnecessary then change or delete them.

Also you can type new entries.

**See Script Commands Original document for full information.**

**See Script Commands New document for full information.**

**See Mnemonics document for full information.**

**SAVE the Script and then build it.**

### **BUILDING THE DAT FILES.**

Using the **Tomb Script Editor** Build function (**F9**) :

The **script.txt** and **english.txt** files are copied into the **NGC\VGE\Script** folder.

The **NG\_CENTER scripiter** compiles the **script.dat** file into the **NGC\VGE** folder.

The **NG\_CENTER scripiter** compiles the **english.dat** file into the **NGC\VGE** folder.

The **script.dat** file is then copied to **your\_project\ENGINE** folder.

The **english.dat** file is then copied to **your\_project\ENGINE** folder.

## **TOMB IDE MANUAL**

### **CREATING THE TGA FILE**

Each TGA file contains the square-shaped textures to place in the rooms of the project.

To define the texture set (i.e. the TGA file) for the level use the **TBuilder** program.

The easiest way to create a TGA is to load an existing original TGA file and save it into the **Project Level folder** with a new name.

For this example save the texture file in the following location:

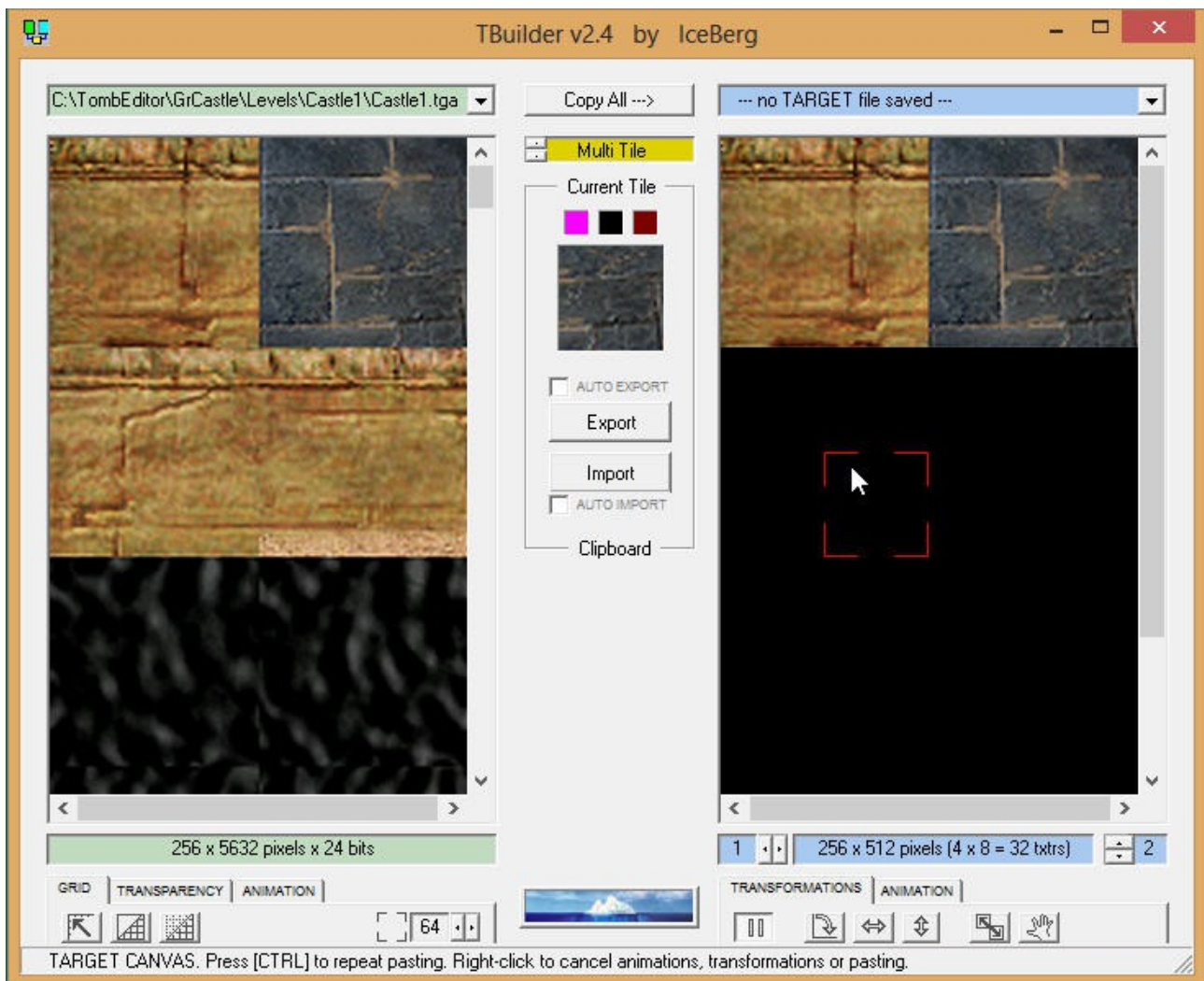
**C:\Tomb Editor\GrCastle\Levels\Castle1\Castle1.tga.**

## TOMB IDE MANUAL

### MAKING AND EDITING THE TGA FILE

For this example to create the **Castle1.tga** as a brand new set of texture tiles or maybe re-edit the **Castle1.tga** (now or any time during editing the level).

**To do this:** Load the source TGA into the left window of **TBuilder**. Click with the square-shaped cursor on a tile here to select it then go to the right window and click to put the selected tile here, i.e. to the tiles of **Castle1.tga**. Check **TBuilder** to understand the other easy features of editing TGA files.



Feel free to use the TGA texture set of any Tomb Raider game as a tile source. If you want you can load Tomb Raider level files into **TBuilder** to rip the texture tiles from them.

If you want make your own tiles for your TGA. You can use any picture (or some part of it) to use as a tile in the TGA file.

**Texture files are available to download on the TR Search website.**  
**Texture files are available on the Resources page of the TR Forum website.**

## **TOMB IDE MANUAL**

If you want to build your TGA using **128×128 pixel** tiles and not **64 × 64 pixel** tiles in **TBuilder** then you can find many **128×128 pixel** tiles on the Resources page of the **TR Forum website**.

You can find the textures of all the original Tomb Raider games here and the textures of some fan-made games.

The original textures of older Tomb Raider games were **64 × 64 pixels** but have been converted into true **128 ×128 pixels**.

## **TOMB IDE MANUAL**

### **STARTING THE PROJECT**

Mouse double left click on the **Castle1 (level name)** to start the **Tomb Editor**.

To attach the texture set to the project click in the Texture window in the **Tomb Editor**.  
Go to the **folder** and click on **Castle1.tga** (this example) to load its textures into the texture panel.

Then attach the object set to the project. Click in the Objects window of the **Tomb Editor**.

Go to the **C:\Tomb Editor\GrCastle\Levels\Castle1** folder

and click on the **Castle1.wad2** to load it into the objects panel.

Save the project in the **C:\Tomb Editor\GrCastle\Levels\Castle1** folder.  
(For this example). The saved projects are files with Prj2 extension.

The example project name is **Castle1.prj2**.

Enable backup copies in the **Tomb Editor**.

**Backup projects could be very useful if the project gets corrupted accidentally !**

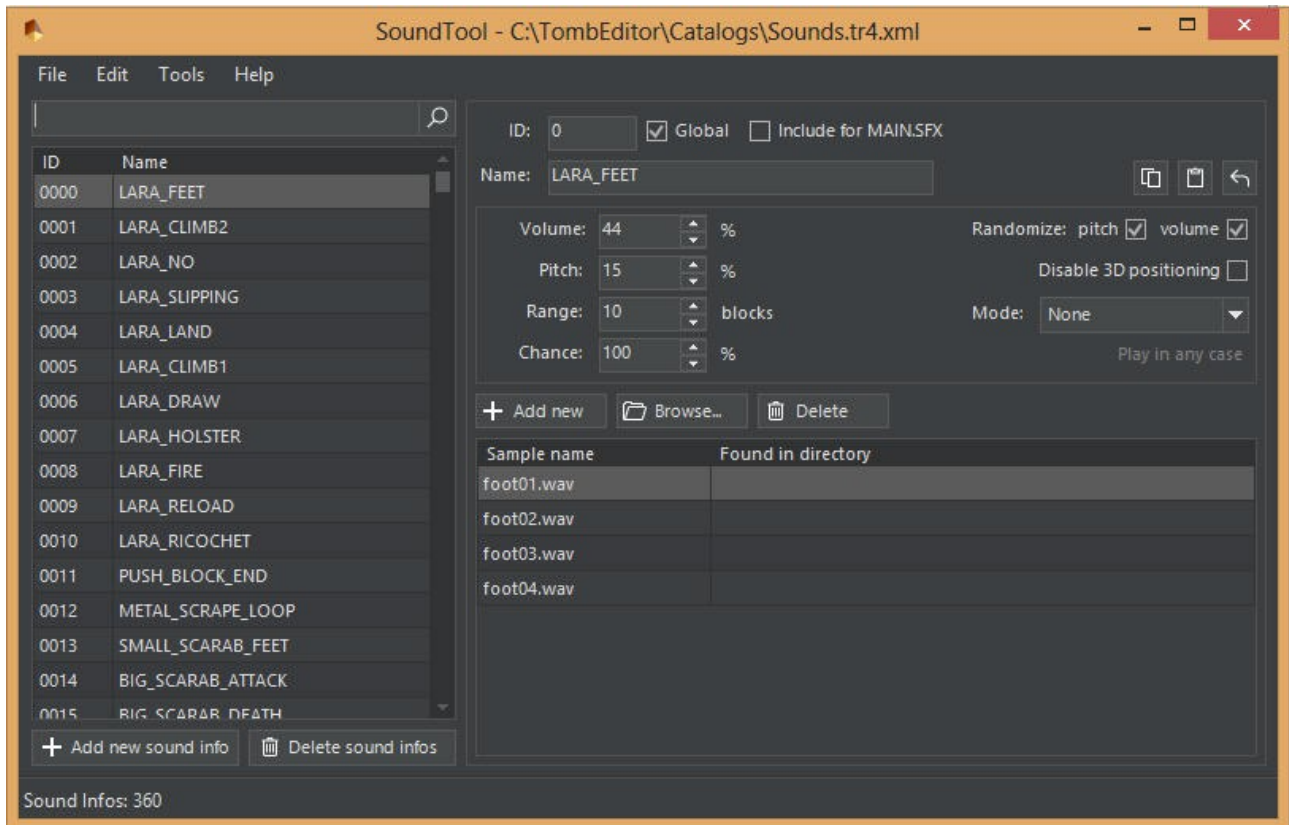
## TOMB IDE MANUAL

### SOUND FILES

To ensure that the sfx sounds (for tr4 files) all work run the **Sound Tool**.

Load the **sounds.tr4** file that is in the **Catalogs** folder.

Using the **Sound Tool** save a copy called **level\_name.xml** in your project level folder.

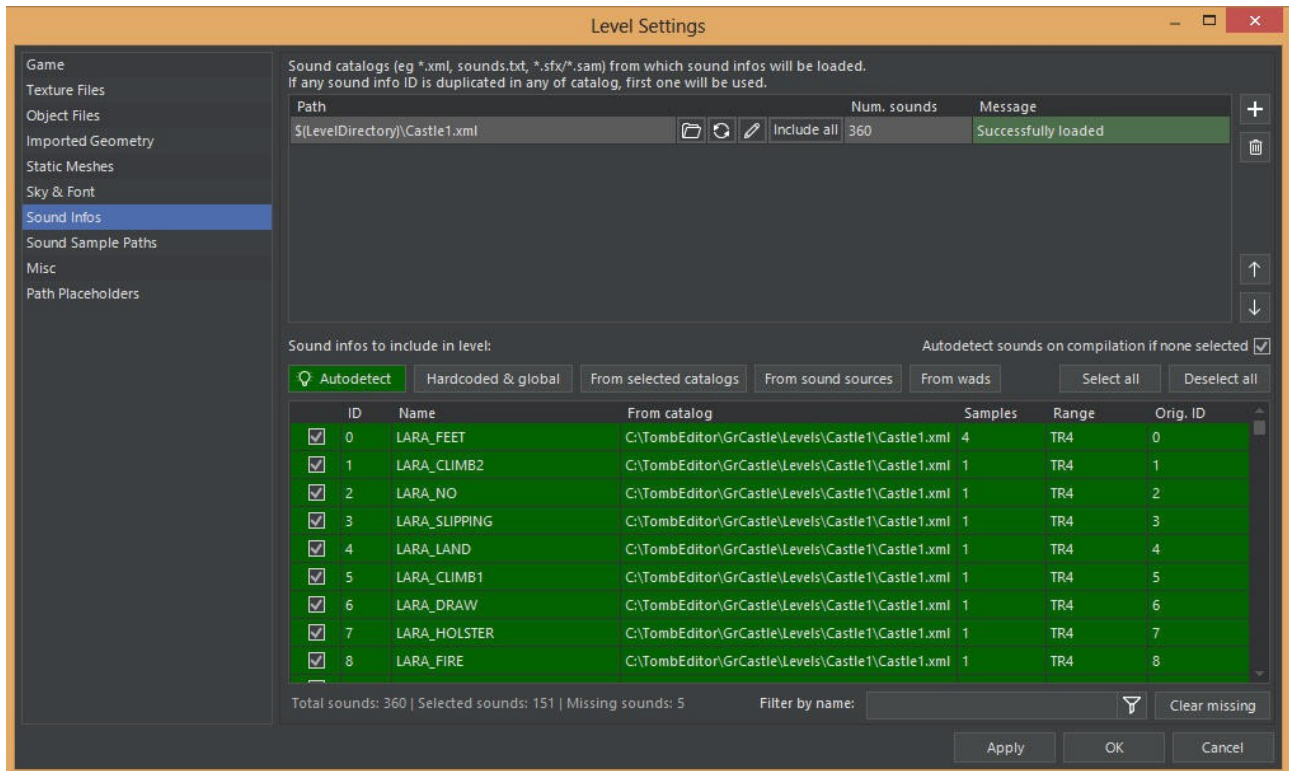


## TOMB IDE MANUAL

Run the **Tomb Editor**

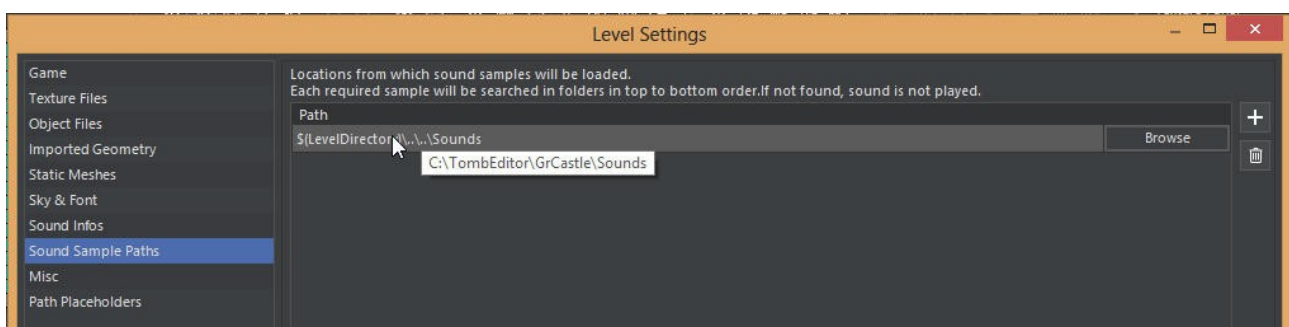
Go to the **Tools\Level settings\sound infos.**

Select the **level\_name.xml** in your project level folder.



Go to the **Tools\Level settings\Sound Sample paths** listing.

Set the **project\_name\Sounds** folder.



**This now gives a listing of all 369 sounds (TR4) in the sound infos list.**

If any sound is missing from the project level then **left mouse click** the sound to tick it and include it in the next build for the project level.

## **TOMB IDE MANUAL**

Use the **Tomb Editor** to start creating your level.

Initially create structure by raising and lowering squares in the 3D view.  
Add texture to the room in the texture view.

**Do not forget** to put **Lara** in the room in the 3D view.

**Note:** **ONLY ONE LARA IN THE LEVEL.**

Add more rooms and connect them using the portal function in the **Tomb Editor**.



## TOMB IDE MANUAL

### TRYING THE LEVEL IN THE GAME

Try the first level of the game to ensure all is working correctly.

Make the first room in the **Tomb Editor** and drag **Lara** to place her in the room.

Using **Tomb Editor**

Select **Tools Menu** > **Level Settings** > **Game**. Set the paths.

**For this example:**

**Game version to Target:** **TRNG (so all NG triggers and functions will be available.)**

**Folder in which all runtime game components reside:** **C:\Tomb Editor\GrCastle**

**Target folder and filename for level file:** **C:\Tomb Editor\GrCastle\Engine\data\\*\*.tr4**

[ where \*\* is the name of the compiled tr4 level (e.g. Castle1.tr4) ]  
[ if a name is not displayed then edit the path field. ]

**Target executable:** **C:\Tomb Editor\GrCastle\Engine\tomb4.exe**

### SAVE THE PROJECT.

Make the playable version of the level to test by selecting the **F5** key.

Try Lara out to ensure she is OK and has sound for guns etc.

Everything OK, so now you can start creating your wonderful level.

**Note:** There are two methods to compile a level:    **“Build” Shift + F5** key  
  **“Build and Play” F5** key.

The **Tomb Editor compiler** converts the project into a **Castle1.tr4** level file in the example. It creates this file if it does not exist or updates it if it does.

The **Tomb Editor** is minimized if you used **Play. F5**

The **TRNG** engine **Tomb4.exe** then starts. (Set in Game target path in the **Tomb Editor**).

If the value of the **PlayAnyLevel** command (in [Options] block of **script.txt**) is **DISABLED** then the game always starts with the level that has the first [Level] block, if you choose New Game entry.

To select any level to play set the **PlayAnyLevel** command in the **script.txt** to **ENABLED**.

## **TOMB IDE MANUAL**

### **GENERAL NOTES**

If you start your level in the game, but the level shows its former state, then maybe you have forgotten to build the Script or made the playable version of the level.

Do not adjust the still picture (See the **Load Camera Script command**) until you have finished editing the level. Then determine the values to use to give a good image.

If you adjust the values too early, then maybe you will notice that the picture is not a good display.

You should enable the flying cheat and use it when testing your new level.

### **USING DOZY TO VIEW THE LEVEL BEING BUILT**

**Fly Lara by typing the letters: **DOZY** on the Keyboard.**

**Use Control key and arrow keys to move.**

**Use Shift key to return to walk mode.**

See the **Fly Cheat** Script command.

**See Script Commands Original document for full information.**

## **TOMB IDE MANUAL**

### **TITLE FEATURES**

The title sequence of the game is a level: you have a **title.prj2** project file you can edit and convert into aTR4 file.

You have to know some special things when you edit the **title.prj2**.

There are some editing steps that belong to the title and some other editing steps are not the same in the title and the “real” projects.

However, you can create your own new level which is a new title, instead of using the original one.

The title level uses Flyby Cameras set up in a continuous loop.

## TOMB IDE MANUAL

### LOAD CAMERA COMMAND

You can find the Load Camera command not only in the [Level] blocks but also in the [Title] block of the [Script.txt](#) file.

The value for the Load Camera in the [Title] block defines the still picture you will see when the game leaves the title sequence.

To redefine that value:

Copy the whole [Title] block to the [Level] blocks, naming this copied block [Level] instead of [Title].

Give a Name command to this new [Level] block.  
There is a “Title Load Screen” entry in [Strings].

#### **Save and build the script.**

Start the game and start the Title Load Screen level from the New Game menu.

Now to get the Load Camera value for a “real” level.:

Play your level and find a good camera angle and **press F1**

This will only work if you have **Fly Cheat Enabled**.

Write down all the figures you see on the screen.  
Then quit the game.

Type the numbers into the Load Camera command  
of the [Title] block overwriting the values.

#### **Save and build the script.**

After you have clicked on the [tomb4.exe](#), you will see a still picture on the screen before the game starts showing the title sequence.

This still picture is named [load.bmp](#).

Swap it for another picture with the same properties if you want to see another picture after clicking on the [tomb4.exe](#).

## **TOMB IDE MANUAL**

### **HAVING FISH IN LAKES**

To have fish in a lake like the Jungle adventures it is necessary to have the **FISH EMITTER** in the project wad.

**This can be found in the Demo Downloads on Paolone website.**

**<http://www.trlevelmanager.eu/ng.htm>**

See (**NG\_CENTER**) **OCB CALCULATOR**      **Fish Emitter.**

See: **TIDE\NGC\NG\_CENTER.exe Tools2.**

### **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.

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 IDE MANUAL**

### **CREATING A STAND ALONE GAME**

This is an easy operation to do manually.  
Select the **ENGINE** folder in the project folder.  
Copy it to a new location on the hard disc.

Rename the **ENGINE** folder to a more suitable name for your game.

To start your game click on the **tomb.exe** as you would normally do for any tomb raider custom level game.

#### **To create a Setup exe for your players.**

Right mouse click on the **tomb4.exe** and select Create Shortcut.

This places a shortcut to the **tomb4.exe** in the same folder.  
Now rename this Shortcut to the **tomb4.exe** file to **Setup**.  
Then right mouse click on it and select Properties.

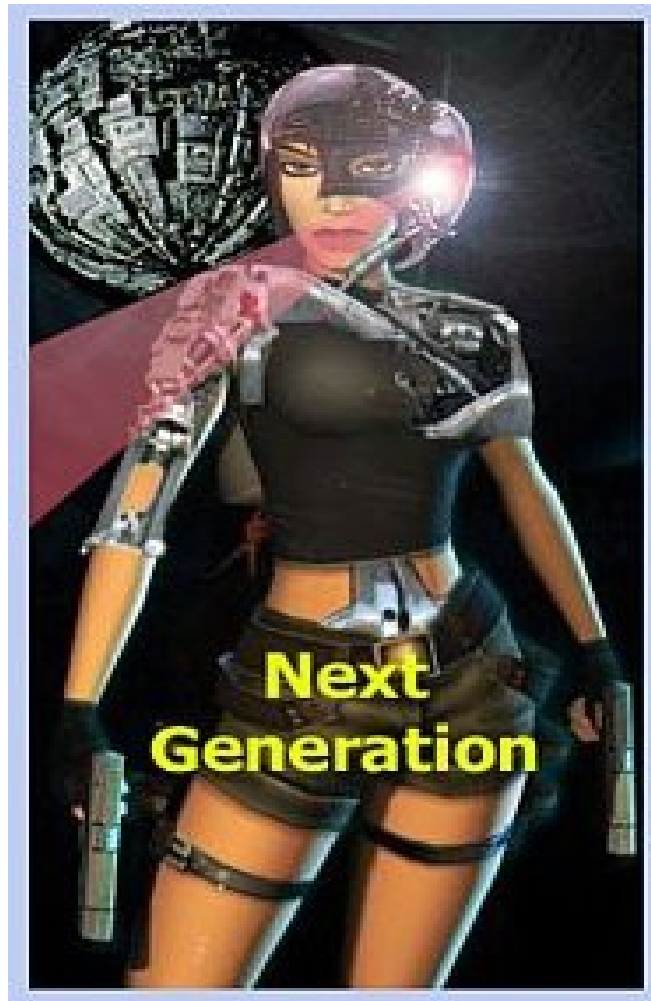
Go to the Shortcut Tab and see the Target highlighted.  
After the inverted commas at the end of the line after **tomb4.exe**  
first type a SPACE and then -setup.

There must be a space and then the minus sign and then setup or it will not work.  
Once that is done, click Apply and OK.

Now it is possible to setup the screen resolution and the other functions.

**TOMB IDE MANUAL**

# **TOMB RAIDER NEXT GENERATION**



**TOMB IDE**

**CREATING AND EDITING 3D OBJECTS**

## TOMB IDE MANUAL

### CREATING AND EDITING 3D OBJECTS

**Metasequoia** can be used to create and edit 3D objects for the **wad**.

**Metasequoia** is available on the **Metaseq.net website**.

**Metasequoia LE R3** is the freeware version.

**Metasequoia 4** can be used in the basic mode for free. (Only allows load/save mqo files).

**Strpix version 17** is available on the **TR Forum website**.

**Strpix** is a program used to texture objects, give them lighting (only possible on static objects) and to export/import **Metasequoia** files (mqo). Another feature is the possibility to adjust collision on static objects.

**Strpix version 17** can load and save **wad** files, but it does not recognise **wad2** files. So until a new update of **Strpix** is available do the following procedure.

Install **Wad Merger** so that a **single object wad** can be created.

Install **Visual\_Basic\_Runtime 5** and **Visual\_Basic\_Runtime 6**.

**Wad Merger** is available on the **TR Search website**.

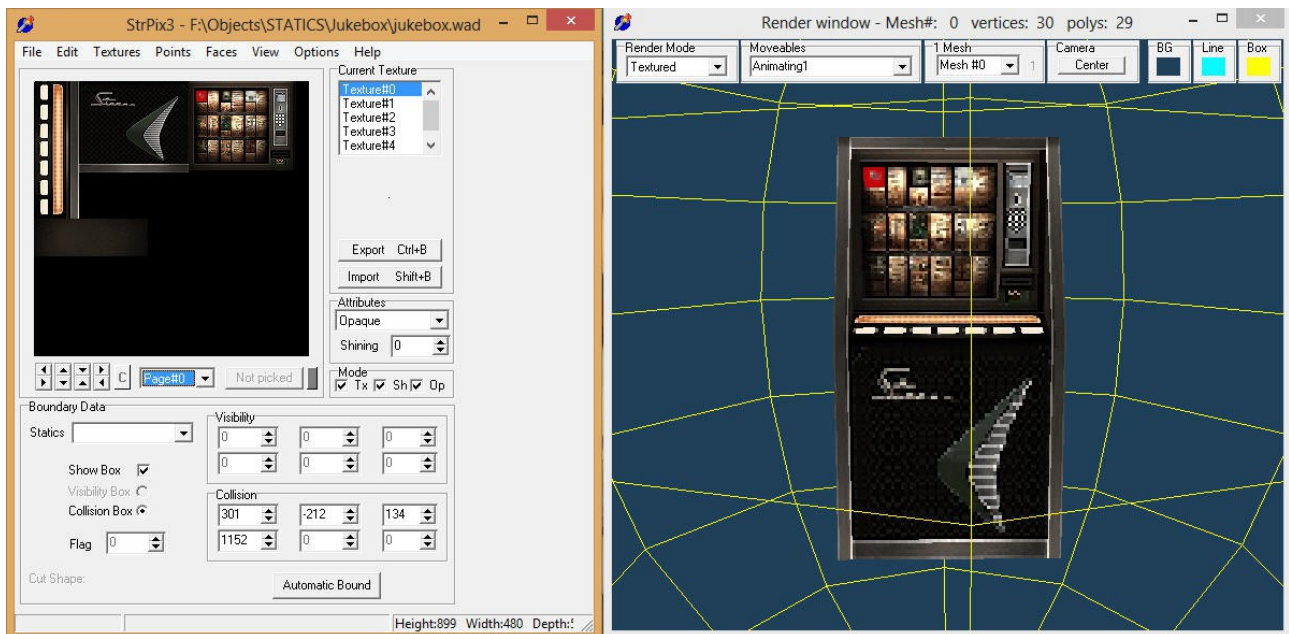
Use **Metasequoia** to create and edit the 3D object.

Use **Strpix17** to load the **wad** and import and export the **Metasequoia** object (\*.mqo).

Use **Strpix17** to load the **wad** and import and export the object texture files (\*.bmp)

Use **Paint Shop Pro** (or similar) to load, edit, save the texture files (\*.bmp)

Use **Strpix17** to save the **wad** with the single **Metasequoia** object.

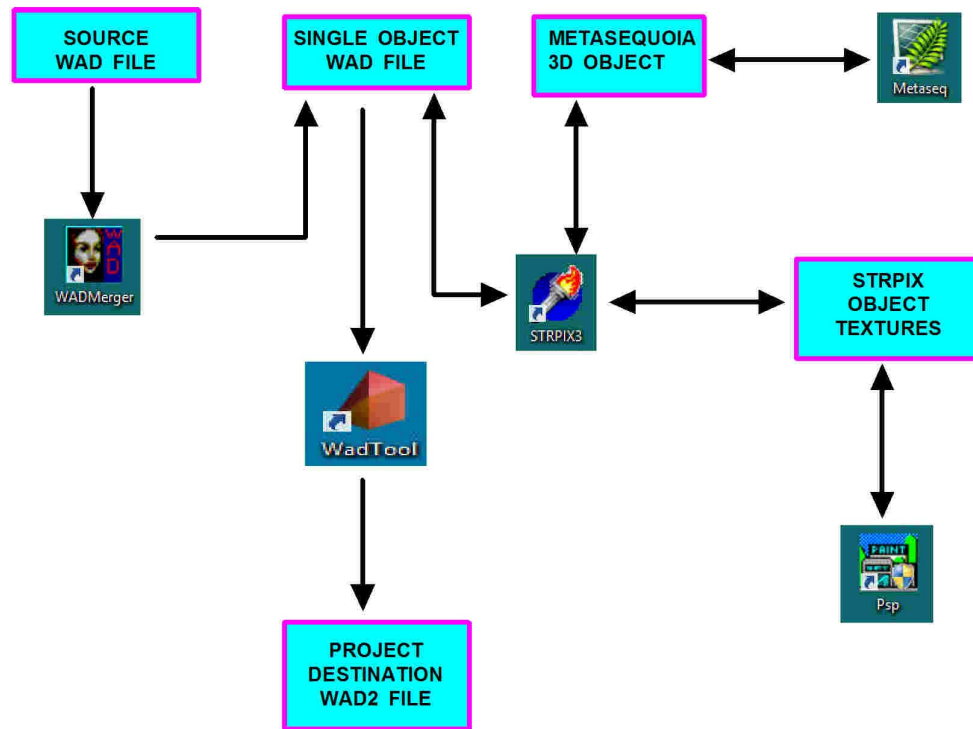


Use the **Wad Tool** to load and copy the **wad** containing the **Metasequoia** object (\*.mqo) into the **Tomb Editor** project **wad2** file.



## TOMB IDE MANUAL

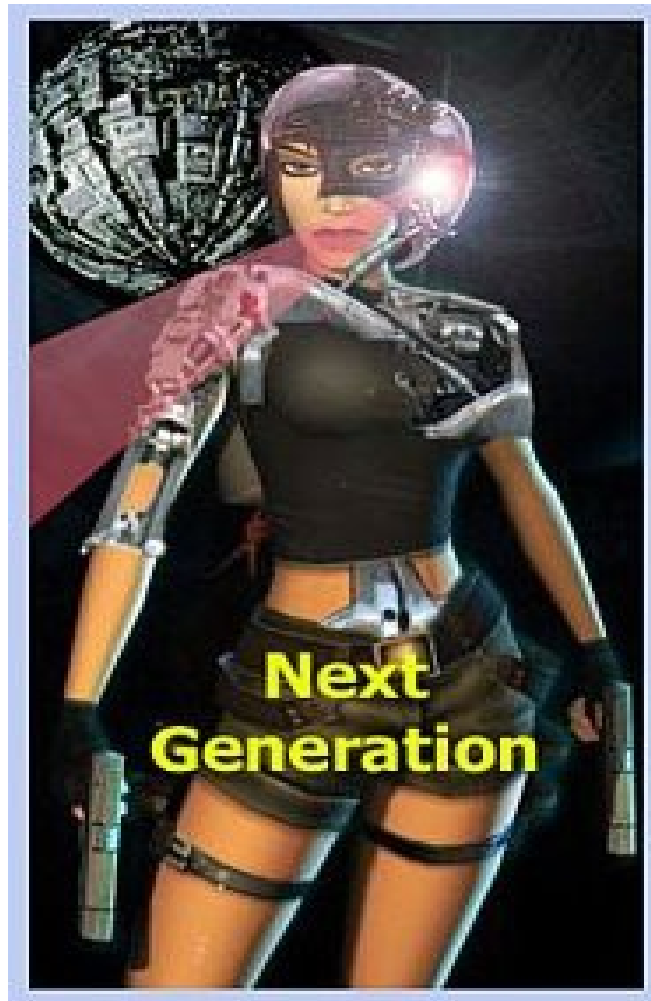
### TOMB EDITOR 3D OBJECT BUILD FLOWCHART



**Note:** Also see the [Wad Tool Static Editor](#) Mesh Import.

**TOMB IDE MANUAL**

# **TOMB RAIDER NEXT GENERATION**



**TOMB IDE**

**ADDING A FLAME TO A MOVEABLE OBJECT**

## **TOMB IDE MANUAL**

### **ADDING A FLAME TO A MOVEABLE OBJECT**

#### **FLAME EFFECT EXAMPLE**

The Add Effect Command is as follows:

**See Script Commands New document for full information.**

**See Mnemonics document for full information.**

**Syntax:** AddEffect=Id, EffectType (ADD\_), FlagsEffect (FADD\_), JointType (JOINT\_),  
DispX, DispY, DispZ, DurateEmit, DuratePause, Extra param array

**THE DRAGON STATUE is in the TR3 LOST CITY OF TINNOS**



Add this script line for the flame effect:

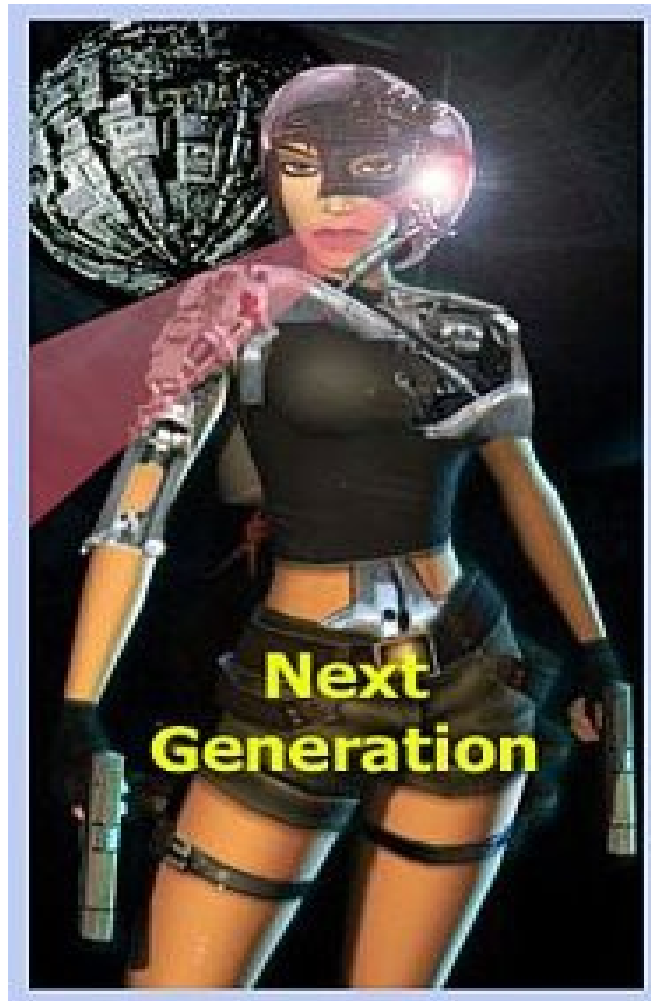
```
AddEffect= 1,ADD_FLAME,FADD_FIRE_STRIP+FADD_ROTATE_90,6,512,0,0,61,34,-8000,1,0
```

In the **Tomb Editor** place an Object trigger for the Dragon statue and an Action trigger Add effect 1 for the flame on the same square.

Apply the method to any Moveable object that requires a flame attached.

**TOMB IDE MANUAL**

# **TOMB RAIDER NEXT GENERATION**



**TOMB IDE**

**ADDITIONAL INFORMATION SOURCES**

## **TOMB IDE MANUAL**

### **ADDITIONAL INFORMATION SOURCES**

**For additional information and resources see the following:**

<b>Original Tomb Editor LE manual. :</b>	for information.
<b>TR Forum website :</b>	for Tutorials and resources.
<b>Skribblerz website :</b>	for Tutorials and games.
<b>Paolone website :</b>	for TRNG installer and Demo Downloads.
<b>TR Search website :</b>	for objects, wads, textures, tools, etc.
<b>TRLE website :</b>	for custom levels to play. Back to Basics levels and wads.
<b>TR Forum website :</b>	<a href="http://www.tombraiderforums.com">http://www.tombraiderforums.com</a>
<b>Skribblerz website :</b>	<a href="http://www.skribblerz.com">http://www.skribblerz.com</a>
<b>Paolone website :</b>	<a href="http://www.trlevelmanager.eu/ng.htm">http://www.trlevelmanager.eu/ng.htm</a>
<b>TR Search website :</b>	<a href="http://www.trsearch.org">http://www.trsearch.org</a>
<b>TRLE website :</b>	<a href="http://www.trle.net">http://www.trle.net</a>

**TOMB IDE MANUAL**

# **TOMB RAIDER NEXT GENERATION**



**TOMB IDE**

**IMPORTING A TRLE TRNG PROJECT**

## **TOMB IDE MANUAL**

### **IMPORTING A TRLE TRNG PROJECT**

To make this process easy to follow and for everyone to be able to copy, let us import the example Levels that are installed with the Original Level Editor ( and [NGLE](#)).

They are:	<b>Playable Tutorial Level</b>	<b>tut1</b>
	<b>The Tomb Of Seth</b>	<b>Settomb</b>
	<b>Temple Of Karnak</b>	<b>Karnak</b>
	<b>Coastal Ruins</b>	<b>Coastal</b>
	<b>Catacombs</b>	<b>Catacomb</b>
	<b>Cleopatra's Palaces</b>	<b>Cleopal</b>
	<b>City Of The Dead</b>	<b>City</b>

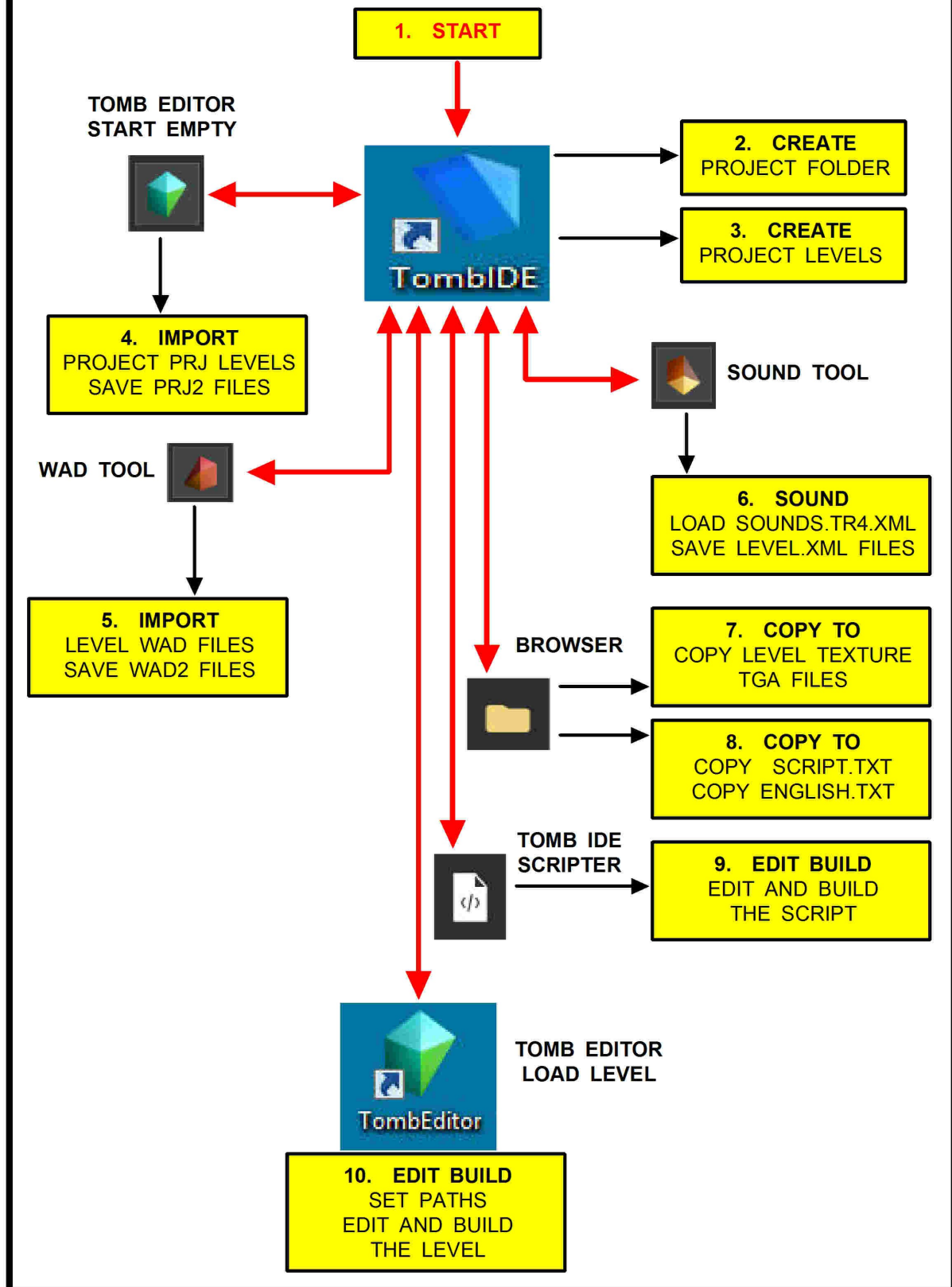
When you understand the process importing your custom level from the [NGLE](#) is the same, only the project and level names change.

Start the [Tomb IDE](#)



## TOMB IDE MANUAL

### IMPORT TRLE TRNG PROJECT FLOWCHART

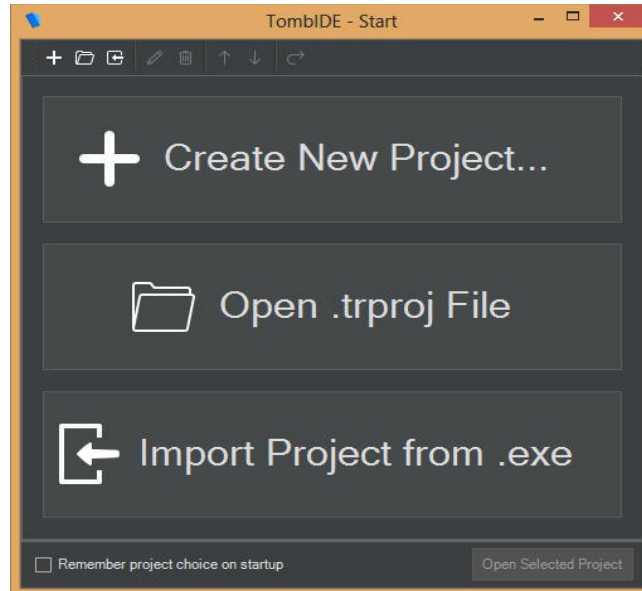




## TOMB IDE MANUAL

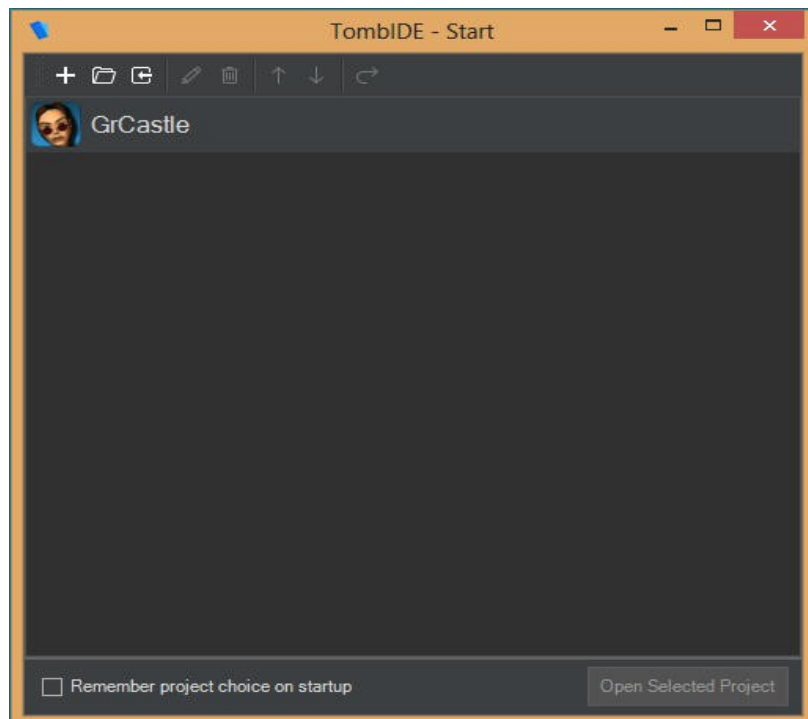
### CREATING THE PROJECT

If there are initially no projects the **Tomb IDE** will display:



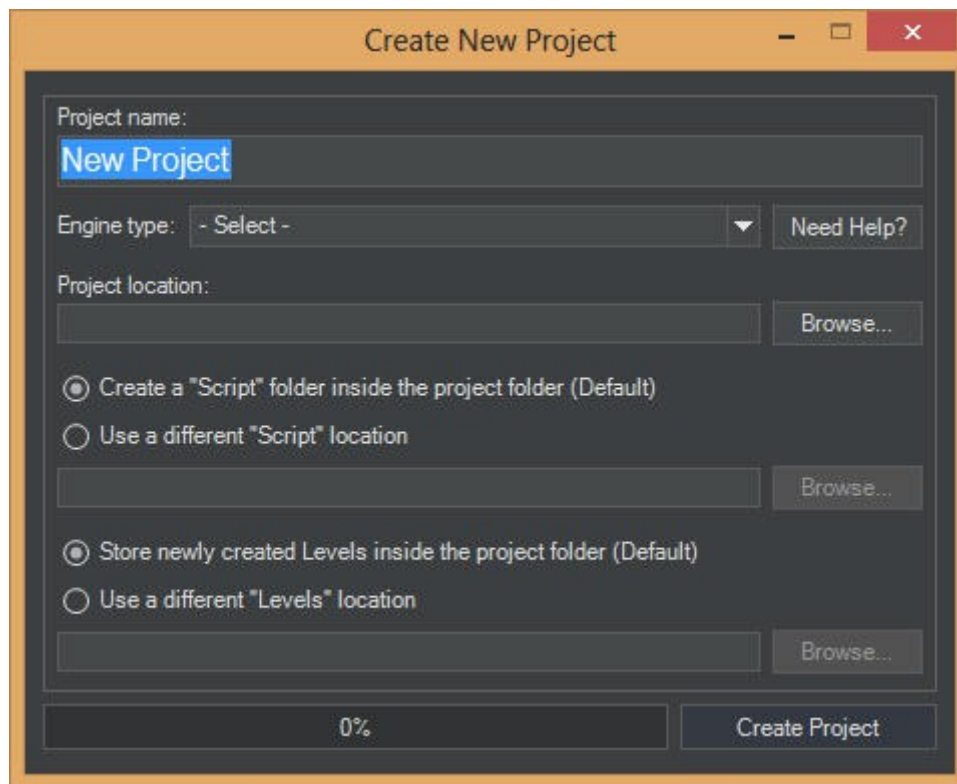
THEN SELECT **Create New Project...**

If there are already projects listed the **Tomb IDE** will display:



THEN SELECT  to ADD a New Project.

## TOMB IDE MANUAL



### For a TRNG Project:

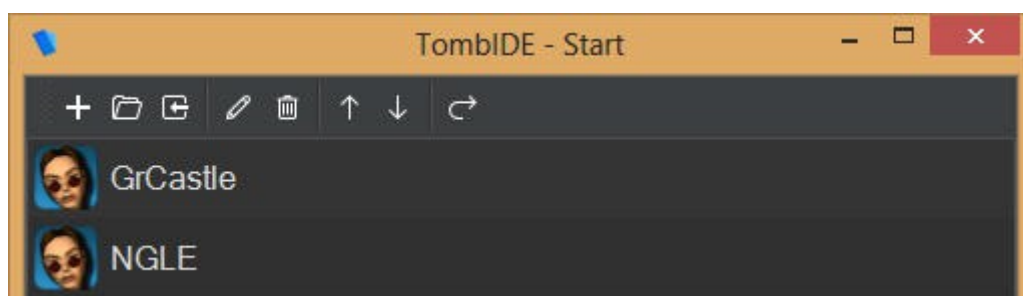
Input the Project name **'NGLE'** This will be the project folder.  
Select the engine type **TRNG** (Next Generation game using dll 1.3.07)  
Select the project location using the browse button.  
That is the **Tomb Editor** folder. (**C:\Tomb Editor**)

Use the default location for the script folder and the levels folder.

**SELECT Create Project button.**

The project folder and files are created.

**SELECT** the Project **NGLE** that is now on the list in the **Tomb IDE Start** window to open the project window.



## TOMB IDE MANUAL

### Note:

#### For a TRNG + FLEP Project:

Input the Project name **'FLEP'** This will be the project folder.  
Select the engine type **TRNG + FLEP** (Next Generation game using dll 1.3.07)  
Select the project location using the browse button.  
That is the **Tomb Editor** folder. (**C:\Tomb Editor**)

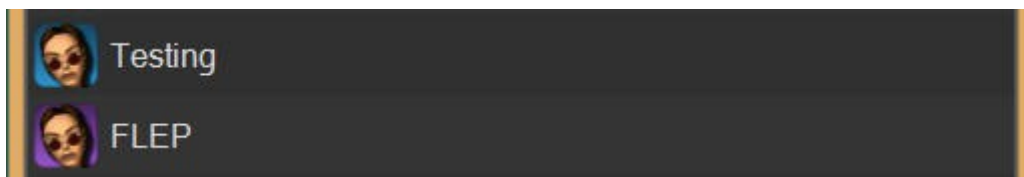
Use the default location for the script folder and the levels folder.

**SELECT Create Project button.**

The project folder and files are created.

The project folder and files are created.

**SELECT** the Project **FLEP** that is now on the list in the **Tomb IDE Start** window to open the project window.



Create the levels etc. in the same way as a normal **TRNG** project.

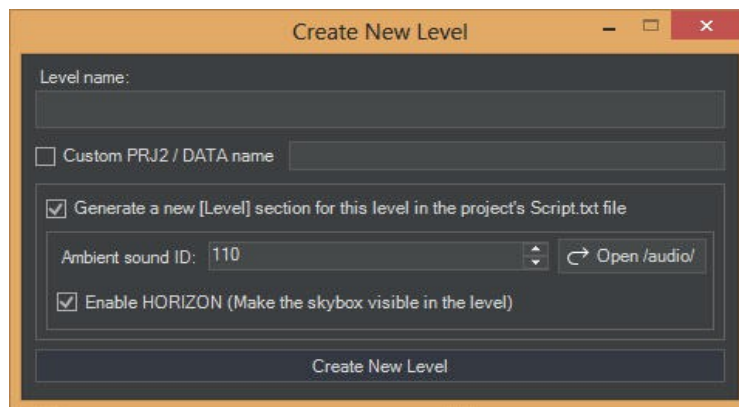
## TOMB IDE MANUAL

### CREATING THE LEVELS

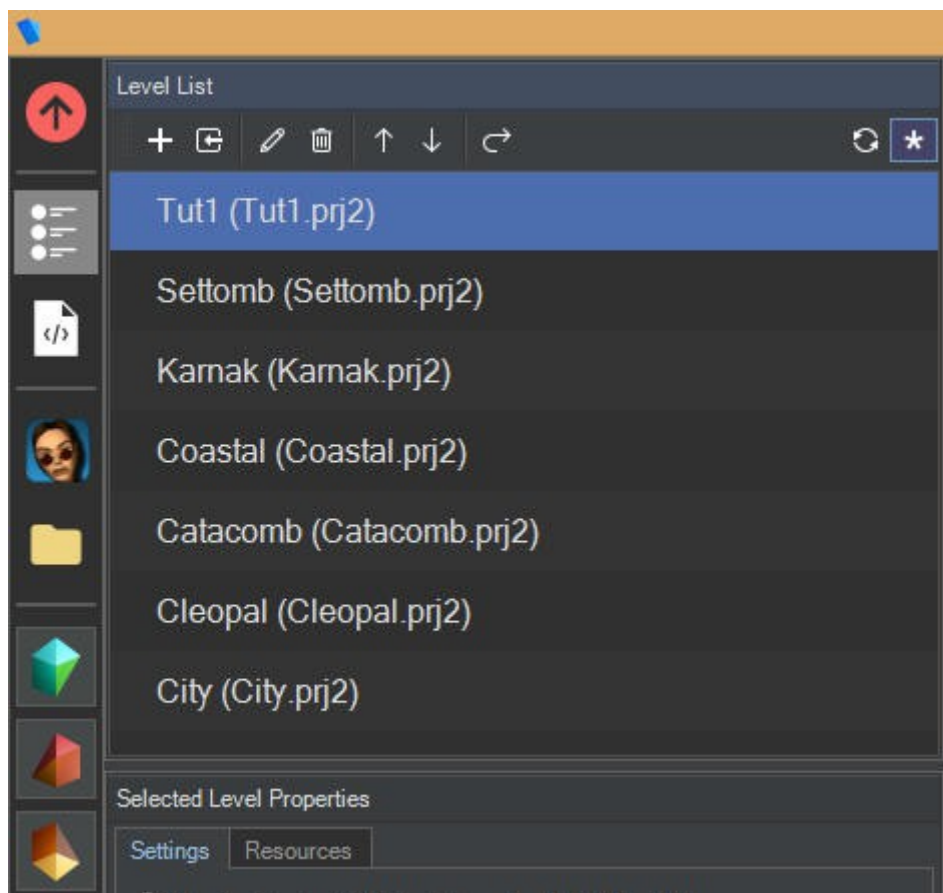
THEN SELECT  to ADD a New Level

Now input the level name(s) and create the level(s).

For this example: **tut1,** **Settomb,** **Karnak,** **Coastal,**  
**Catacomb,** **Cleopal,** **City.**



This will create a level folder with an initial prj2 file (19 KB) in the project folder.



## TOMB IDE MANUAL

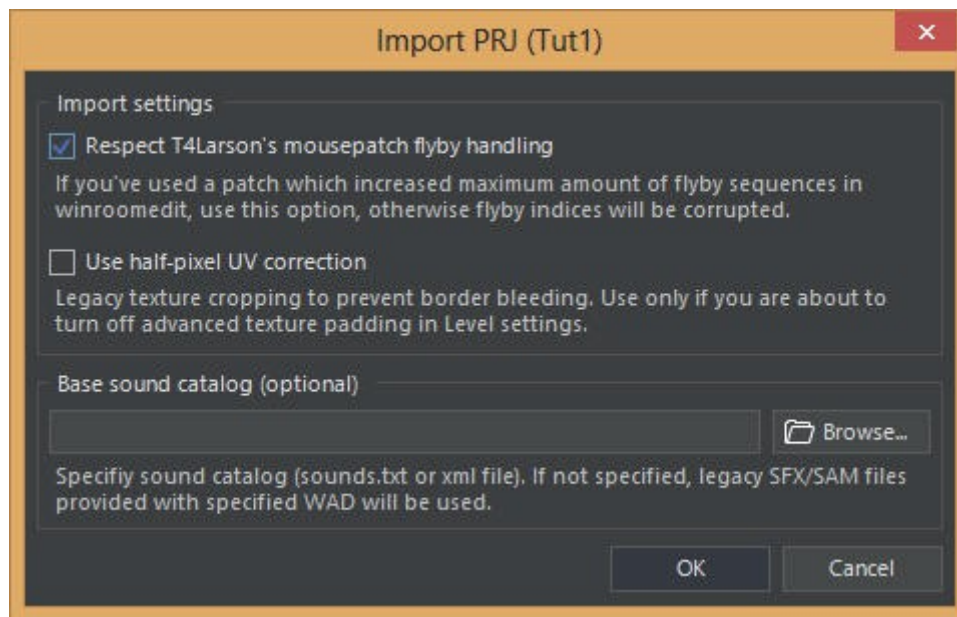
### CREATING THE PROJECT LEVELS prj2 FILES

In the **Tomb IDE** select the **Tomb Editor** icon to start it with no project loaded.

Running the **Tomb Editor**:

**SELECT**     **File , Import TRLE level...**  
**GOTO**       **.....\trle\Maps\tut1\tut1.prj**  
**SELECT**     **tut1.prj**            and **OPEN** the file.

The import window will display.



Select **OK** to import the project.

**SELECT**     **File , Save Level as...**  
**GOTO**       **...\Tomb Editor\NGLE\Levels\Tut1**  
**SELECT**     **Tut1.prj2**            **Overwrite the default file.**

**QUIT** the **Tomb Editor**

The **prj2** file has now been created from the **prj** file for the **Tut1** project.

Do this procedure for the other levels adjusting the path.

That is:            **Settomb,     Karnak,     Coastal,**  
                      **Catacomb,   Cleopal,     City.**

All of the levels should now have a **prj2** file.

## **TOMB IDE MANUAL**

### **CREATING THE PROJECT LEVELS wad2 FILES**

In the **Tomb IDE** select the **Wad Tool** icon to start it with no wad loaded.

Running the **Wad Tool**:

**Click in the Destination window**

**SELECT** .....\\trle\\Graphics\\wads\\tut1.wad

**SELECT** **File, Save wad2 as...**

**GOTO** ...\\Tomb Editor\\NGLE\\Levels\\Tut1

**SAVE AS** **Tut1.wad2**

**QUIT the** **Wad Tool**

The **wad2** file has now been created from the **wad** file for the **Tut1** project.

Do this procedure for the other levels adjusting the path.

That is:       **Settomb,   Karnak,   Coastal,**  
                 **Catacomb,   Cleopal,   City.**

All of the levels should now have a **wad2** file.

## **TOMB IDE MANUAL**

### **CREATING THE PROJECT LEVELS SOUND xml FILES**

In the **Tomb IDE** select the **Sound Tool** icon to start it.

**SELECT     File,   Open XML, TXT or SFX...**

**SELECT     ...\Tomb Editor\Catalogues\Sounds.tr4.xml**

**SELECT     Save XML as...**

**GOTO       ...\Tomb Editor\NGLE\Levels\Tut1**

**Save XML as...     Tut1.xml**

**QUIT the   Sound Tool**

Do this procedure for the other levels adjusting the path.

That is:       **Settomb,     Karnak,     Coastal,**  
                 **Catacomb,   Cleopal,     City.**

All of the levels should now have a sound **xml** file.

## **TOMB IDE MANUAL**

### **COPYING THE PROJECT LEVELS TEXTURE tga FILES**

In the **Tomb IDE** select the



Open Project Browser.

**GOTO** .....trle\Maps\tut1

**SELECT** tutText.tga

**COPY** tutText.tga to ...Tomb Editor\NGLE\Levels\Tut1

Do this procedure for the other levels adjusting the path.

That is:        **Settomb,    Karnak,    Coastal,**  
                 **Catacomb,   Cleopal,    City.**

All of the levels should now have a texture file in the Level folder.

Return to the **Tomb IDE** Project window.



## **TOMB IDE MANUAL**

### **COPYING AND BUILDING THE PROJECT SCRIPT, ENGLISH FILES**

In the **Tomb IDE** select the



Open Project Browser.

**GOTO**

**.....\trle\Script**

**COPY**

**script.txt** and **english.txt** to **...\Tomb Editor\NGLE\Script**

That is the **script.txt** and **english.txt** files from the **TRLE** (**TRNG**) project.

Return to the **Tomb IDE** Project window.

**SELECT**



**Tomb IDE Script Editor**

### **EDIT AND BUILD THE PROJECT script.dat AND english.dat FILES**

Return to the **Tomb IDE** Project window.

# **TOMB IDE MANUAL**

## **EDITING THE LEVELS**

In the **Tomb IDE** select the **Tut1** level to start the **Tomb Editor**.

The **Tut1** project loads in the **Tomb Editor**

Ensure that the **...\Tomb Editor\NGLE\Levels\Tut1\Tut1.wad2** is loaded.  
This can be confirmed in the **Tools, Level Settings, Object files** window.

Ensure that the **...\Tomb Editor\NGLE\Levels\Tut1\ tutText.tga** is loaded.  
This can be confirmed in the **Tools, Level Settings, Texture files** window.

## **SOUND**

Go to the **Tools\Level settings\Sound Sample paths** listing.  
Set the **...\Tomb Editor\NGLE\Sounds** folder.

Go to the **Tools\Level settings\sound infos**.  
Set the **...\Tomb Editor\NGLE\Levels\Tut1\Tut1.xml** in the project level folder.

**This now gives a listing of all 369 sounds (TR4) in the sound infos list.**

If any sound is missing from your project level then left mouse click the sound to tick it and include it in the next build for your project level.

Do this procedure for the other levels adjusting the path.

That is:	<b>Settomb,</b>	<b>Karnak,</b>	<b>Coastal,</b>
	<b>Catacomb,</b>	<b>Cleopal,</b>	<b>City.</b>

## **TOMB IDE MANUAL**

### **TRYING THE LEVEL IN THE GAME**

Using **Tomb Editor**

Select **Tools Menu > Level Settings > Game.** Set the file paths.

**Game version to Target:** **TR4 TR4 functions only.**

**Game version to Target:** **TRNG (all NG triggers and functions will be available.)**

**Folder for runtime game components:** **C:\Tomb Editor\NGLE**

**Target folder and filename for level file:** **C:\Tomb Editor\NGLE\Engine\data\\*\*.tr4**

[ **where \*\* is the name of the compiled tr4 level (e.g. Tut1.tr4) ]**  
[ **if a name is not displayed then edit the path field.** ]

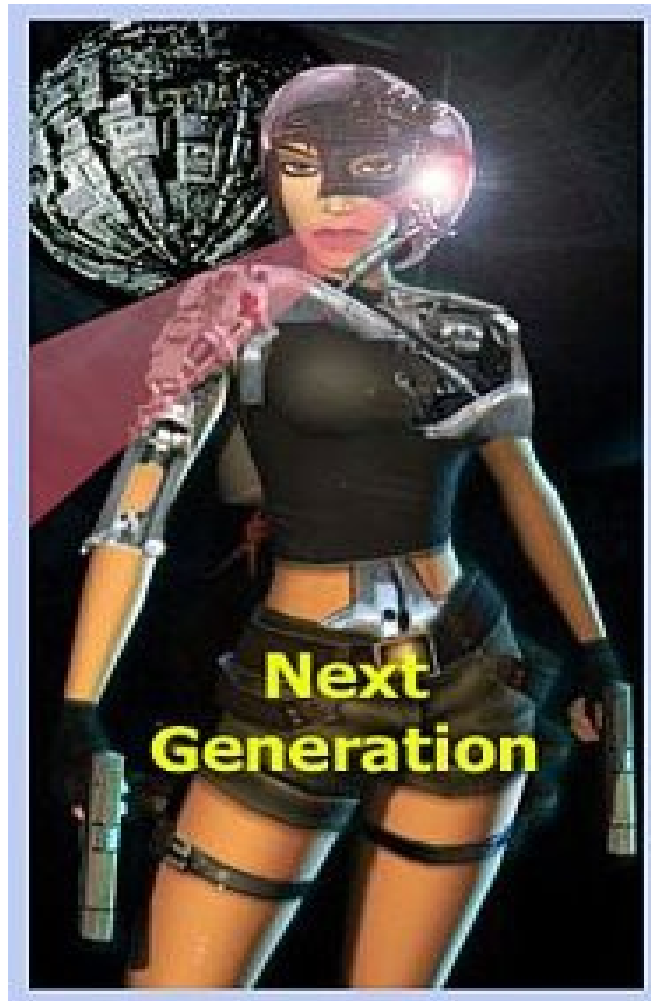
**Target executable:** **C:\Tomb Editor\NGLE\Engine\tomb4.exe**

**Notes:**        **If you have any minor problems,**  
                  **NO SOUND, FILES NOT FOUND, etc.**  
                  **CHECK the file paths in the Settings.**

### **BUILD AND PLAY THE LEVEL**

**TOMB IDE MANUAL**

# **TOMB RAIDER NEXT GENERATION**



**TOMB IDE**

**STARTING A NEW PROJECT  
USING TRNG AND APPLYING  
FLEP TO THE TOMB4.EXE**

## **TOMB IDE MANUAL**

### **FLEP (FLExible Engine Patcher) also known as TREP2**

Once upon a time, some people wrote wonderful software called **TREP** (Tomb Raider Engine Patcher).

Then **Paolone** wrote better software called the **NGLE** (Next Generation Level Editor). Time passed and both of these have now stopped developing.

Despite the fact that the **NGLE** now includes almost every **TREP** feature that was ever created, there are some that are not included.

For those features there is a new second generation of **TREP** called **FLEP**.

**FLEP** is fully compatible with the current NG Tomb4.  
It does not interfere with the NG DLL when properly used.

**FLEP** is revamped and empowered with a DRACO custom patch module from the classic **TREP** version.

It now allows the making of :

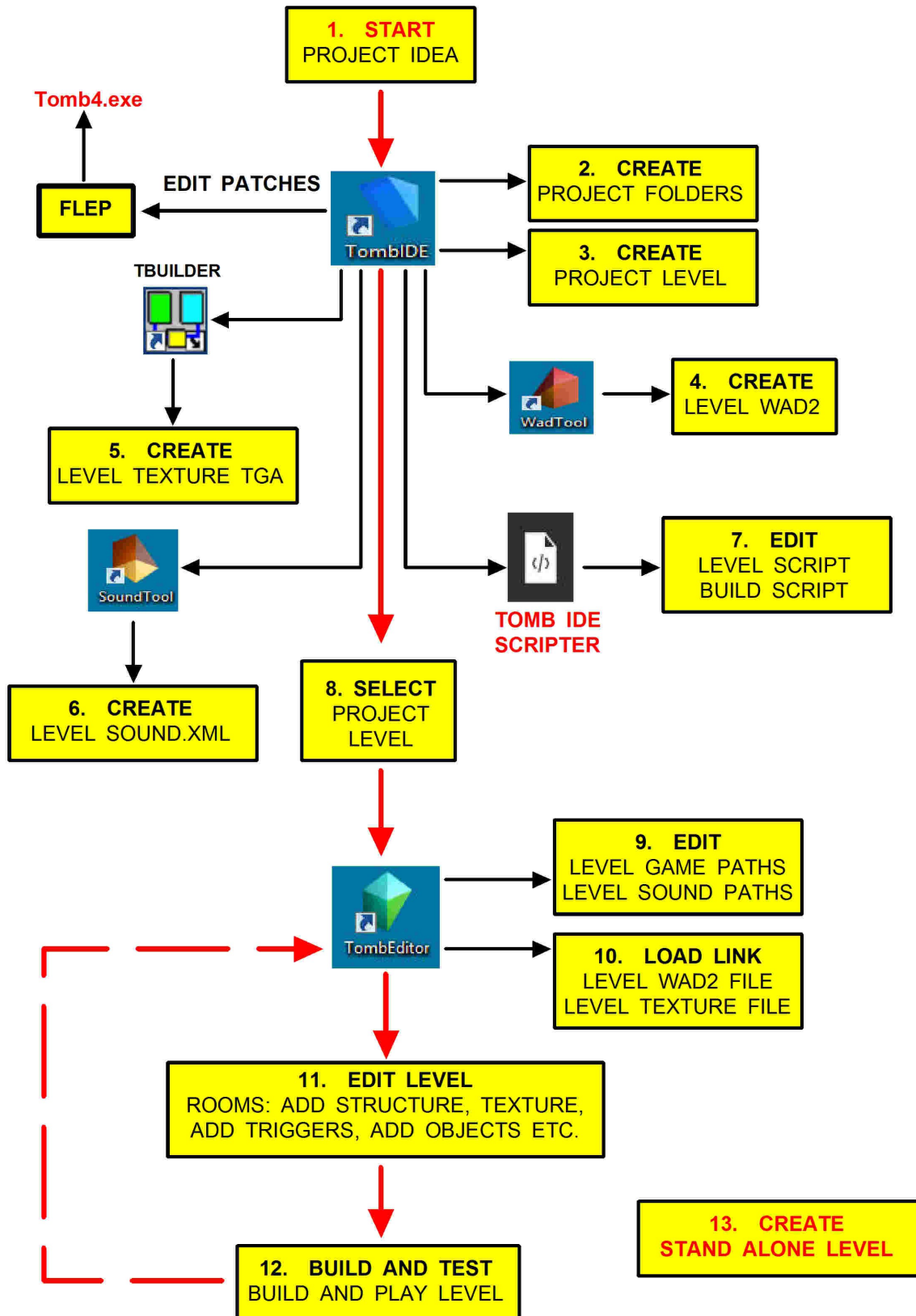
UNLIMITED patches, parameters,  
create interconnected patch entries with different binary targets,  
independent conditional behaviour options and additional data types.

Source code has major re-writes so most of the old limits and slow-downs are eliminated.

**FLEP** allows you to edit not only the Tomb4.exe file and / or the TRLE-related binaries, it is now a completely independent patching engine which can be used to edit ANY binary file.

## TOMB IDE MANUAL

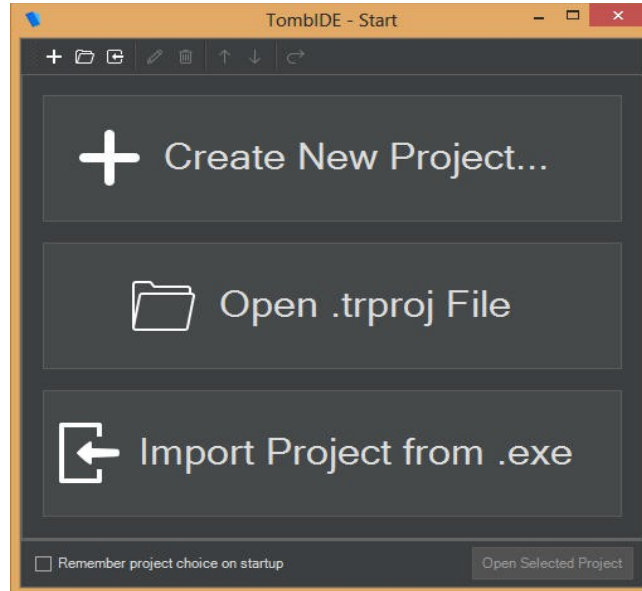
### NEW PROJECT PLUS FLEP FLOWCHART



# TOMB IDE MANUAL

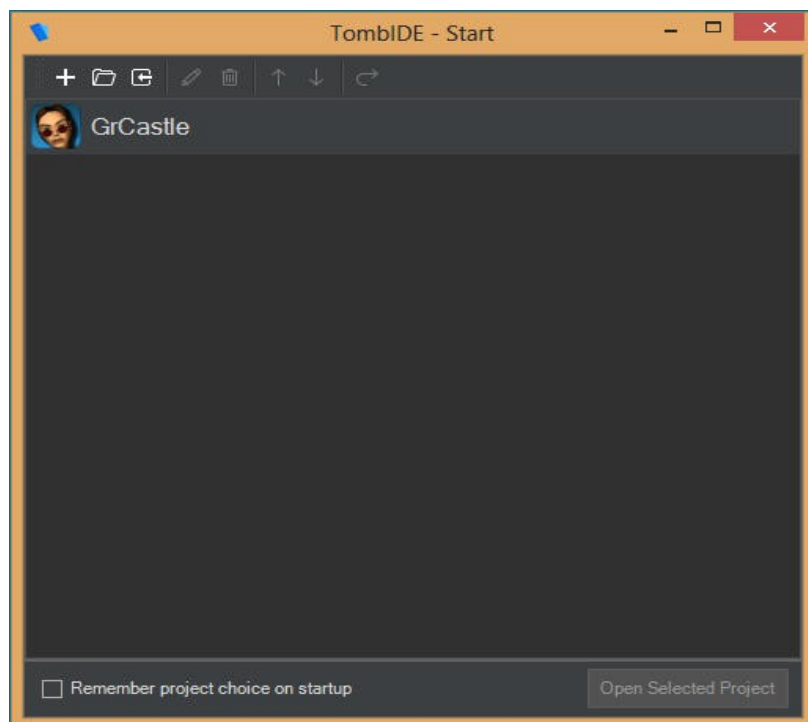
## CREATING THE PROJECT

If there are initially no projects the **Tomb IDE** will display:



**THEN SELECT **Create New Project...****

If there are already projects listed the **Tomb IDE** will display:

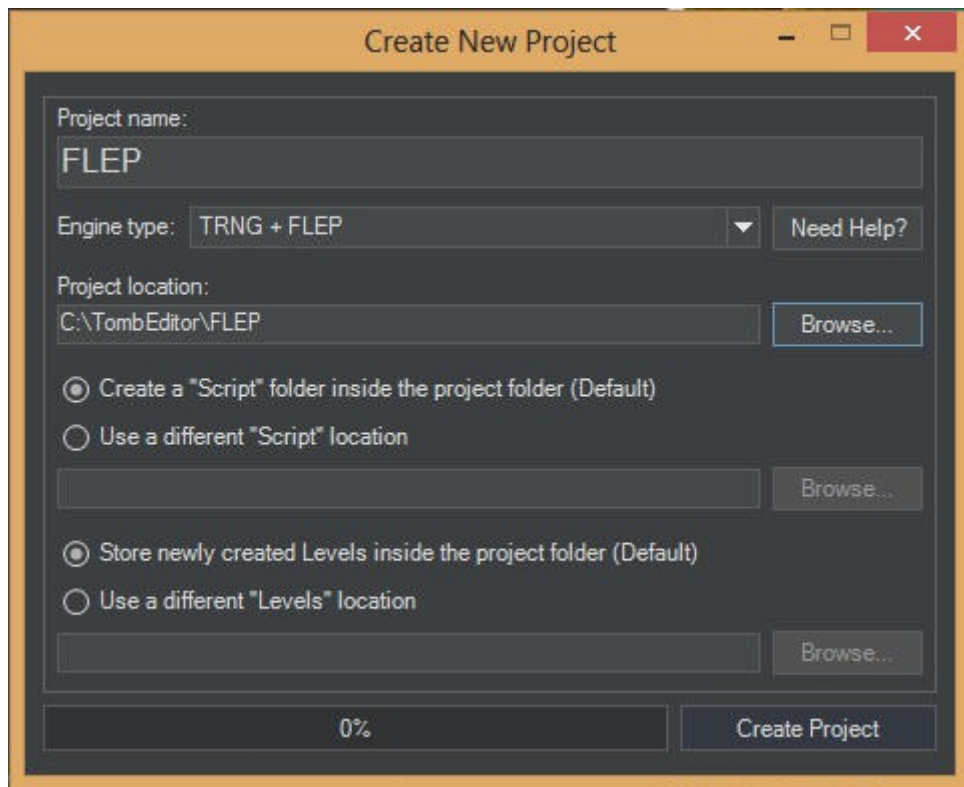


**THEN SELECT**



**to ADD a New Project.**

## TOMB IDE MANUAL



Input the Project name **'FLEP'** This will be the project folder.

Select the engine type **TRNG+FLEP**

Select the project location using the browse button.

That is the **Tomb Editor** folder. (**C:\Tomb Editor**)

Use the default location for the script folder and the levels folder.

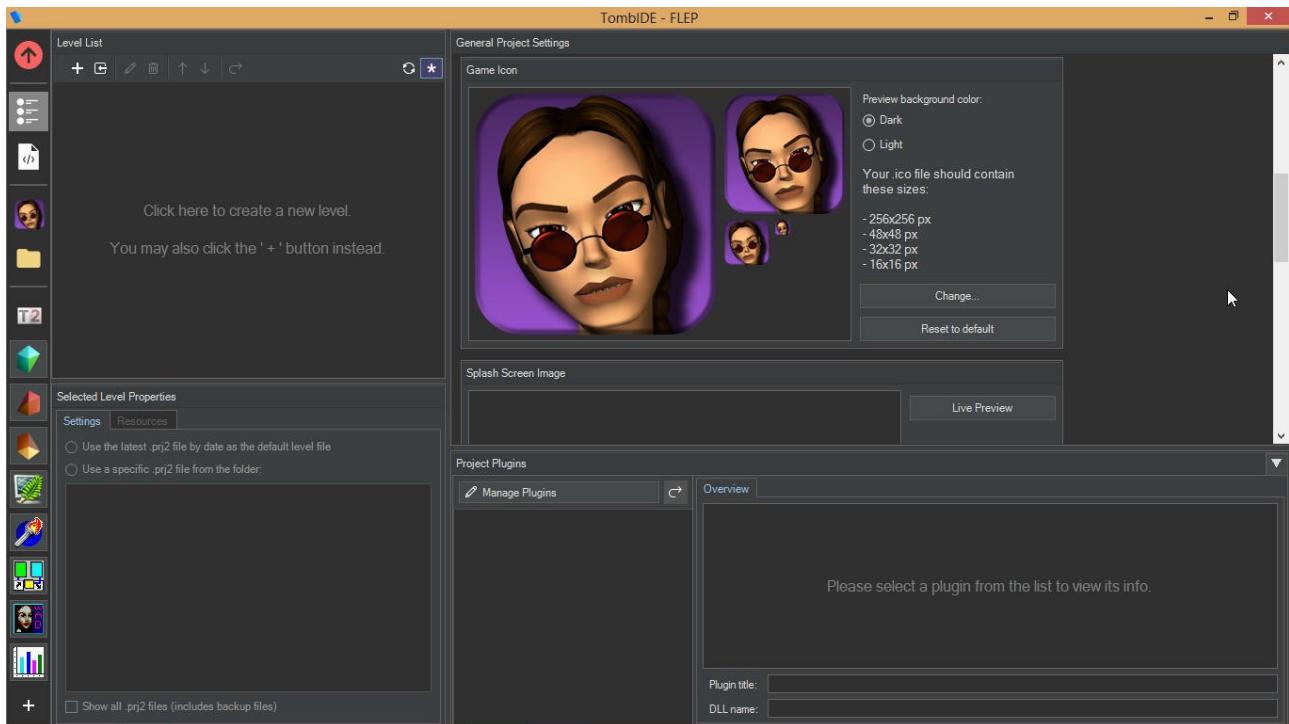
**SELECT Create Project button.**

The project folder and files are created.



# TOMB IDE MANUAL

## EDITING THE Tomb4.exe FILE USING FLEP



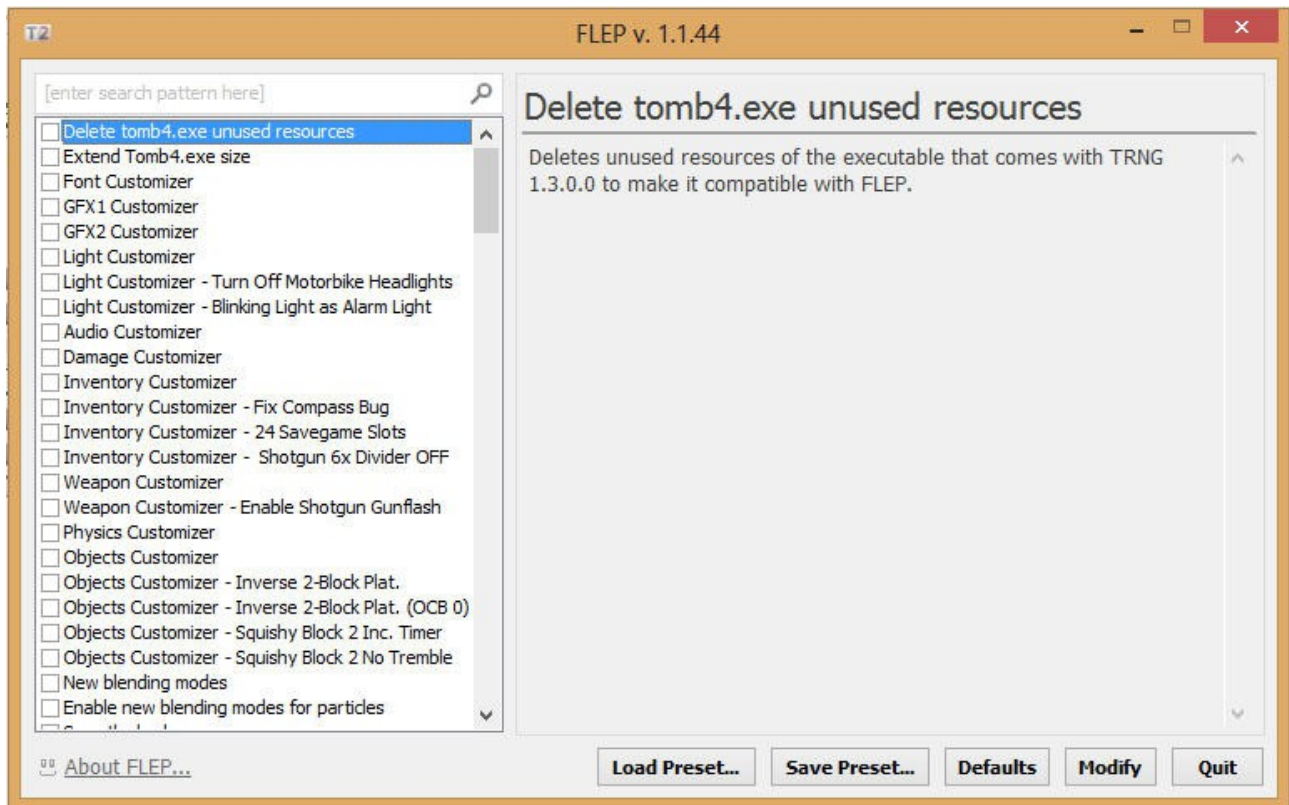
### TO START FLEP:



Select **T2** icon to start **FLEP** in the Engine folder.

Select the required patches for the project.

## TOMB IDE MANUAL



### Load Preset...

Select the \*.fps preset file located in the project **Engine folder** and load it,

### Save Preset...

Save the \*.fps preset file with a suitable name in the project **Engine folder**.

### Defaults

Set the **tomb4.exe** file located in the project **Engine folder** back to the default condition.

### Modify

Apply the selected changes in the \*.fps preset file to the **tomb4.exe** file located in the project **Engine folder**.

### Quit

Quit the **FLEP**.

Select and edit the required functions in the **FLEP** window.

Then save the \*.fps preset file.

Apply the function changes to the **tomb4.exe** file.

## **TOMB IDE MANUAL**

### **EDITING THE Tomb4.exe FILE USING FLEP**

The available **FLEP FUNCTIONS** are as follows:

- Delete tomb4.exe unused resources**
- Extend tomb4.exe size**
- Font Customizer**
- GFX1 Customizer**
- GFX2 Customizer**
- Light Customizer**
- Light Customizer – Turn off Motorbike Headlights**
- Light Customizer – Blinking Light as Alarm Light**
- Audio Customizer**
- Damage Customizer**
- Inventory Customizer**
- Inventory Customizer – Fix Compass Bug**
- Inventory Customizer – 24 Savegame Slots**
- Inventory Customizer – Shotgun 6x Divider OFF**
- Weapon Customizer**
- Weapon Customizer Enable Shotgun Gunflash**
- Physics Customizer**
- Objects Customizer**
- Objects Customizer – Inverse 2-Block Plat**
- Objects Customizer – Inverse 2-Block Plat (OCB=0)**
- Objects Customizer – Squishy Block 2 Inc. Timer**
- Objects Customizer – Squishy Block 2 No Tremble**
- New Blending Modes**
- Enable New Blending Modes for Particles**
- Smooth Shadows**
- Stylish Static Bars**
- Disable Sentry Gun Flame Attack**
- Enable Game Over**
- Add Hits to Statics**
- Disable Add-on Gun Sound**
- Enable Ricochet Sound Effect**
- Old-school Teeth Spikes**
- Disable Ledge Climb Delay**
- Disable Dive Delay**
- Quick Crawlspace Climb**
- Enable Crawlspace Jump**
- Enable Crawlspace Pickup**
- Monkey swing: 180 degree turn (Stop)**
- Monkey swing: 180 degree turn (Move)**
- Roll Key Setting**
- Add Lara's Home Entry to the Menu**
- Save Folder**
- Lara's Ponytail Position Changer**
- Wall Climbing Mid-point Adjuster**
- Grab Frame set for Standing Jump**

## **TOMB IDE MANUAL**

**Change Shiny Sprite**  
**Completely Disable Load and Save Items**  
**Fog Colour Table Editor**  
**Enable DOT3 Bump Mapping**  
**Clear Menu Backgrounds**  
**Remove Green Flare Tint**  
**Fix Lara Visibility Bug in Binocular View**  
**Single Gun with PULSE (Left)**  
**Turn on Underwater Waves**  
**Extended Steam / Smoke Emitter OCBs**  
**Enable Extra Smoke Emitter Flags**  
**Smoke Emitter White OCB 00 Settings**  
**Smoke Emitter White OCB 01 Settings**  
**Smoke Emitter White OCB 02 Settings**  
**Smoke Emitter White OCB 03 Settings**  
**Smoke Emitter White OCB 04 Settings**  
**Smoke Emitter White OCB 05 Settings**  
**Smoke Emitter White OCB 06 Settings**  
**Smoke Emitter White OCB 07 Settings**  
**Smoke Emitter White OCB 08 Settings**  
**Smoke Emitter White OCB 09 Settings**  
**Smoke Emitter White OCB 10 Settings**  
**Smoke Emitter White OCB 11 Settings**  
**Smoke Emitter White OCB 12 Settings**  
**Smoke Emitter White OCB 13 Settings**  
**Smoke Emitter White OCB 14 Settings**  
**Smoke Emitter White OCB 15 Settings**  
**Smoke Emitter Black OCB 00 Settings**  
**Smoke Emitter Black OCB 01 Settings**  
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**Smoke Emitter Black OCB 06 Settings**  
**Smoke Emitter Black OCB 07 Settings**  
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**Smoke Emitter Black OCB 09 Settings**  
**Smoke Emitter Black OCB 10 Settings**  
**Smoke Emitter Black OCB 11 Settings**  
**Smoke Emitter Black OCB 12 Settings**  
**Smoke Emitter Black OCB 13 Settings**  
**Smoke Emitter Black OCB 14 Settings**  
**Smoke Emitter Black OCB 15 Settings**  
**Change Healing System**  
**Fix Medipack Hotkeys Bug**  
**Disable Medipack Hotkeys**

## **TOMB IDE MANUAL**

**Vertex Shader Base**  
**Vertex Shader Rule 1**  
**Vertex Shader Rule 2**  
**Vertex Shader Rule 3**  
**Vertex Shader Rule 4**  
**Vertex Shader Rule 5**  
**Vertex Shader Rule 6**  
**Vertex Shader Rule 7**  
**Vertex Shader Rule 8**  
**Vertex Shader Rule 9**  
**Vertex Shader Rule 10**  
**Vertex Shader Rule 11**  
**Vertex Shader Rule 12**  
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**Vertex Shader Rule 39**  
**Vertex Shader Rule 40**  
**Vertex Shader Rule 41**  
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**Vertex Shader Rule 44**  
**Vertex Shader Rule 45**  
**Vertex Shader Rule 46**  
**Vertex Shader Rule 47**  
**Vertex Shader Rule 48**

## **TOMB IDE MANUAL**

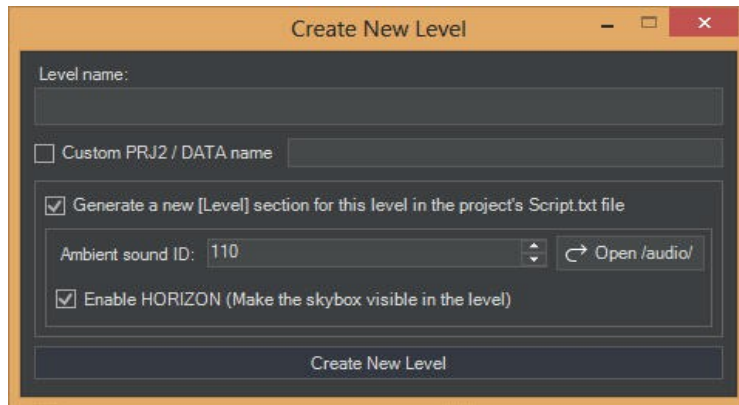
**Vertex Shader Rule 49**  
**Vertex Shader Rule 50**  
**Vertex Shader Rule 51**  
**Vertex Shader Rule 52**  
**Vertex Shader Rule 53**  
**Vertex Shader Rule 54**  
**Vertex Shader Rule 55**  
**Vertex Shader Rule 56**  
**Vertex Shader Rule 57**  
**Vertex Shader Rule 58**  
**Vertex Shader Rule 59**  
**Vertex Shader Rule 60**  
**Vertex Shader Rule 61**  
**Vertex Shader Rule 62**  
**Vertex Shader Rule 63**  
**Vertex Shader Rule 64**

## TOMB IDE MANUAL

### NOW CREATE A NEW LEVEL

Mouse left click in the New Level window for first level.

OR SELECT **Create New Level**  button for a new level.



### CREATE A WAD FOR THE LEVEL

SELECT the **Wad Tool**.

Each **Wad2** file contains the objects the game will use in one level.  
If you want to define your object set (i.e. your Wad) for your level then you have to use the **Wad Tool** program.

The easiest way to create your new project Wad is to load an existing original **TRLE Wad** and save it in the Project Level folder using a new name.

## TOMB IDE MANUAL

### EDIT THE PROJECT SCRIPT

Select the **Script Editor**.

Have a default copy of the **script.txt** and **english.txt** files available to copy over required extra script for the new level using the clipboard.  
That is script for keys, puzzles, pickups etc.

### BUILDING THE DAT FILES.

Using the **Tomb Script Editor** Build function (**F9**) :

The **script.txt** and **english.txt** files are copied into the **NGC\VGE\Script** folder.

The **NG\_CENTER scripter** compiles the **script.dat** file into the **NGC\VGE** folder.  
The **NG\_CENTER scripter** compiles the **english.dat** file into the **NGC\VGE** folder.

The **script.dat** file is then copied to **your\_project\ENGINE** folder.  
The **english.dat** file is then copied to **your\_project\ENGINE** folder.

### CREATING THE TGA FILE

Each TGA file contains the square-shaped textures to place in the rooms of the project.

To define the texture set (i.e. the TGA file) for the level use the **TBuilder** program.

The easiest way to create a TGA is to load an existing original TGA file and save it into the **Project Level folder** with a new name.

### STARTING THE PROJECT

Mouse double left click on the **Level name** to start the **Tomb Editor**.

To attach the texture set to the project click in the Texture window in the **Tomb Editor**.  
Go to the **Project Level folder** and click on the **.tga** to load its textures into the texture panel.

Then attach the object set to the project. Click in the Objects window of the **Tomb Editor**.

Go to the **C:\Tomb Editor\Project\Levels\Level name** folder

and click on the **wad2** to load it into the objects panel.

Save the project.



## TOMB IDE MANUAL

### SOUND FILES

To ensure that the sfx sounds (for tr4 files) all work run the **Sound Tool**.

Load the **sounds.tr4** file in the **Catalogs** folder.

Using the **Sound Tool** save a copy called **level\_name.xml** in your project level folder.

Run the **Tomb Editor**

Go to the **Tools\Level settings\sound infos**.

Select the **level\_name.xml** in your project level folder.

Go to the **Tools\Level settings\Sound Sample paths** listing.

Set the **project\_name\Sounds** folder.

**This now gives a listing of all 369 sounds (TR4) in the sound infos list.**

If any sound is missing from your project level then left mouse click the sound to tick it and include it in the next build for your project level.

Use the **Tomb Editor** to start creating your level.

Initially create structure by raising and lowering squares in the 3D view.

Add texture to the room in the texture view.

**Do not forget** to put **Lara** in the room in the 3D view.

### TRYING THE LEVEL IN THE GAME

Try the first level of the game to ensure all is working correctly.

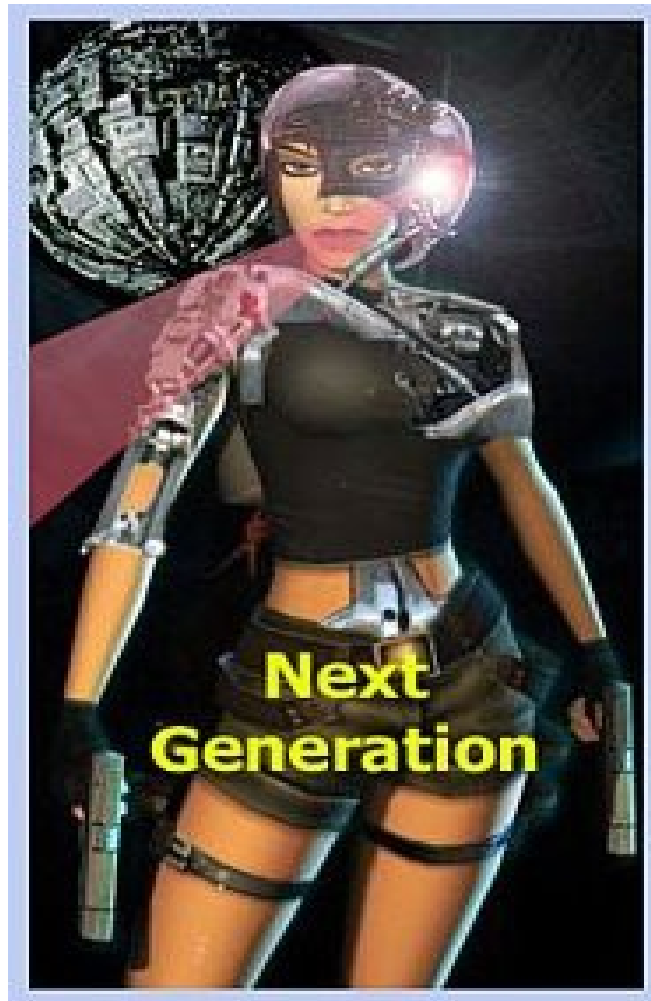
Make the first room in the **Tomb Editor** and drag **Lara** to place her in the room.

Using **Tomb Editor**

Select **Tools Menu > Level Settings > Game**. Set the paths.

**TOMB IDE MANUAL**

# **TOMB RAIDER NEXT GENERATION**



**TOMB IDE**

**TYPES OF OBJECTS**

## TOMB IDE MANUAL

### TYPES OF OBJECTS

( OBJECT\_VERSION 129 )

**LARA:** She has to be placed at the location where she starts the level.  
The Lara object contains all the basic animations that she will use in that level.  
(Every Wad can have its own animation set for Lara).

### PARTS OF LARA (not placed in the map).

**LARA\_SKIN:** The actual look of Lara.  
**LARA\_SKIN\_JOINTS:** Lara's joints (the object did not exist before TRLR).  
**LARA\_HOLSTERS:** Lara's empty holsters.  
**HAIR:** Lara's hair.  
**LARA\_SCREAM:** Lara's snarling head when she is shooting.  
**GUNFLASH:** Look of the gun flash when Lara or an enemy is shooting.

### CREATURES:

**SKELETON:** A simple Skeleton.  
**GUIDE:** A friendly Guide you can control in a complicated way.  
It needs **MESHSWAP2** (not placed in the map).

**VON\_CROY:** **Werner Von Croy.** It needs **MESHSWAP1** (not placed in the map).

**BADDY\_1:** A Warrior. It needs **MESHSWAP3** (not placed in the map).  
**BADDY\_2:** A Warrior. It needs **MESHSWAP2** (not placed in the map).

**SETHA:** Egyptian God.  
**MUMMY:** A simple Mummy.  
**SPHINX:** Bull-like Demigod.  
**CROCODILE:** A simple Crocodile.

**HORSEMAN** with **HORSE:** A manifested old warrior riding his horse.

**SCORPION:** A big Mutant Scorpion (attacks anyone, made to attack **TROOPS**).  
**JEAN\_YVES:** A special Human Character.  
**TROOPS:** A friendly Warrior until Lara shoots him.

**KNIGHTS\_TEMPLAR:** A manifested Knight Templar.

**MUTANT:** A fire-spitting Snake or a Monster.  
It needs **AHMET\_MIP** (not placed in the map).  
but in the Wad to spit locusts.

## **TOMB IDE MANUAL**

<b>BABOON_NORMAL:</b>	Baboon Normal friendly, use it to pull a fake switch.
<b>BABOON_INV:</b>	Baboon friendly.
<b>BABOON_SILENT:</b>	Baboon friendly.
<b>WILD_BOAR:</b>	A simple Wild Boar.
<b>HARPY:</b>	A “mutant eagle or a flying creature”. ie. the Harpy from the Hellenic mythology.
<b>DEMIGOD1:</b>	Demigod 1. Uses large hammer.
<b>DEMIGOD2:</b>	Demigod 2. Uses staff.
<b>DEMIGOD3:</b>	Demigod 3. Uses staff.
<b>LITTLE_BEETLE:</b>	Emitting little beetles.
<b>BIG_BEETLE:</b>	A big flying insect “beetle”.
<b>WRAITH1:</b>	A Wraith that ignites Lara.
<b>WRAITH2:</b>	A Wraith that activates a flip-map when it dies.
<b>WRAITH3:</b>	A “casual” Wraith.
<b>WRAITH4:</b>	A “casual” Wraith.
<b>BAT:</b>	A simple Bat.
<b>DOG:</b>	A Dog or Jackal.
<b>HAMMERHEAD:</b>	A Hammerhead Shark.
<b>SAS:</b>	A Regular Commando.
<b>SAS_DRAG_BLOKE:</b>	A corpse of a SAS that can be pulled.
<b>AHMET:</b>	A “werewolf or creature”, demon from Egyptian mythology.
<b>LARA_DOUBLE:</b>	A “still copy of Lara” that can be hurt by the Enemy that also makes Lara hurt !
<b>SMALL_SCORPION:</b>	A simple small Scorpion.

**LOCUST\_EMITTER:** Emitting Locusts.  
It needs **AHMET\_MIP** **not placed in the map**  
but in the Wad  
**Note:the emitter has the name “Fish Emitter”**  
**in the city.wad, but it is wrong now !**

The MIP for the **AHMET** and the special **AHMET\_MIP** for the locusts are not the same.

## **TOMB IDE MANUAL**

**BUBBLES:** The look of the missile of some monsters.

Each creature and ANIMATING object has one pair named MIP.  
The original objects have a larger resolution than the MIP objects.  
This is for technical reasons: MIP appears instead if the original object is far away from Lara.  
That does not change the illusion for the player but saves some memory.

It is not necessary to use MIP for that purpose.  
However, in the case of the ANIMATING see the technique of the description of the Animating MIP Script command.

You can use the ANIMATING\_MIP as an independent single ANIMATING object.

### **VEHICLES:**

**MOTORBIKE:** For Lara. It needs **PUZZLE\_ITEM1** as the canister of NITRO to give the bike a higher maximum speed and the **VEHICLE\_EXTRA (not placed in the map)** for the biking animations of Lara .

**JEEP:** For Lara . It needs the **PUZZLE\_ITEM1** as the ignition key and **VEHICLE\_EXTRA (not placed in the map)** for the driving animations of Lara .

**ENEMY\_JEEP:** Driven by an imaginary Enemy.

**SMASHABLE\_BIKE\_FLOOR:** Floor that smashes under the weight of a vehicle.

**SMASHABLE\_BIKE\_WALL:** A wall that smashes when a vehicle has been driven against it.

### **PLATFORMS:**

<b>ONEBLOCK_PLATFORM:</b>	Not used.
<b>TWOBLOCK_PLATFORM:</b>	A paper-thin Platform that moves up and down.
<b>RAISING_BLOCK1, 2:</b>	A Block that moves up and down.
<b>EXPANDING_PLATFORM:</b>	A Block that moves forward and backward.
<b>BRIDGE (FLAT, TILT):</b>	Stable Horizontal and Tilted Bridge platforms.
<b>BURNING_FLOOR:</b>	See a tutorial to learn its use.

## **TOMB IDE MANUAL**

### **OTHER TOOLS TO MOVE LARA:**

- ROPE:** A null mesh (“red pyramid”) object that will be a Rope dangling from the ceiling when triggered.
- POLEROPE:** A Vertical Pole.
- DEATH\_SLIDE:** Can be used for the zip line **originally in TR2 and TR3.**

## TOMB IDE MANUAL

### TRAPS:

<b>DART_EMITTER:</b>	Spitting Dart objects.
<b>HOMING_DART_EMITTER:</b>	<b>AVOID THIS.</b> Customize a <b>DART_EMITTER</b> in the Script if you want a special <b>DART_EMITTER</b>
<b>FALLING_CEILING:</b>	Falling Rocks from above.
<b>FALLING_BLOCK1:</b>	A Floor that collapses under Lara's weight.
<b>FALLING_BLOCK2:</b>	A Floor that collapses under Lara's weight.
<b>ROLLINGBALL:</b>	A Rolling Boulder.
<b>SPIKEY_FLOOR:</b>	Does not seem to be usable.
<b>TEETH_SPIKES:</b>	Stakes from the floor, ceiling or the wall.
<b>JOBY_SPIKES:</b>	A spinning long stake that extends by degrees.
<b>SLICER_DICER:</b>	Attached cylinders with spikes that spin around their own axis and around an axis of a track.
<b>CHAIN:</b>	A dangling chain, blade or rock.
<b>PLOUGH:</b>	This needs four pieces and an <b>ANIMATING7</b> from the burial.wad. It has Spinning Blades.
<b>STARGATE:</b>	Moving Blades in a big vertical ring.
<b>HAMMER:</b>	A big Hammer.
<b>COG:</b>	A Cog that spins around its own axis and around an axis of a track.
<b>SPIKEBALL:</b>	A Spiky Ball that falls from the ceiling dangling on a rope.
<b>SQUISHY_BLOCK1:</b>	A smashing Rock that moves back and forth.
<b>SQUISHY_BLOCK2:</b>	A smashing Rock that falls down.
<b>TRIPWIRE:</b>	Not used.
<b>MINE_DETECTOR:</b>	Not used.
<b>SENTRY_GUN:</b>	A machine-gun that will not hurt Lara with <b>PUZZLE_ITEMS5</b>
<b>MINE:</b>	Mine. It needs the <b>MESHSWAP3</b> ( <b>not placed in the map</b> ) if you want to use a mine detonator.

## **TOMB IDE MANUAL**

<b>FLOOR_4BLADE:</b>	Four blades closing upwards from the floor.
<b>ROOF_4BLADE :</b>	Four blades closing downwards from the ceiling.
<b>BIRD_BLADE:</b>	Vertical scissor blades.
<b>CATWALK_BLADE :</b>	Moving blade.
<b>MOVING_BLADE :</b>	Moving blade.
<b>PLINTH_BLADE:</b>	Moving blade.
<b>SETH_BLADE:</b>	Large Vertical scissor blade with a delay timer.
<b>LIGHTNING_CONDUCTOR:</b>	A null mesh object that produces lightning.



## **TOMB IDE MANUAL**

### **FLAMES (NULL MESHES):**

<b>FLAME:</b>	Placed this anywhere. Lara takes fire when the object has been triggered.
<b>FLAME_EMITTER:</b>	Harmful for Lara . Behaviour can be modified by the <b>OCB</b> . See <b>OBJECT CODE BITS</b> . and tutorial.
<b>FLAME_EMITTER2:</b>	Harmless for Lara. Size can be modified by the <b>OCB</b> . See <b>OBJECT CODE BITS</b> . and tutorial.
<b>FLAME_EMITTER3:</b>	Harmful for Lara . Not a compact flame. Using the <b>OCB</b> it becomes an Electric Arc. See <b>OBJECT CODE BITS</b> . and tutorial.

## **TOMB IDE MANUAL**

### **LARA'S PICKABLE SUPPLIES:**

**PISTOLS\_ITEM:**     **Pistols.** It needs **PISTOLS\_ANIM** (**not in the map**) that contains Lara's pistol shooting animations and Lara's "hands with pistols" meshes and **LARA\_HOLSTERS\_PISTOLS** that shows pistols in the holsters and **GUNSHELL** that shows the flying shells.

**UZI\_ITEM:**         **Uzis.** It needs **UZI\_ANIM** (**not placed in the map**) that contains Lara's UZI shooting animations and Lara's "hands with UZIS" meshes and **LARA\_HOLSTERS\_UZIS** that show UZIS in the holsters and **GUNSHELL** that shows the flying gun shells.

**SHOTGUN\_ITEM:**     **Shotgun.** It needs the **SHOTGUN\_ANIM** (**not in the map**) that contains Lara's shotgun shooting animations and Lara's "hands with shotgun" meshes and **SHOTGUNSHELL** that shows the flying shotgun shells.

**CROSSBOW\_ITEM:**     **Crossbow.** It needs the **CROSSBOW\_ANIM** (**not in the map**) that contains Lara's crossbow shooting animations and Lara's "hands with crossbow" meshes and the **CROSSBOW\_BOLT** that shows the flying arrow that has been shot.

**GRENADE\_GUN\_ITEM:** **Grenade gun.** It needs the **GRENADE\_GUN\_ANIM** (**not in the map**) that contains Lara's Grenade Gun shooting animations and Lara's "hands with Grenade gun" meshes and **GRENADE** that shows the flying grenade that has just been shot.

**SIXSHOOTER\_ITEM:**     **Revolver.**     It needs the **SIXSHOOTER\_ANIM** (**not in the map**) that contains Lara's revolver shooting animations and Lara's "hands with revolver" and **LARA\_HOLSTERS\_SIXSHOOTER** showing revolver in the holsters.

**PISTOLS\_AMMO\_ITEM:**  
**Unlimited Pistol Ammo.**

Does not need to be placed in the map but it does not mean it can be missed from the Wad.

## **TOMB IDE MANUAL**

<b>UZI_AMMO_ITEM:</b>	Clip of UZI bullets.
<b>SHOTGUN_AMMO1_ITEM:</b>	Pack of Normal shot Shotgun ammo.
<b>SHOTGUN_AMMO2_ITEM:</b>	Pack of Wide shot Shotgun ammo.
<b>CROSSBOW_AMMO1_ITEM:</b>	Pack of Normal Crossbow arrows.
<b>CROSSBOW_AMMO/2_ITEM:</b>	Pack of Poison Crossbow arrows.
<b>CROSSBOW_AMMO3_ITEM:</b>	Pack of Explosive Crossbow arrows.
<b>GRENADE_GUN_AMMO1_ITEM:</b>	Pack of Normal Grenade Gun Grenades.
<b>GRENADE_GUN_AMMO2_ITEM:</b>	Pack of Super Grenade Gun Grenades.
<b>GRENADE_GUN_AMMO3_ITEM:</b>	Pack of Flash Grenade Gun Grenades.
<b>SIXSHOOTER_AMMO_ITEM:</b>	Pack of Revolver bullets.
<b>BIGMEDI_ITEM:</b>	Pack that gives maximal health.
<b>SMALLMEDI_ITEM:</b>	Pack that gives 50 % health.
<b>LASERSIGHT_ITEM:</b>	<b>Laser sight for the Crossbow or Revolver.</b> It needs the <b>TARGET_GRAPHICS</b> ( <b>not placed in the map</b> ) that shows the screen you will see if Lara uses the Laser sight and <b>LARA_CROSSBOW_LASER</b> that contain Lara's "hand with the Crossbow and the attached Laser sight" mesh. or <b>LARA_REVOLVER_LASER</b> that contain Lara's "hand with the Revolver and the attached Laser sight" mesh.
<b>FLARE_INV_ITEM:</b>	<b>Pack of Flares.</b> It needs the <b>FLARE_ANIM</b> ( <b>not in the map</b> ) that contains Lara's flare using animations and Lara's "hand with flare" mesh and <b>FLARE_ITEM</b> that means a flare that Lara has dropped can be picked up again.
<b>BINOCULARS_ITEM:</b>	<b>Binoculars</b> item in the Wad but <b>not in the map</b> . It is in the inventory automatically when the game starts. It needs the <b>BINOCULAR_GRAPHICS</b> and <b>MESHSWAP2</b> ( <b>not in the map</b> ) that shows the screen you will see if Lara uses the Binoculars.

## **TOMB IDE MANUAL**

<b>COMPASS_ITEM:</b>	<b>Compass</b> item in the Wad but <b>not in the map</b> . It is in the inventory automatically when the game starts.
<b>MAP:</b>	Not used.
<b>SECRET_MAP:</b>	Not used.
<b>DIARY_ITEM:</b>	Not used. <b>DO NOT USE this even if you use the Diary Script command.</b>

Some objects have a name in the game but do not have one in the Script.  
These objects must be named only in the **NG\_CENTER** Strings section.  
Always use the same entries for them.

For example the name of **SMALLMEDI\_ITEM** in the inventory is Small Medipack,  
because the value of #74 [Strings] entry is the Small Medipack.

If you want to see another name in the game then change and update it.  
Use the same method when you want to change the name of the  
“USE” inventory command under the Small Medipack.

## **TOMB IDE MANUAL**

### **PICKABLE KEYS AND PUZZLES:**

**KEY\_ITEM1-12:** Lara can pick up a Key to use in its hole, **KEY\_HOLE1** to **KEY\_HOLE12**. There are **KEY\_ITEM1\_COMBO1** to **KEY\_ITEM8\_COMBO1** and **KEY\_ITEM1\_COMBO2** to **KEY\_ITEM8\_COMBO2** slots without TRLR/TRLE objects in them.

If you place an item in **KEY\_ITEMX\_COMBO1** slot and another one in **KEY\_ITEMX\_COMBO2** slot then you can combine them in the game into **KEY\_ITEMX**. Where X is value 1 to 8.

**PUZZLE\_ITEM1-12:** A key but it does not look like a key. Lara can pick up a puzzle to use in its hole, **PUZZLE\_HOLE1** to **PUZZLE\_HOLE12**. There are **PUZZLE\_ITEM1\_COMBO1** to **PUZZLE\_ITEM8\_COMBO1** and **PUZZLE\_ITEM1\_COMBO2** to **PUZZLE\_ITEM8\_COMBO2** slots, some of them without the TRLR/TRLE objects in them.

You can combine the **PUZZLE\_ITEMX\_COMBO1** slot and **PUZZLE\_ITEMX\_COMBO2** slot in the game into **PUZZLE\_ITEMX**. Where X is value 1 to 8.

**PUZZLE\_DONE OBJECTS ARE IN THE WAD BUT NOT IN THE MAP:** They show the hole when the puzzle is done.

Use the **Script section** and **Strings section** to give a name to the key, key combo, puzzle, puzzle combo that will show in the inventory in the game.

## TOMB IDE MANUAL

### OTHER PICKABLE OBJECTS:

**PICKUP\_ITEM1-4:** Items that Lara picks up to carry in the inventory. There are some NGLE triggers to make these objects more useful. There are **PICKUP\_ITEM1\_COMBO1** to **PICKUP\_ITEM4\_COMBO1** and **PICKUP\_ITEM1\_COMBO2** to **PICKUP\_ITEM4\_COMBO2** slots without TRLR/TRLE objects in them. If you place an item in the **PICKUP\_ITEMX\_COMBO1** slot and another one in the **PICKUP\_ITEMX\_COMBO2** slot then you can combine them in the game into **PICKUP\_ITEMX**. Where X is value 1 to 4.

If you use the BAG OF SAND (**PICKUP\_ITEM1**) for the element puzzle (see the tutorial) then it needs the **LARA\_DIRT\_MESH** (**not in the map**) that contains Lara's "hand with bag" mesh.

If you use the JERRYCAN (**PICKUP\_ITEM2**) for the element puzzle (see the tutorial) then it needs the **LARA\_PETROL\_MESH** (**not in the map**) that contains Lara's "hand with **JERRYCAN**" mesh.

**EXAMINE1-3:** Items that Lara picks up to examine from the inventory.

**EXAMINE1:** Only the object texture shows the information.

**EXAMINE2:** [Strings] #201 and 202 contains the text that will be printed on the screen.

**EXAMINE3:** The [Strings] #203 contains the text that will be printed on the screen.

**QUEST\_ITEM1-6:** These are Pick up items that had a special task in the TRLR.  
**Note :** **QUEST\_ITEM1** is used for the detector in the NG levels.

**QUEST\_ITEM1:** Amulet of Horus.

**QUEST\_ITEM2:** Brest Plate.

**QUEST\_ITEM3:** Left Grieve.

**QUEST\_ITEM4:** Right Grieve.

**QUEST\_ITEM5:** Left Gauntlet.

**QUEST\_ITEM6:** Right Gauntlet.

## **TOMB IDE MANUAL**

**WATERSKIN:** Lara can pick up a small Waterskin (**WATERSKIN1\_EMPTY**), with 3 litres capacity.

Lara can pick up a big Waterskin (**WATERSKIN2\_EMPTY**), with 5 litres capacity.

**WATERSKIN1\_1, WATERSKIN1\_2, WATERSKIN1\_3**  
and  
**WATERSKIN2\_1, WATERSKIN2\_2, WATERSKIN2\_3, WATERSKIN2\_4, WATERSKIN2\_5** objects should be placed in the Wad but **not in the map**: these objects are to indicate the actual amount of water in the **WATERSKIN**.  
It needs the **LARA\_WATER\_MESH** (**not in the map**) that contains Lara's "hand with the Waterskin" mesh.

**CROWBAR\_ITEM:** **Crowbar.**  
It needs the **CROWBAR\_ANIM** (**not in the map**) that contains Lara's "hand with crowbar" mesh.

**BURNING\_TORCH\_ITEM:** A torch that can be ignited by Lara.  
It needs the **TORCH\_ANIM** (**not in the map**) that contains some of Lara's torch using animations and Lara's "hand with torch" mesh.

**CLOCKWORK\_BEETLE:** A mechanical Scarab that can be combined from **CLOCKWORK\_BEETLE\_COMBO1** and **CLOCKWORK\_BEETLE\_COMBO2** object.  
**See its use in the Cleopatra's Palaces level:**  
you have to send the scarab a maximum of three times on tracks (once per track).  
Tracks are indicated by the MAPPER objects.

**DO NOT FORGET TO PLACE A FRAME UNDER THE TILE SQUARE OF A MAPPER CLICKING ON THE "BEETLE" BUTTON OF THE TOMB EDITOR.**

Except Pick ups, Pick up Combos and Examines, there are no commands for these items to name them in the **Script file**.

## **OTHER INVENTORY ITEMS:**

**MEMCARD\_LOAD\_INV\_ITEM:** It indicates the point in the inventory where to load the save game (**not in the map**).

**MEMCARD\_SAVE\_INV\_ITEM:** It indicates the point in the inventory where to save the game (**not in the map**).

## TOMB IDE MANUAL

### SWITCHES:

<b>SWITCH_TYPE1:</b>	A Lever on the wall, a button etc.
<b>SWITCH_TYPE2:</b>	A Lever on the wall, a button etc.
<b>SWITCH_TYPE3:</b>	A Lever on the wall, a button etc.
<b>SWITCH_TYPE4:</b>	A Lever on the wall, a button etc.
<b>SWITCH_TYPE5:</b>	A Lever on the wall, a button etc.
<b>SWITCH_TYPE6:</b>	A Lever on the wall, a button etc.
<b>SWITCH_TYPE7:</b>	Could be anything. If Lara shoots the mesh with the highest Id then the mesh will shatter, activating the SWITCH trigger
<b>SWITCH_TYPE8:</b>	Could be anything. If Lara shoots the mesh with the highest Id then it will activate the SWITCH trigger
<b>UNDERWATER_SWITCH1:</b>	A lever on the wall in the water.
<b>UNDERWATER_SWITCH2:</b>	A lever on the ceiling in the water.
<b>COG_SWITCH:</b>	A vertical Wheel that Lara must rotate by grabbing the handles on the wheel.
<b>JUMP_SWITCH:</b>	A small lever on the wall. Lara jumps towards it and pulls it down.
<b>CROWBAR_SWITCH:</b>	Lara places the Crowbar and uses it as a Lever for the switch.
<b>PULLEY:</b>	A vertical cord that Lara pulls down. A Static object is required to create the illusion of the cord. <b>See the settomb.prj.</b>
<b>TURN_SWITCH:</b>	A pedestal-like switch that Lara will turn around its vertical axis.
<b>SEQUENCE_SWITCH1:</b>	Big button in a special set up with <b>SEQUENCE_DOOR1</b> objects.
<b>SEQUENCE_SWITCH2:</b>	Big buttons in a special set up with <b>SEQUENCE_DOOR1</b> objects.
<b>SEQUENCE_SWITCH3:</b>	Big buttons in a special set up with <b>SEQUENCE_DOOR1</b> objects.



## **TOMB IDE MANUAL**

### **DOORS:**

<b>TRAPDOOR1:</b>	A Trapdoor that can be opened or closed by triggers.
<b>TRAPDOOR2:</b>	A Trapdoor that can be opened or closed by triggers.
<b>TRAPDOOR3:</b>	A Trapdoor that can be opened or closed by triggers.
<b>FLOOR_TRAPDOOR1:</b>	A Trapdoor on the floor level. that Lara can open manually.
<b>FLOOR_TRAPDOOR2:</b>	A Trapdoor on the floor level. that Lara can open manually.
<b>CEILING_TRAPDOOR1:</b>	A Trapdoor on the ceiling that Lara can open it manually.
<b>CEILING_TRAPDOOR2:</b>	A Trapdoor on the ceiling that Lara can open it manually.
<b>SCALING_TRAPDOOR:</b>	Not used.
<b>DOOR_TYPE1:</b>	Doors that can be opened or closed by triggers.
<b>DOOR_TYPE2:</b>	Doors that can be opened or closed by triggers.
<b>DOOR_TYPE3:</b>	Doors that can be opened or closed by triggers.
<b>DOOR_TYPE4:</b>	Doors that can be opened or closed by triggers.
<b>DOOR_TYPE5:</b>	Doors that can be opened or closed by triggers.
<b>DOOR_TYPE6:</b>	Doors that can be opened or closed by triggers.
<b>DOOR_TYPE7:</b>	Doors that can be opened or closed by triggers.
<b>DOOR_TYPE8:</b>	Doors that can be opened or closed by triggers.
	 You also have doors to be opened with the crowbar.
<b>PUSHPULL_DOOR1:</b>	Doors that need a frame. Lara can open them manually by grabbing the doorknob.
<b>PUSHPULL_DOOR2:</b>	Doors that need a frame. Lara can open them manually by grabbing the doorknob.
<b>KICK_DOOR1:</b>	Doors that need a frame. Lara can open them by grabbing the doorknob or kicking them.
<b>KICK_DOOR2:</b>	Doors that need a frame. Lara can open them by grabbing the doorknob or kicking them.
<b>UNDERWATER_DOOR:</b>	Doors in the water that Lara can open manually.
<b>DOUBLE_DOORS:</b>	One object with two door wings. Lara can open them manually.

## **TOMB IDE MANUAL**

### **EFFECTS AND OTHER NULL MESHES:**

**SMOKE\_EMITTER\_WHITE:** A null mesh. Emitting white smoke when triggered.

**SMOKE\_EMITTER\_BLACK:** A null mesh. Emitting black smoke when triggered.

**STEAM\_EMITTER:** A null mesh. Emitting steam when triggered or bubbles in the water. The behaviour can be modified by the **OCB**.

**EARTHQUAKE:** A null mesh. Placed anywhere. It simulates Earthquake “shaking the level” when triggered.

**WATERFALLMIST:** A null mesh. It simulates the Waterfall Mist where it hits the pool below.

**RED\_LIGHT:** Does not have any object in TRLR/TRLE. Copy any null mesh and it will emit Red light when triggered.

**GREEN\_LIGHT:** Does not have any object in TRLR/TRLE. Copy any null mesh and it will emit Green light when triggered.

**BLUE\_LIGHT:** Does not have any object in TRLR/TRLE. Copy any null mesh and it will emit Blue light when triggered.

**AMBER\_LIGHT:** A null mesh. Emitting Pulsing Amber Light when triggered.

**WHITE\_LIGHT:** Does not have any object in TRLR/TRLE. Copy any null mesh and it will simulate a Vibrating Neon Light when triggered.

**BLINKING\_LIGHT:** Does not have any object in TRLR/TRLE. Copy any null mesh and it will emit a Blinking Light when triggered.

**LENS\_FLARE:** A null mesh that simulates “the Sun shine on the lens of the camera” effect.

**LARA\_START\_POS:** A null mesh. When Lara goes back into a level then she will continue the level from here and not the position of the Lara object. In the NGLE it can have more tasks. For example, it can transport an ENEMY in a level from its position to a **LARA\_START\_POS**.

**KILL\_ALL\_TRIGGERS:** A null mesh.  
Does not seem to be usable.

## **TOMB IDE MANUAL**

- TRIGGER\_TRIGGERER:** A null mesh.  
Place it on a square that is marked by clicking on the T button of the Room Editor, making it framed with a blue line.  
The trigger of this square cannot be activated until you trigger this **TRIGGER\_TRIGGERER**.
- CAMERA\_TARGET:** A null mesh.  
Attach a trigger to it with the subject **TARGET**.  
If Lara activates the trigger then she will look where the object is.  
If the activation is overlapped by a camera trigger then the target of a camera will be this object.
- WATERFALL1:** Simulates the “streaming things”: Water, Sand etc.  
**WATERFALL2:** Simulates the “streaming things”: Water, Sand etc.  
**WATERFALL3:** Simulates the “streaming things”: Water, Sand etc.
- PLANET\_EFFECT:** A special effect. **SEE A TUTORIAL.**

## **TOMB IDE MANUAL**

### **ARTIFICIAL INTELLIGENCE (NULL MESHES):**

- AI\_GUARD:** Place it on the square of a creature.  
If the creature is triggered it will turn its head but it will not move and not notice Lara until she is attacking.
- AI\_AMBUSH:** Place it on the square of a creature and place another one somewhere else. If the creature has been triggered it will run to the other **AMBUSH**.
- AI\_PATROL1:** Place an **AI\_PATROL1** on the square of a creature and place another one somewhere else and an **AI\_PATROL2** somewhere else.  
If the creature has been triggered it will run to the other **AI\_PATROL1** then to **AI\_PATROL2**. After that it will move back and forth between **AI\_PATROL2** and the second **AI\_PATROL1**.
- AI\_PATROL2:** Place an **AI\_PATROL1** on the square of a creature and place another one somewhere else and an **AI\_PATROL2** somewhere else.  
If the creature has been triggered it will run to the other **AI\_PATROL1** then to **AI\_PATROL2**.  
After that it will move back and forth between **AI\_PATROL2** and the second **AI\_PATROL1**.
- AI\_MODIFY:** Use it instead of an **AI\_GUARD**.  
In this case the creature has a smaller chance to notice Lara because of fewer or no head turnings.  
Sometimes you must have one on a square of a **SAS** because of technical reasons.
- AI\_FOLLOW:** Indicates the track of some moving object.  
See more in the Guide set up example.
- AI\_X1:** **Read about them in the official TRLE Manual.**  
They are doing special **SAS** behaviour.  
**AI\_X1** can also be used in the train levels
- AI\_X2:** **Read about them in the official TRLE Manual.**  
They are doing special **SAS** behaviour.  
**AI\_X2** can also be used in the train levels

### **ANIMATING OBJECTS:**

- ANIMATING1-16:** A very simple Moveable object.  
Sometimes it is only a still decoration.  
Sometimes it will do its own animation when triggered, but with no intelligence.

**ANIMATING OBJECTS 11-16 HAVE NO COLLISION.**

## TOMB IDE MANUAL

### OTHER MOVEABLE OBJECTS:

**SCALES:** Scales with a special set up.

**PUSHABLE\_OBJECT1:** Lara can push or pull it.

**PUSHABLE\_OBJECT2:** Lara can push or pull it.

**PUSHABLE\_OBJECT3:** Lara can push or pull it.

**PUSHABLE\_OBJECT4:** Lara can push or pull it.

**PUSHABLE\_OBJECT5:** Lara can push or pull it.

**ELEMENT\_PUZZLE:** A Puzzle with a special set up.

**SMASH\_OBJECT1:** DO NOT have any object in TRLR/TRLE.  
Copy any Moveable object here and it will work as a **SHATTER** object that can only shatter with exploding ammo.

**SMASH\_OBJECT2:** DO NOT have any object in TRLR/TRLE.  
Copy any Moveable object here and it will work as a **SHATTER** object that can only shatter with exploding ammo.

**SMASH\_OBJECT3:** DO NOT have any object in TRLR/TRLE.  
Copy any Moveable object here and it will work as a **SHATTER** object that can only shatter with exploding ammo.

**SMASH\_OBJECT4:** DO NOT have any object in TRLR/TRLE.  
Copy any Moveable object here and it will work as a **SHATTER** object that can only shatter with exploding ammo.

**SMASH\_OBJECT5:** DO NOT have any object in TRLR/TRLE.  
Copy any Moveable object here and it will work as a **SHATTER** object that can only shatter with exploding ammo.

**SMASH\_OBJECT6:** DO NOT have any object in TRLR/TRLE.  
Copy any Moveable object here and it will work as a **SHATTER** object that can only shatter with exploding ammo.

**SMASH\_OBJECT7:** DO NOT have any object in TRLR/TRLE.  
Copy any Moveable object here and it will work as a **SHATTER** object that can only shatter with exploding ammo.

**SMASH\_OBJECT8:** DO NOT have any object in TRLR/TRLE.  
Copy any Moveable object here and it will work as a **SHATTER** object that can only shatter with exploding ammo.

**HORIZON:** Horizon for the level (**not in the map**).  
Use the **Horizon= ENABLED** script command in the Script file.  
You will not see a sky in the level without the **HORIZON** object in the Wad.

## **TOMB IDE MANUAL**

### **SPECIAL MOVEABLE OBJECTS:**

<b>LARA_SPEECH_HEAD1:</b>	Changeable head for Lara.
<b>LARA_SPEECH_HEAD2:</b>	Changeable head for Lara.
<b>LARA_SPEECH_HEAD3:</b>	Changeable head for Lara.
<b>LARA_SPEECH_HEAD4:</b>	Changeable head for Lara.
<b>ACTOR1_SPEECH_HEAD1:</b>	Changeable head for Werner Von Croy.
<b>ACTOR1_SPEECH_HEAD2:</b>	Changeable head for Werner Von Croy.
<b>ACTOR2_SPEECH_HEAD1:</b>	Changeable head for Werner Von Croy.
<b>ACTOR2_SPEECH_HEAD2:</b>	Changeable head for Werner Von Croy.
<b>GAME_PIECE1:</b>	Object for the game of SENET.
<b>GAME_PIECE2:</b>	Object for the game of SENET.
<b>GAME_PIECE3:</b>	Object for the game of SENET.
<b>ENEMY_PIECE:</b>	Object for the game of SENET.
<b>WHEEL_OF_FORTUNE:</b>	Object for the game of SENET.
<b>MAPPER:</b>	A special machine that works like an ANIMATING from the TRLR level “Guardian of Semerkhet”. It is not the same as the <b>MAPPER</b> of the mechanical scarab.
<b>SARCOPHAGUS_CUT:</b>	A Seth statue on a Sarcophagus lid. Use it as an ANIMATING. Its special properties are used in a cut scene in the TRLR level “Burial Chambers”.
<b>HORUS_STATUE:</b>	A HORUS statue. Use it as an ANIMATING. Its special properties are used in a cut scene in the TRLR levels “Temple Of Horus”.
<b>GOD_HEAD:</b>	Use it as an ANIMATING. It produces a short animation “showing Semerkhet’s head”. It is used in the TRLR level “Tomb Of Semerkhet”.
<b>STATUE_PLINTH:</b>	A special hole (pedestal) for a PUZZLE_ITEM. Used in the TRLR levels “Temple Of Horus”.
<b>SPRINKLER:</b>	Use this sprinkler as an ANIMATING to sprinkle some water. It is used in the TRLR level “Chambers of Tulun”.

## TOMB IDE MANUAL

### STATIC OBJECTS:

PLANT0, PLANT4, PLANT8, FURNITURE0, FURNITURE4, FURNITURE8, ROCK0, ROCK4, ROCK8, ARCHITECTURE0, ARCHITECTURE4, ARCHITECTURE8, DEBRIS0, DEBRIS4, DEBRIS8,	PLANT1, PLANT5, PLANT9, FURNITURE1, FURNITURE5, FURNITURE9, ROCK1, ROCK5, ROCK9, ARCHITECTURE1, ARCHITECTURE5, ARCHITECTURE9, DEBRIS1, DEBRIS5, DEBRIS9	PLANT2, PLANT6, FURNITURE2, FURNITURE6, ROCK2, ROCK6, ARCHITECTURE2, ARCHITECTURE6, DEBRIS2, DEBRIS6,	PLANT3, PLANT7, FURNITURE3, FURNITURE7, ROCK3, ROCK7, ARCHITECTURE3, ARCHITECTURE7, DEBRIS3, DEBRIS7,
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: Different names with the same properties.  
These objects are static decorations in your game.

**EXTRA00 to EXTRA99** : New Static slots made by **PAOLONE**.

If there are no empty Static slots for the Static object then rename one of them into a slot named EXTRA\*\* (starting with the EXTRA having the lowest free Id).

After that use the original name of the renamed slot for another Static object.

<b>SHATTER0:</b>	Object that will shatter when hit by a bullet, a sword etc.
<b>SHATTER1:</b>	Object that will shatter when hit by a bullet, a sword etc.
<b>SHATTER2:</b>	Object that will shatter when hit by a bullet, a sword etc.
<b>SHATTER3:</b>	Object that will shatter when hit by a bullet, a sword etc.
<b>SHATTER4:</b>	Object that will shatter when hit by a bullet, a sword etc.
<b>SHATTER5:</b>	Object that will shatter when hit by a bullet, a sword etc.
<b>SHATTER6:</b>	Object that will shatter when hit by a bullet, a sword etc.
<b>SHATTER7:</b>	Object that will shatter when hit by a bullet, a sword etc.
<b>SHATTER8:</b>	Object that will shatter when hit by a bullet, a sword etc.
<b>SHATTER9:</b>	Object that will shatter when hit by a bullet, a sword etc.

## **TOMB IDE MANUAL**

### **OBJECTS FOR SPRITES (not in the map) :**

**SKY\_GRAPHICS:** Used with scrolling Clouds.

**DEFAULT\_SPRITES:** It contains the looks of many important things: the rope of the ROPE object, the smoke of a gun after shooting etc.

**MISC\_SPRITES:** Not used in TRLR/TRLE but in NG it will have a task.

**SEE: "ELEVATORS AND DETECTORS" DEMO PROJECT.**



## **TOMB IDE MANUAL**

### **NEW OBJECTS**

See **NG DEMO DOWNLOADS**

#### **MOTOR\_BOAT:**

The motor boat from TR3 For Lara.  
It needs **MOTOR\_BOAT\_LARA in the wad  
but not in the map**  
See **Boats\_new** project file.

#### **RUBBER\_BOAT:**

The rubber boat from TR3 For Lara.  
It needs **RUBBER\_BOAT\_LARA in the wad  
but not in the map.**  
See **Boats\_new** project file.

#### **KAYAK:**

The kayak from TR3 For Lara.  
It needs **KAYAK\_LARA in the wad  
but not in the map.**  
See **Kayak** project file.

#### **UW\_PROPULSOR:**

The underwater propulsor from TR3 For Lara.  
It needs **UW\_PROPULSOR\_LARA in the wad  
but not in the map.**

#### **MINE\_CART:**

The mine cart from TR3 For Lara.  
It needs **MINE\_CART\_LARA in the wad  
but not in the map.**

#### **MOTORBIKE\_LARA:**

This is for Lara's Motorbike animations when the Jeep  
is also in the level. **(From TRNG 1.1.8.6).**  
See **JeepBike** project file.

#### **PARALLEL\_BARS:**

A horizontal bar for Lara to swing around and jump  
forward from. See **Parallel\_Bars** project file.

#### **PANEL\_BORDER:**

See **Collisions** project file.

#### **PANEL\_MIDDLE:**

See **Collisions** project file.

#### **PANEL\_CORNER:**

See **Collisions** project file.

#### **PANEL\_DIAGONAL:**

See **Collisions** project file.

#### **PANEL\_STRIP:**

See **Collisions** project file.

#### **PANEL\_HALF\_BORDER1:**

See **Collisions** project file.

#### **PANEL\_HALF\_BORDER2:**

See **Collisions** project file.

#### **PANEL\_MIDDLE\_CORNER:**

See **Collisions** project file.

#### **TIGHT\_ROPE:**

The tight rope from TR5 Chronicles.  
See **Chronicles** project file.

#### **LASER\_HEAD:**

The Laser Head from TR5 Chronicles.  
See **Chronicles** project file.

#### **LASER\_HEAD\_BASE:**

The Laser Head from TR5 Chronicles.  
See **Chronicles** project file.

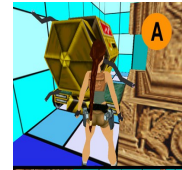
## **TOMB IDE MANUAL**

<b>LASER_HEAD_TENTACLE:</b>	The Laser Head from TR5 Chronicles. <b>See Chronicles project file.</b>
<b>HYDRA:</b>	The Hydra from TR5 Chronicles. It spits fire balls and bites. It needs the <b>HYDRA_MISSILE in the wad but not in the map.</b> <b>See Chronicles project file.</b>
<b>ENEMY_SUB_MARINE:</b>	The Enemy Submarine from TR5 Chronicles.
<b>ENEMY_SUB_MARINE_MIP:</b>	The Enemy Submarine from TR5 Chronicles.
<b>SUB_MARINE_MISSILE:</b>	The Enemy Submarine missile from TR5 Chronicles. <b>Needs to be in the wad but not in the map.</b> <b>See Chronicles project file.</b>
<b>FROG_MAN:</b>	The Enemy Frogman from TR5 Chronicles.
<b>FROG_MAN_HARPOON:</b>	The Enemy Frogman from TR5 Chronicles. <b>See Harpoon project file.</b>
<b>FISH_EMITTER:</b>	Use the <b>NG_Center OCB calculator</b> to define the number and type of fish. <b>See Fish_and_Pirahnas project file.</b>
<b>CUSTOM_SPRITES:</b>	New sprites.
<b>BRIDGE_TILT3:</b>	New bridge tilted section.
<b>BRIDGE_TILT4:</b>	New bridge tilted section.
<b>BRIDGE_CUSTOM:</b>	New bridge tilted section.

## TOMB IDE MANUAL

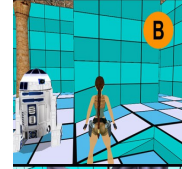
**ROBOT\_CLEANER:**

Robot enemy **Picture A**



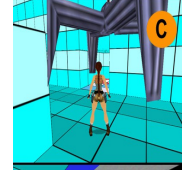
**ROBOT\_STAR\_WARS:**

Robot enemy **Picture B**

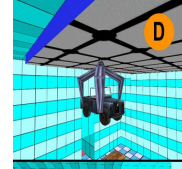


**MECH\_WARRIOR:**

Robot enemy **Picture C**

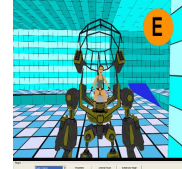


Robot enemy **Picture D**



**MECH\_WARRIOR\_LARA:**

**Picture E**



## TOMB IDE MANUAL

<b>NEW_SLOT5:</b>	New slot by <b>Paolone</b> for future development.
<b>NEW_SLOT6:</b>	New slot by <b>Paolone</b> for future development.
<b>NEW_SLOT7:</b>	New slot by <b>Paolone</b> for future development.
<b>NEW_SLOT8:</b>	New slot by <b>Paolone</b> for future development.
<b>NEW_SLOT9:</b>	New slot by <b>Paolone</b> for future development.
<b>NEW_SLOT10:</b>	New slot by <b>Paolone</b> for future development.
<b>NEW_SLOT11:</b>	New slot by <b>Paolone</b> for future development.
<b>NEW_SLOT12:</b>	New slot by <b>Paolone</b> for future development.
<b>NEW_SLOT13:</b>	New slot by <b>Paolone</b> for future development.
<b>NEW_SLOT14:</b>	New slot by <b>Paolone</b> for future development.
<b>NEW_SLOT15:</b>	New slot by <b>Paolone</b> for future development.
<b>NEW_SLOT16:</b>	New slot by <b>Paolone</b> for future development.
<b>NEW_SLOT17:</b>	New slot by <b>Paolone</b> for future development.
<b>NEW_SLOT18:</b>	New slot by <b>Paolone</b> for future development.

If you want to use fan-made objects in your level then you can find many smaller or bigger fan-made Wad files on the internet.

Use them as an object that is TRLR compatible.

See the **Objects page** on the [TRSearch website](#).

You can find many Wads here that are not used by TRLR but are in other official Tomb Raider games. You can use any Static object from these Wads in any Static slot of your project Wad but be careful with the Moveable objects of these Wads.

For example you can find a tiger object in a TR3 Wad.

However there is no tiger object slot in the TRLR (NG) Wads.

What should you do?

Maybe the best you can do is to find a fan-made tiger on the internet that is in a strange TRLR slot, for example the DOG slot.

It will be a TRLR compatible Wad and tested to work properly.

You can rip objects using the [Wad Tool](#) directly not only from TRLR level files but also from the level files of other old-generation Tomb Raider games (PHD, TR2, TRC files).

**TOMB IDE MANUAL**

# **TOMB RAIDER NEXT GENERATION**



**NEW MOVES**

## **TOMB IDE MANUAL**

### **NEW MOVES**

#### **LADDER TO MONKEY BARS**

<b>Location:</b>	<b>JUNGLE RUINS 4 Darkness Rising</b>	<b>(Anim. 472)</b>
	<b>JUNGLE RUINS 5 Revelation</b>	<b>(Anim. 472)</b>
	<b>BACK TO BASICS 2016</b>	<b>(Anim. 453)</b>
	<b>BACK TO BASICS 2015</b>	<b>(Anim. 453)</b>
	<b>BACK TO BASICS 2014</b>	<b>(Anim. 453)</b>

Lara is on a ladder with monkey bars above her.  
She reaches up to grab the monkey bars.

#### **Script command**

Animation= 472, KEY1\_ACTION + KEY1\_UP, IGNORE, IGNORE, ENV\_MONKEY\_CEILING, 1027, IGNORE, -164 ;ladder to monkey bars

Animation= 453, KEY1\_ACTION + KEY1\_UP, IGNORE, IGNORE, ENV\_MONKEY\_CEILING, 1027, IGNORE, -164 ;ladder to monkey bars

#### **LADDER TO MONKEY BARS BEHIND**

<b>Location:</b>	<b>BACK TO BASICS 2016</b>	<b>(Anim. 454 Anim. 455)</b>
	<b>BACK TO BASICS 2015</b>	<b>(Anim. 454 Anim. 455)</b>
	<b>BACK TO BASICS 2014</b>	<b>(Anim. 454 Anim. 455)</b>

Lara is on a ladder with monkey bars above and behind her.  
She twists and reaches up to grab the monkey bars behind her.

#### **Script command**

Animation= 454, KEY1\_ACTION + KEY1\_JUMP + KEY1\_WALK, IGNORE, IGNORE, IGNORE, IGNORE, IGNORE, -164 ;monkey bars behind turn

#### **180 DEGREE TURN HANGING ON MONKEY BARS**

<b>Location:</b>	<b>BACK TO BASICS 2016</b>	<b>(Anim. 257)</b>
	<b>BACK TO BASICS 2015</b>	<b>(Anim. 257)</b>
	<b>BACK TO BASICS 2014</b>	<b>(Anim. 257)</b>

Lara is hanging on monkey bars. She performs a 180 degree turn around.

#### **Script command**

Animation= 257, KEY1\_ROLL, IGNORE, IGNORE, IGNORE, IGNORE, IGNORE, -234 ;180 degree turn on monkey bars

## **TOMB IDE MANUAL**

### **LEDGE-JUMP-UP**

<b>Location:</b>	<b>JUNGLE RUINS 4 Darkness Rising</b>	<b>(Anim. 473)</b>
	<b>JUNGLE RUINS 5 Revelation</b>	<b>(Anim. 473)</b>
	<b>BACK TO BASICS 2016</b>	<b>(Anim. 460)</b>
	<b>BACK TO BASICS 2015</b>	<b>(Anim. 460)</b>
	<b>BACK TO BASICS 2014</b>	<b>(Anim. 460)</b>

Lara is hanging on a ledge. She performs a jump up past a gap to grab a higher ledge.

#### **Script command**

Animation= 473, KEY1\_JUMP, IGNORE , IGNORE, ENV\_FRAME\_NUMBER, 21, IGNORE, -96 ;ledge jump up

Animation= 460, KEY1\_JUMP, IGNORE , IGNORE, ENV\_FRAME\_NUMBER, 21, IGNORE, -96 ;ledge jump up

### **LEDGE-HANG-BACKFLIP**

<b>Location:</b>	<b>BACK TO BASICS 2016</b>	<b>(Anim. 456)</b>
	<b>BACK TO BASICS 2015</b>	<b>(Anim. 456)</b>
	<b>BACK TO BASICS 2014</b>	<b>(Anim. 456)</b>

Lara is hanging. She performs a back flip.

#### **Script command**

Animation= 456, KEY1\_ACTION + KEY1\_DOWN, IGNORE , FAN\_SET\_FREE\_HANDS, ENV\_FRAME\_NUMBER, 21, IGNORE, -96 ;ledge jump backwards

### **LEDGE-HANG-BACK FLIP- TWIST**

<b>Location:</b>	<b>BACK TO BASICS 2014</b>	<b>(Anim. 450)</b>
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Lara is hanging. She performs a back flip and twists to face backwards ready to grab a ledge etc.

#### **Script command**

Animation= 450, KEY1\_ACTION + KEY1\_ROLL, IGNORE , FAN\_SET\_FREE\_HANDS, ENV\_FRAME\_NUMBER, 21, IGNORE, -96 ;ledge jump backwards twist

# TOMB IDE MANUAL

## ROLL IN CRAWLSPACE

**Location:** IN REVISED WADS (Anim. 218)

Lara can perform a quick roll in a crawlspace, which makes her move forward much quicker than regular crawling. The animations for it are already present in the Lara object in the Revised wads. So just add the script commands.

## Script command

Animation= 218, IGNORE, \$4000, FAN\_KEEP\_NEXT\_STATEID +  
FAN\_SET\_FREE\_HANDS\_TEMP, ENV\_MULT\_CONDITION, 4, IGNORE, -222, -353, -354

MultEnvCondition= 4 ,ENV\_NO\_BLOCK\_IN\_FRONT, 256, IGNORE, ENV\_NON\_TRUE + ENV HOLE FLOOR IN FRONT, 512, IGNORE

## ROLL OUT OF CRAWLSPACE

**Location:** **JUNGLE RUINS 4 Darkness Rising** (Anim. 421)  
**JUNGLE RUINS 5 Revelation** (Anim. 421)  
**BACK TO BASICS 2016** (Anim. 421)  
**BACK TO BASICS 2015** (Anim. 421)  
**BACK TO BASICS 2014** (Anim. 421)

This move enables Lara to quickly roll out of a crawlspace, instead of turning around first and then crawl out.

## Script command

Animation= 421, KEY1\_JUMP, IGNORE, FAN\_SET\_NEUTRAL\_STATE\_ID +  
FAN\_SET\_FREE\_HANDS, ENV\_POS\_HORTOGONAL + ENV\_HOLE\_FLOOR\_IN\_FRONT +  
ENV\_POS\_STRIP 1, IGNORE, IGNORE, 80

## LADDER TO CRAWLSPACE

**Location:**     **JUNGLE RUINS 4 Darkness Rising**             (Anim. 445)  
                       **JUNGLE RUINS 5 Revelation**                 (Anim. 445)

This move enables Lara to quickly squeeze into a crawlspace when climbing a ladder. In TR4, you first have to let go of the ladder, quickly grab it again and while Lara is still hanging from her hands (before she pulls up her legs again) you have to press DUCK and ARROW\_UP to make her crawl into the crawlspace.

With this move you do not have to do all this.  
All you have to do is keep pressing **ARROW UP** and Lara will crawl into the crawlspace.

## Script command

Animation= 445, KEY1\_ACTION + KEY1\_UP,IGNORE, FAN\_KEEP\_NEXT\_STATEID + FAN SET FREE HANDS, ENV MULT CONDITION, 2, -164 ;ladder to crawlspace

MultEnvCondition= 2, ENV\_WALL\_HOLE\_IN\_FRONT, 8738, IGNORE,  
ENV\_CLIMB\_WALL\_IN\_FRONT, IGNORE, IGNORE :ladder to crawlspace



## **TOMB IDE MANUAL**

### **WATER TO LADDER**

**Location:**    **JUNGLE RUINS 4 Darkness Rising**            (Anim. 484)  
                  **JUNGLE RUINS 5 Revelation**                (Anim. 484)  
                  **BACK TO BASICS 2016**                        (Anim. 445)  
                  **BACK TO BASICS 2015**                        (Anim. 445)  
                  **BACK TO BASICS 2014**                        (Anim. 445)

#### **script command**

Animation= 484, KEY1\_ACTION + KEY1\_UP, IGNORE, FAN\_SET\_FREE\_HANDS +  
FAN\_SET\_LARA\_PLACE + FAN\_SET\_NEUTRAL\_STATE\_ID,  
ENV\_CLIMB\_WALL\_IN\_FRONT + ENV\_POS\_STRIP\_1, IGNORE, PLACE\_GROUND, 33, 34

Animation= 445, KEY1\_ACTION + KEY1\_UP, IGNORE, FAN\_SET\_FREE\_HANDS +  
FAN\_SET\_LARA\_PLACE + FAN\_SET\_NEUTRAL\_STATE\_ID,  
ENV\_CLIMB\_WALL\_IN\_FRONT + ENV\_POS\_STRIP\_1, IGNORE, PLACE\_GROUND, 33, 34

### **SWING POLE HANG TO SPIN**

**Location:**    **JUNGLE RUINS 4 Darkness Rising**

Make link from A467 to A468 using Wad Tool Animation Editor.  
Change of State: 129, 8, 9, 468, 0

#### **script command**

Animation= 460, KEY1\_UP, IGNORE , IGNORE, IGNORE,IGNORE, IGNORE, 99, -462 ;swing  
pole hang to spin

### **SWING POLE CLIMB UP JUMP**

**Location:**    **JUNGLE RUINS 4 Darkness Rising**

#### **script command**

Animation= 465, KEY1\_JUMP+KEY1\_DOWN, IGNORE , IGNORE, IGNORE, IGNORE,  
IGNORE, 99, -462 ;swing pole climb up jump

### **SWING POLE TURN AROUND 180 DEGREES**

**Location:**    **JUNGLE RUINS 4 Darkness Rising**

#### **script command**

Animation= 471,KEY1\_ROLL,IGNORE,IGNORE,IGNORE,IGNORE,99,-462;swing pole turn  
around

## **TOMB IDE MANUAL**

**TOMB IDE MANUAL**

# **TOMB RAIDER NEXT GENERATION**



**FREQUENTLY ASKED QUESTIONS**

## TOMB IDE MANUAL

### FREQUENTLY ASKED QUESTIONS

- Q:** I am new level builder. Should I use **TRLE/NGLE** or **TE (Tomb Editor)** ?
- A:** For new builders the **Tomb Editor** learning curve should be less than the **TRLE** learning curve because it has less compatibility problems and generally a more user-friendly interface. However, the **TE** workflow is different from the original level editor workflow, so certain **TRLE** tricks and legacy tools may not be applicable or compatible with **TE**. For example, **meta2tr** or direct use of NG plugin triggers. On the other hand, **TE** offers many features which were either unavailable in the original **TRLE** or require special setups and workarounds. The general advice is - try both and decide which one fits your needs.
- Q:** I am die-hard **TRLE/NGLE** level builder. Should I migrate to **TE** and port my existing projects ?
- A:** If your level uses **meta2tr** and you are on the final stages of production it is not recommended to port your Projects to **TE**. If you are not using **meta2tr**, or plugin triggers and have just started designing your level, then you can port your NG project or start a **TE** project from scratch. This should not cause any problems.
- Q:** Are there any tutorials for **TE**?
- A:** Yes, there are several video tutorials available on YouTube.
- Q:** Does **TE** support **TRNG** ?
- A:** Yes, it does. Since version 1.2, almost all NG-specific features such as specific triggers and flip effects are supported, excluding direct application of plugin triggers and partially animated textures.
- Q:** Why does **TE** not support **TRNG** plugin triggers and animated textures like river-rotate ?
- A:** Because **TRNG** is a closed-source software and **Paolone** is not available to provide source code details and documentation on how the plugin triggers and animated textures are programmed and implemented.
- Q:** I need new **TRNG** plugin triggers. What should I do ?
- A:** There is a workaround for that. You must create a Trigger Group featuring the needed plugin trigger (exported in **NGLE**) and fire it in your script.
- Q:** Will **TE** work with non-trigger **TRNG** plugins ?
- A:** Since non-trigger **TRNG** plugins does not depend on the level editor yes they will.

## **TOMB IDE MANUAL**

- Q:** I can not see **TRNG** triggers in the trigger window and any other **TRNG**-specific controls!
- A:** Switch the Game version in the Tomb Editor level settings window to **TRNG**.
- Q:** Can I use **meta2tr** with **TE** levels ?
- A:** Levels generated with the latest **TE** version can be loaded into **meta2tr**. However **meta2tr** can not properly identify and parse sub-pixel texture coordinates which are extensively used in **TE**-generated levels. This results in corrupted textures and de-animated animation ranges.
- Q:** If **TE** is not compatible with **meta2tr**, how can I use custom geometry ?
- A:** There are two ways to use custom geometry - imported geometry and merged static meshes.
- Q:** What is the difference between imported geometry and merged statics?
- A:** **Custom geometry** can be directly imported into **TE** in various formats, like OBJ. You must note that custom geometry does not have any collision so you must appropriately edit the room geometry.  
For **merged static meshes** the feature is similar to the meta2tr feature with the same name and it will retain "soft" collision of the original static meshes. Merged statics have a special option to apply room vertex effects, like glow and movement. - refer to Level Settings -> Static Meshes dialog for details.
- Q:** Why does **TE** have inverted world coordinates, like North/South instead of East/West and vice versa ?
- A:** It is a legacy problem and a bug of winroomedit, which flips X/Z room coordinates. Historically, **TRNG** was built around this bug, so various **TRNG** constants are also wrong here.  
For example, **MIR\_** set of constants used for mirrors should be used like this:
- If you need a mirror on the NORTH wall you have to put **MIR\_WEST\_WALL**;  
If you need a mirror on the EAST wall you have to put **MIR\_NORTH\_WALL**;  
If you need a mirror on the SOUTH wall you have to put **MIR\_EAST\_WALL**;  
If you need a mirror on the WEST wall you have to put **MIR\_SOUTH\_WALL**;
- Q:** What is **WadTool** ? Is it a **WadMerger** replacement ? Can I use it instead ?
- A:** Indeed, **WadTool** is meant to be a **WadMerger** replacement. It features a completely revamped animation editor, you can easily merge objects from different wads and levels, import new meshes from numerous 3D formats, as well as import new animations.

## **TOMB IDE MANUAL**

**Q:** Can we create **TR2, TR3** levels with **Tomb Editor** ?

**A:** You need to setup the new wad using the **Wad Tool** to the **TR2, TR3** version.  
In **Tomb Editor**, setup the level type to **TR2, TR3** in the Level Settings.  
Remember you can not change anything since **TR2, TR3** is not **TRLE** or **TRNG**.  
The level will work with the original engine not **TR4/TRLE/TRNG/TR5**.

**Q:** What is **FLEP** ?

**A:** Originally there was software called **TREP** (Tomb Raider Engine Patcher).  
Then **Paolone** wrote the **NGLE** (Next Generation Level Editor).  
Despite the fact that the **NGLE** includes almost every **TREP** feature that was ever created, there are some that are not included.  
For those features there is a new second generation of **TREP** called **FLEP**.  
**FLEP** allows you to edit the **Tomb4.exe** file.  
**FLEP** is fully compatible with the current NG Tomb4. It does not interfere with the **NG DLL** (Next Generation Dynamic Link Library).

**Q:** Do I need to use **FLEP** ?

**A:** NO, if you are happy creating a **TRNG** project.  
If you want to have additional features in your project such as:  
a separate save game folder,  
Lara's Home in the Title screen,  
edit blood colour etc.  
Then create a **TRNG + FLEP** project.

**Q:** I have started a **TRNG** project. Can I add Additional features using the **FLEP** ?

**A:** **YES**, Create a new **TRNG + FLEP** project. Then use the method to import a **TRNG** project. Then use **FLEP** to edit the project **Tomb4.exe** file as required.  
**Read the FLEP Manual for information.**

## TOMB IDE MANUAL

