

TOMB RAIDER NEXT GENERATION



TOMB EDITOR

**NG_CENTER 1.5.7
TOOLS2 SECTION
OCB CALCULATOR**

THE NG_CENTER TOOLS2_SECTION OCB CALCULATOR

GENERIC OCB CREATOR

OCB Calculator

OCB For Object: Generic OCB Creator

<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 4	<input type="checkbox"/> 8
<input type="checkbox"/> 16	<input type="checkbox"/> 32	<input type="checkbox"/> 64	<input type="checkbox"/> 128
<input type="checkbox"/> 256	<input type="checkbox"/> 512	<input type="checkbox"/> 1024	<input type="checkbox"/> 2048
<input type="checkbox"/> 4096	<input type="checkbox"/> 8192	<input type="checkbox"/> 16384	<input type="checkbox"/> 32768

Compute OCB Clear Decode OCB Value

0 C Quit

The boxes 1 to 32768 are the bit values for a 16 bit number.

The OCB Calculator will determine the Hexadecimal and Decimal OCB values and the set bits.

Finding a number from set bits

Set the component bits.

Click on the **Compute OCB** value.

The number in the box is displayed in Hexadecimal and a normal Decimal number.

Finding set bit from a number.

To decode a Hexadecimal or Decimal number click on **Decode OCB value**.

Input a number and click on OK.

The OCB Calculator shows the set bits and a Hexadecimal and a normal Decimal number in the box.

THE NG_CENTER TOOLS2 SECTION OCB CALCULATOR

FISH EMITTER

**OCB bits
USED FOR FISH:**

256 (friendly fish)

512 (no shoal)

1024 (piranhas)

2048 (clown fish)

4096 (butterfly fish)

8192 (angel fish)

16384 (jump)

OCB Calculator

OCB For Object: **FISH_EMITTER**

Number of Fish: 8

Generate following fish types:

Piranha Clown Butterfly Angel

Other settings for Fish:

☒ Fierce Fish (they attack Lara) ☐ Friend Fish (no damage for Lara)

☒ Fish moving in compact shoal ☐ Fish may jump out of the water

☐ Slow Fish ☐ Timid Fish

Compute OCB

0 C Quit

There are four types of fish: Piranha fish, Clown fish, Butterfly fish and Angel fish. They can be friendly or attack Lara. Fish can jump out of the water.

Select the number of fish, the fish type and fish characteristics then Click **Compute OCB**.

To use this put a fish emitter in a water room.

Input the OCB value. Trigger the **FISH_EMITTER** in the level or set all of the buttons so it is active from the level start.

THE NG_CENTER TOOLS2 SECTION OCB CALCULATOR

KEYPAD

The screenshot shows a window titled "OCB Calculator". At the top, there is a dropdown menu labeled "OCB For Object:" with "KEYPAD" selected. Below this, under the heading "Input Keypad Mode:", there are two radio buttons. The first is selected and labeled "Secret Code mode: four digits, example '6273'". The second is labeled "Single Key mode, in elevator style. Example '4'". Below the radio buttons, there is a text input field labeled "Secret Code" containing the value "1234". A yellow button labeled "Compute OCB" is positioned below the input field. At the bottom of the window, there is a green display area showing the number "0", a button labeled "C", and a button labeled "Quit".

Set the required options for the **KEYPAD**
Click **Compute OCB**.

THE NG_CENTER TOOLS2 SECTION OCB CALCULATOR

PUSHABLE OBJECTS

OCB Calculator

OCB For Object: **PUSHABLE_OBJECTS**

Height of pushable for walkable feature: 4 clicks

Enabling new Features:

☐ Throwable in the empty

Disabling Options:

☐ Disable pushing ☐ Disable pulling

☐ Disable East-West moving ☐ Disable South-North moving

Climbing Options:

☐ Climb East Side ☐ Climb West Side

☐ Climb South Side ☐ Climb North Side

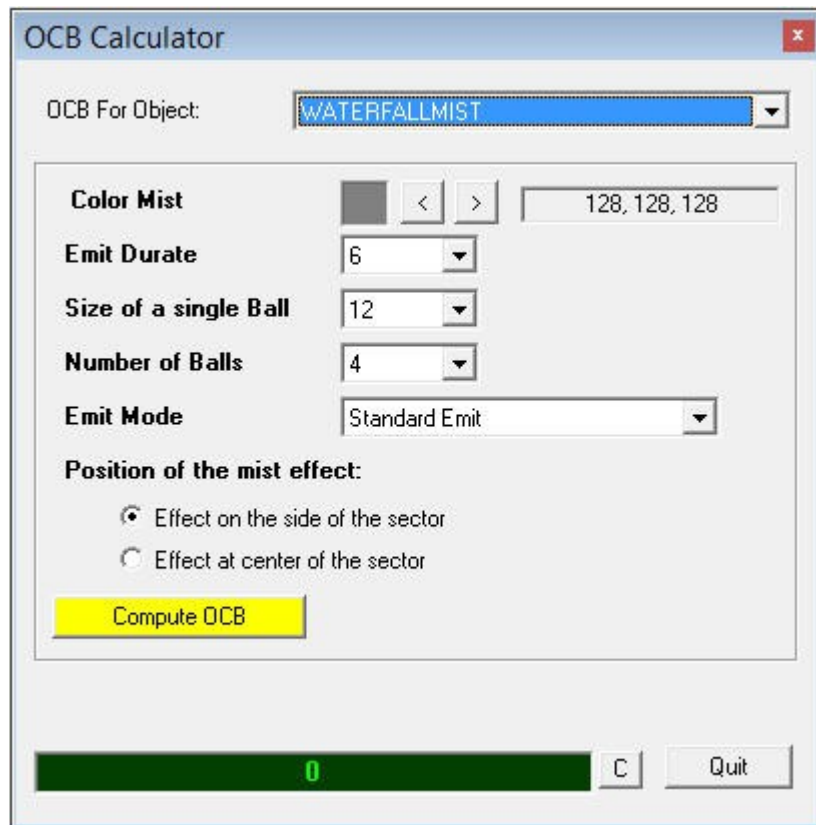
Compute OCB

0 C Quit

Set the required options for the **PUSHABLE_OBJECT**
Click **Compute OCB**.

THE NG_CENTER TOOLS2 SECTION OCB CALCULATOR

WATERFALL MIST



The screenshot shows a software window titled "OCB Calculator". At the top, there is a dropdown menu labeled "OCB For Object:" with "WATERFALLMIST" selected. Below this, there are several configuration options:

- Color Mist:** A color selection area with a grey square, left and right arrow buttons, and a text box containing "128, 128, 128".
- Emit Durate:** A dropdown menu showing the value "6".
- Size of a single Ball:** A dropdown menu showing the value "12".
- Number of Balls:** A dropdown menu showing the value "4".
- Emit Mode:** A dropdown menu showing "Standard Emit".
- Position of the mist effect:** Two radio button options: "Effect on the side of the sector" (which is selected) and "Effect at center of the sector".

A yellow button labeled "Compute OCB" is located below the radio buttons. At the bottom of the window, there is a green progress bar with the number "0" in the center, and two buttons labeled "C" and "Quit" to its right.

Set the required options for the **WATERFALL MIST**
Click **Compute OCB**.

