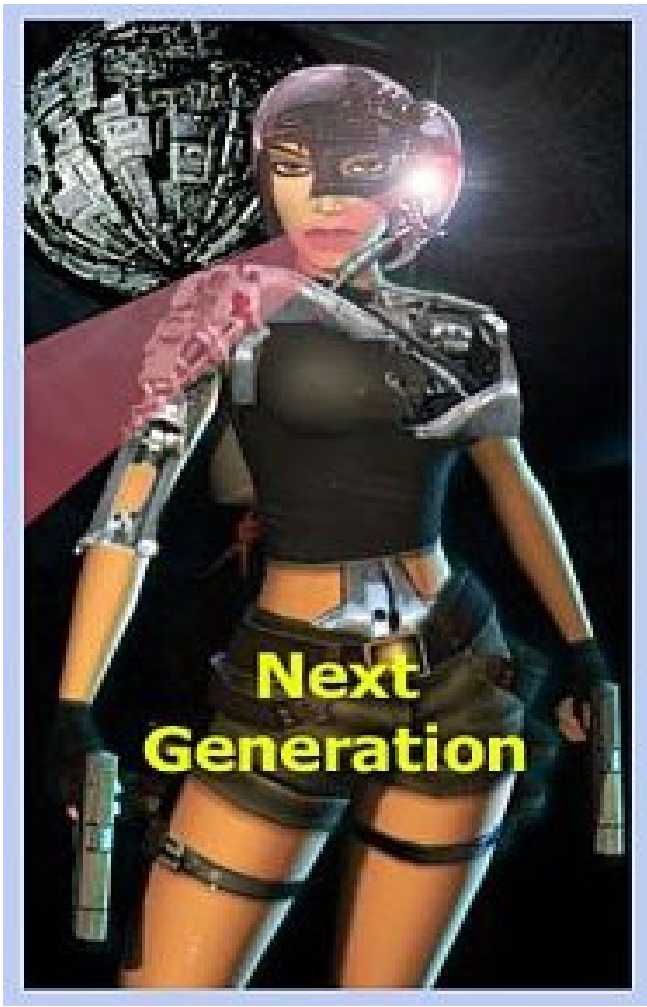
TOMB EDITOR WAD TOOL MANUAL

TOMB RAIDER
NEXT GENERATION



TOMB EDITOR
WAD TOOL

STATIC EDITOR

VERSION 1.3.10

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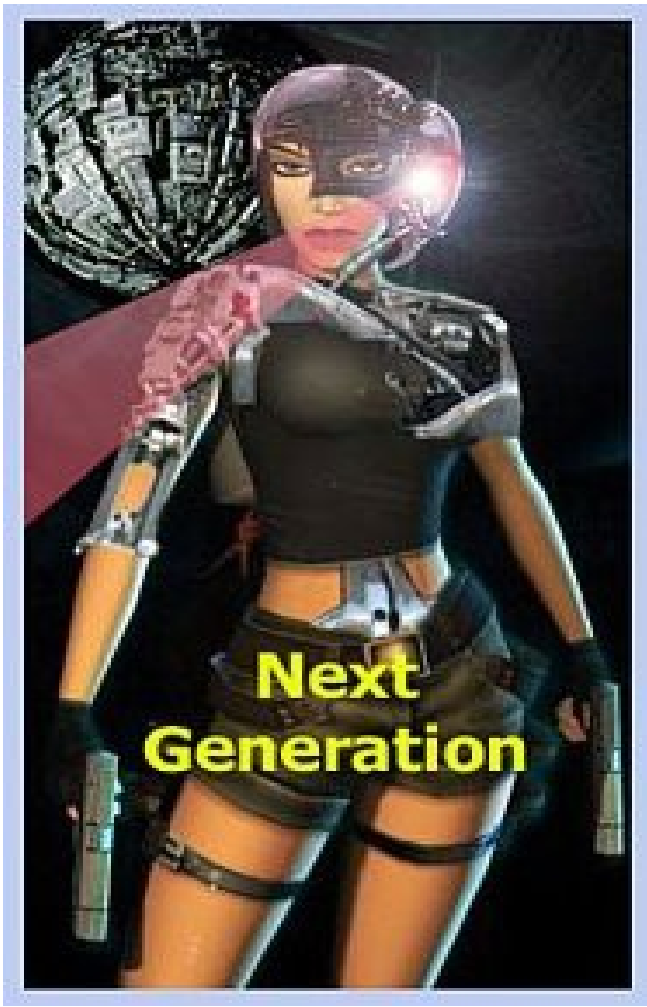
TOMB RAIDER
NEXT GENERATION



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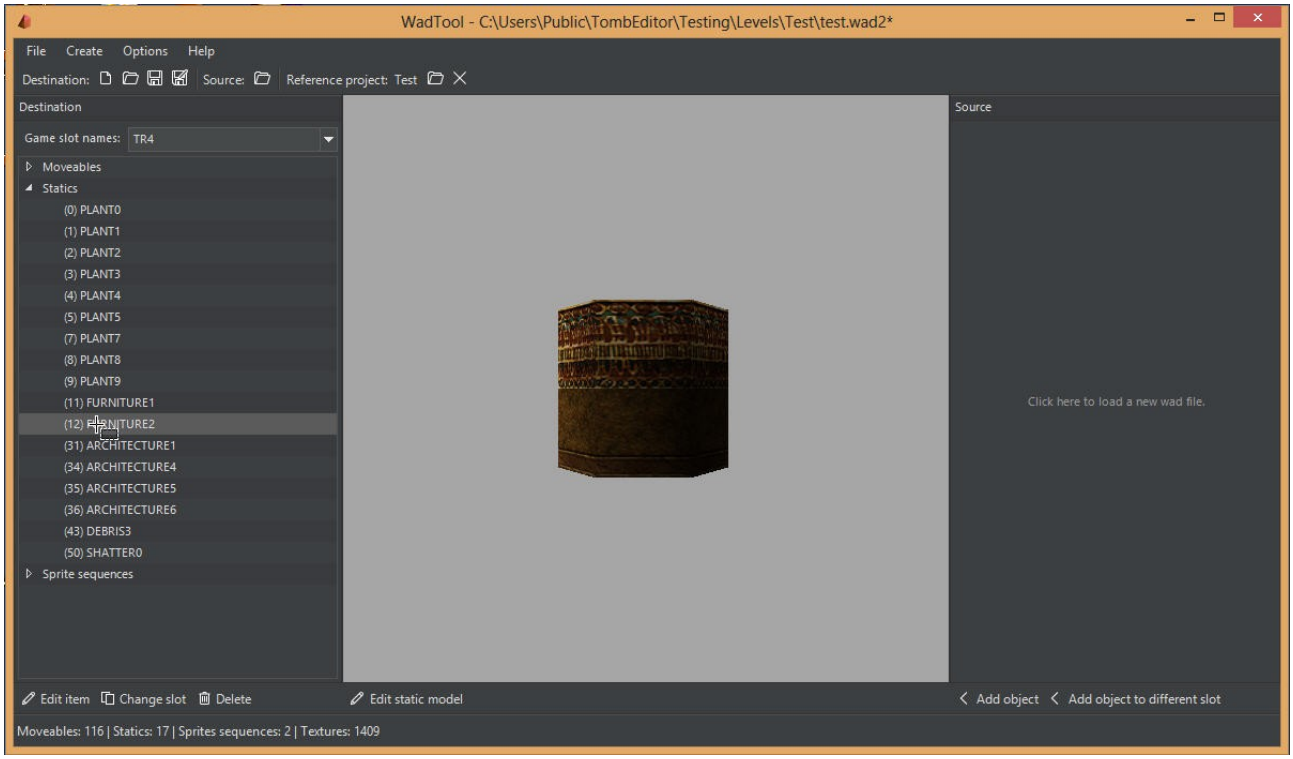
STATIC EDITOR

STATIC EDITOR



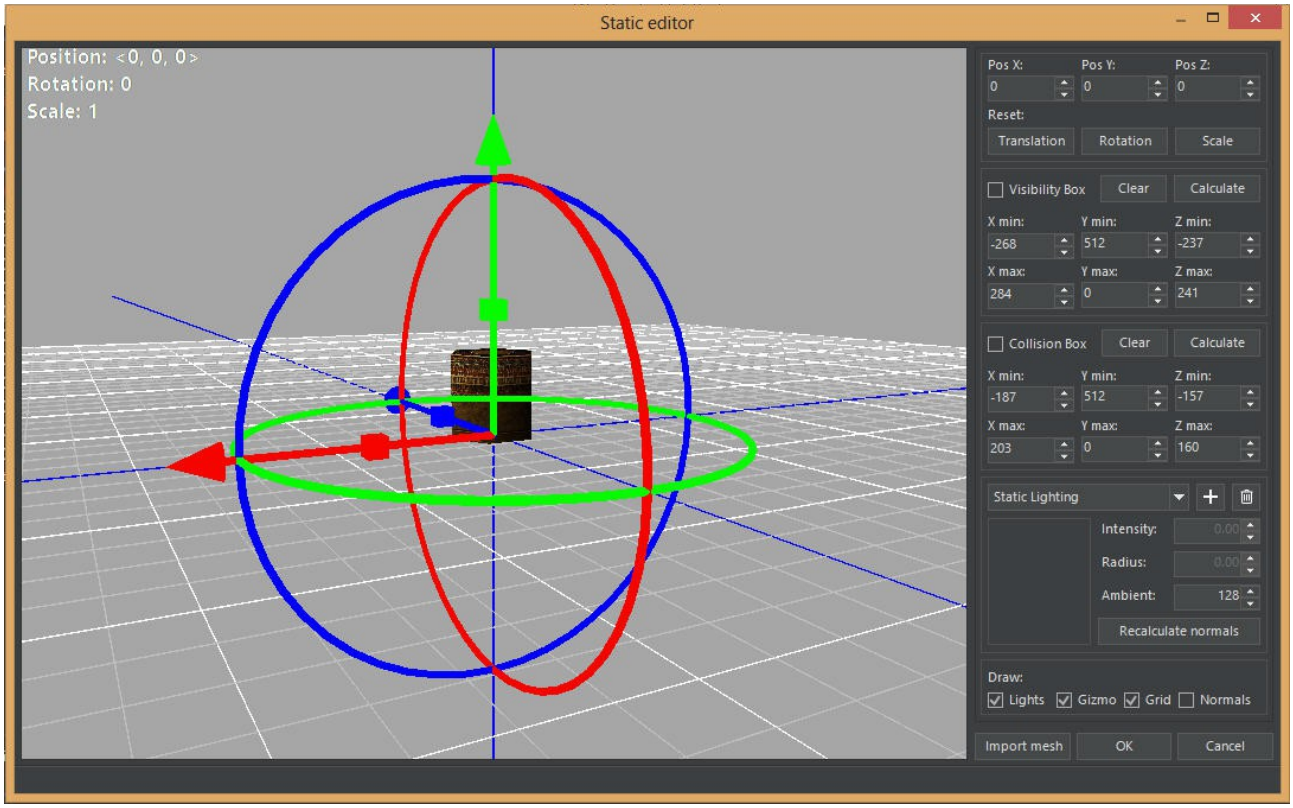
From the **Wad Tool** interface

Select the Static object in the **Destination wad**.

Then select the **Edit Static model** icon. 

The **Static Editor** Window for the Object will then display.

STATIC EDITOR



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

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

Object Position: **Pos X** **Pos Y** **Pos Z**

The Position, Rotation and Scale is displayed in the top left corner of the window.

To change the position of the Static Object, **Mouse left click (on arrowhead), hold and move** to adjust. Alternatively select the up and down arrows on the input box for the axis or input a value.

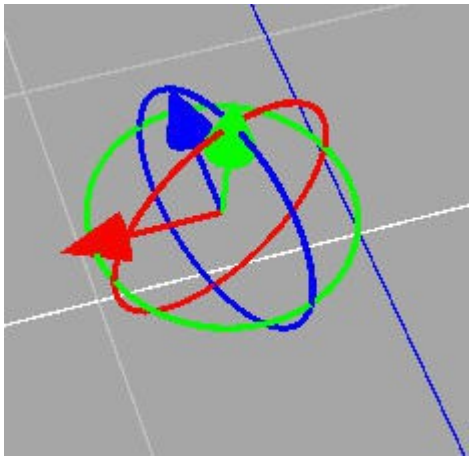
Pos Y is the vertical movement of the static object.

To rotate the object select and hold an axis ring and move the mouse.
To scale the object select the block on an axis and move the mouse.

Reset: Translation Rotation Scale
Resets the position, rotation, scale of the Static Object.

The three coloured arrow lines stand for the three axes **X**, **Y**, **Z.**
The red sphere rotates a Mesh to the left or right (**Banking**).
The blue sphere rotates a Mesh up and down (**Pitch**).
The green sphere rotates a Mesh around the vertical axis.

This object is called the **GIZMO**.



Visibility Box:

These values define the Visibility Box volume for the object.
The Visibility Box is used for the AI (Artificial Intelligence).

Visible	Tick to display the Visibility Box. The box is displayed as a green wire mesh.
Clear	Select to delete the Visibility Box.
Calculate	Select to recalculate the Visibility Box. Required after moving, rotating, scaling the object.

Select the up and down arrows on the input box to change the limit for the Visibility Box.

X min.	**Y min.**	**Z min.**	Minimum values for the Visibility Box.
X max.	**Y max.**	**Z max.**	Maximum values for the Visibility Box.

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Collision Box:

These values define the collision box volume for the object.
This is used for collision testing (solid bound).
This makes the object solid so Lara cannot walk through it.

Visible	Tick to display the Collision Box. The box is displayed as a red wire mesh.
Clear	Select to delete the Collision Box.
Calculate	Select to recalculate the Collision Box. Required after moving, rotating, scaling the object.

Select the up and down arrows on the input box to change the limit for the Collision Box.

X min.	**Y min.**	**Z min.**	Minimum values for the Collision Box.
X max.	**Y max.**	**Z max.**	Maximum values for the Collision Box.

Lighting:

These values define the way the object reflects light in the level.

Static or **Dynamic**	The type of Lighting for the Object.

Select the up and down arrows on the input box to change the value.

Intensity	The intensity of the light for the object.
Radius	The radius of the light for the object.
Ambient	The ambient light for the object.
Recalculate Normals	Recalculates the Normals for the light.

Draw:

Draws the Lights, Gizmo, Grid and Normals.

Lights Gizmo Grid Normals	Tick to display

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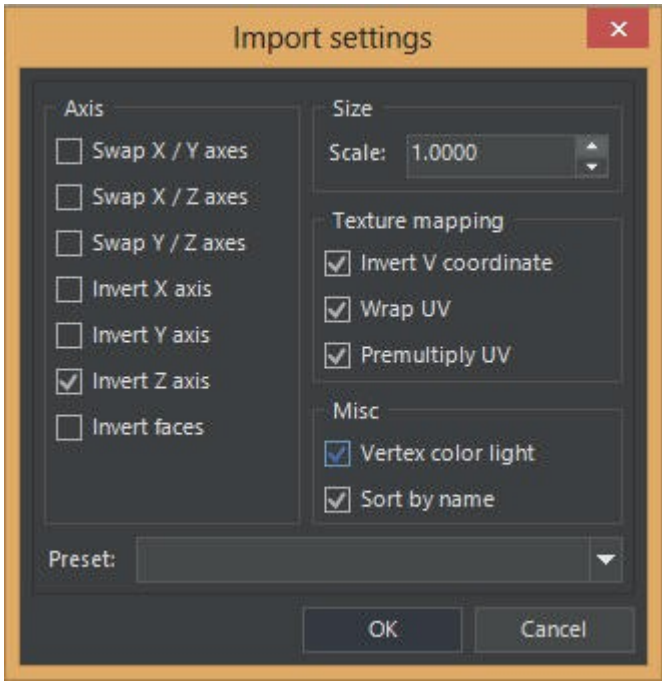
Import Mesh: Imports a 3D Mesh.

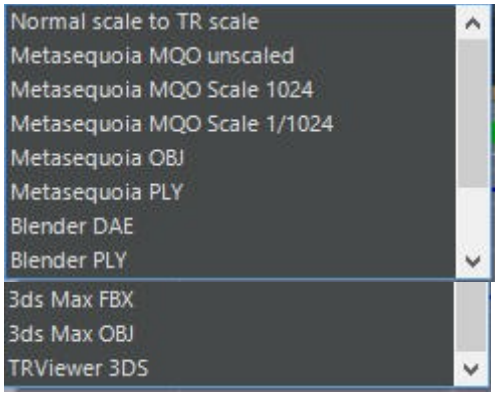
In the **Wad Tool** add a empty Static slot.

The 3D model should be of the correct size to fit into the level.
The 3D model should be fully textured.
The 3D model and the texture file should be in the same folder for importing.

Select to Import a 3D mesh. The Import Settings window will then display.
Set the required boxes to import the 3D mesh.



Presets: Select a Preset if required.



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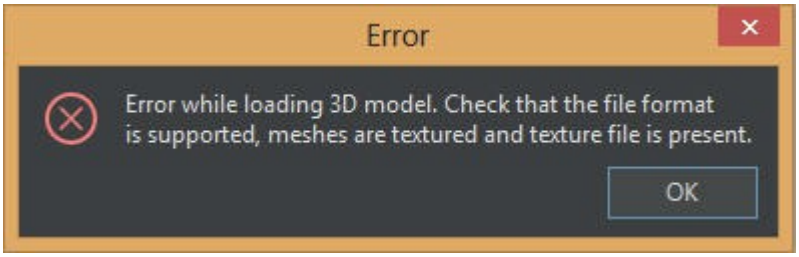
Mesh Load Error: If the 3D file is not valid or correct there will be an error.



That means for the Metasequoia 3D Modeller:

3D model file	**:**	**filename.mqo**
Texture file	**:**	**filename.bmp**

The Texture file is 256 pixels by 256 pixels.
The Texture file can also be created and edited in a Paint Shop Pro program.

Ensure the 3D model and the Texture file are in the same folder for importing.

The Material Panel creates the colours for the 3D model object.

The Material colour is the background colour for the 3D model object.
The Texture file for the Material colour is the foreground colour.
The Paint Panel edits and saves the Texture file for the Material colours.

The Import Mesh in the Static Editor loads the 3D model and uses the Texture file.

Other 3D Modellers should follow a similar format.

Note For drawing Models in Metasequoia.
Set the Grid spacing to 50 units.
Set the Grid range to 500 units.
One grid square is equal to ¼ the area of a **Tomb Editor** (**and Level Editor**) square.
Lara will be 1.5 grid squares tall (¾ **Tomb Editor** (**NGLE**) square tall).

Tomb Editor (and NGLE) squares are equal to 1024 units so import scale to use is 10.

Using Metasequoia:

To see the PLAN View	**press F2**
To see the ELEVATION View	**press F1**
To see the END View	**press F3**
To see the 3D View	**press F5**

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Supported 3D Formats:

Metasequoia	(*.mqo)
Autodesk	(*.fbx)
Collada	(*.dae)
gITF Cgltf,	(*.glb)
Blender 3D	(*.blend)
3ds Max C.3ds,	(*.ase)
Wavefront Object	(*.obj)
Industry Foundation Classes (IFC/Step),	(*.ifc)
XGL	(*.xgl, *.zgl)
Stanford Polygon Library	(*.ply)
AutoCAD DXF	(*.dxf)
LightWave	(*,lwo)
LightWave Scene	(*.Mws)
Modo	(*.Mxo)
Stereolithography	(*.stl)
DirectX X	(*.x)
AC3D	(*.ac)
Milkshape 3D	(*.ms3d)
TrueSpace	(*.cob, ".sen)
OpenGEX	(*.ogex)
X3D	(*.x3d)
3MF	(*.3mf)
Biovision BVH	(*.bvh)
CharacterStudio Motion	(*.csm)
Ogre XML	(*.xml)
Irrlicht Mesh	(*.irrmesh)
Irrlicht Scene	(*.irr)
Quake I	(*.mdl)
Quake II	(*.md2)
Quake III Mesh	(*.md3)
Quake III Map/BSP	(".pk3)
Return to Castle Wolfenstein	(*.mdc)
Doom 3	(*.md5)
Valve Model	(*.smd, *.vta)
Open Game Engine Exchange	(*.ogex)
Unreal	(*.3d)
BlitzBasic 3D	(*.b3d)
Quick3D	(*.q3d, *.q3s)
Neutral File Format	(*,nff)
Object File Format	(*.off)
PovRAY Raw	(*.raw)
Terragen Terrain	(*.ter)
3D GameStudio(3DGS)	(*.mdl)
3D GameStudio(3DGS) Terrain	(*.hmp)
Izware Nendo	(*.ndo)

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