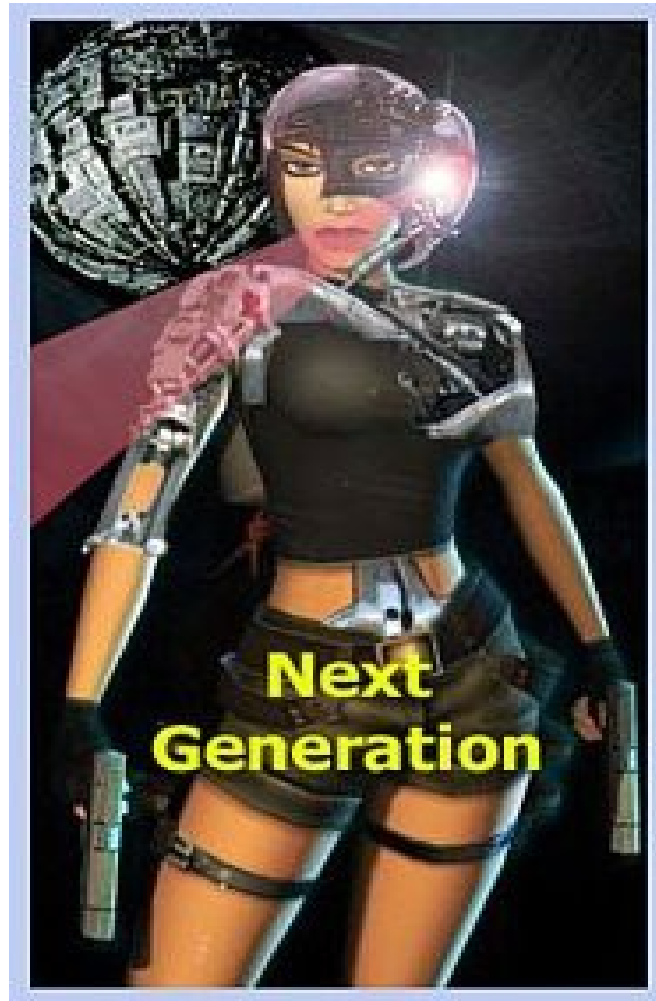


# **TOMB RAIDER NEXT GENERATION**



**VARIABLE PLACE HOLDERS**

## VARIABLE PLACE HOLDERS

#0020 :	Text1
#0021 :	Text2
#0022 :	Text3
#0023 :	Text4
#0400 :	Last Input Text
#1000 :	Big Text
#0070 :	Local Long Alfa
#0030 :	Global Long Alfa
#0050 :	Local Short Alfa1
#0010 :	Global Short Alfa1
#0051 :	Local Short Alfa2
#0011 :	Global Short Alfa2
#0040 :	Local Byte Alfa1
#0000 :	Global Byte Alfa1
#0041 :	Local Byte Alfa2
#0001 :	Global Byte Alfa2
#0042 :	Local Byte Alfa3
#0002 :	Global Byte Alfa3
#0043 :	Local Byte Alfa4
#0003 :	Global Byte Alfa4
#0071 :	Local Long Beta
#0031 :	Global Long Beta
#0052 :	Local Short Beta1
#0012 :	Global Short Beta1
#0053 :	Local Short Beta2
#0013 :	Global Short Beta2
#0044 :	Local Byte Beta1
#0004 :	Global Byte Beta1
#0045 :	Local Byte Beta2
#0005 :	Global Byte Beta2
#0046 :	Local Byte Beta3
#0006 :	Global Byte Beta3
#0047 :	Local Byte Beta4
#0007 :	Global Byte Beta4
#0072 :	Local Long Delta
#0032 :	Global Long Delta

## VARIABLE PLACE HOLDERS

#0054 : Local Short Delta1  
#0014 : Global Short Delta1  
#0055 : Local Short Delta2  
#0015 : Global Short Delta2

#0048 : Local Byte Delta1  
#0008 : Global Byte Delta1  
#0049 : Local Byte Delta2  
#0009 : Global Byte Delta2  
#004A : Local Byte Delta3  
#000A : Global Byte Delta3  
#004B : Local Byte Delta4  
#000B : Global Byte Delta4

#0073 : Local Long Timer  
#0033 : Global Long Timer  
#0800 : Current Value  
#0200 : Last Input Number

#01C0 : Store Long A  
#0180 : Store Short A1  
#0181 : Store Short A2  
#0140 : Store Byte A1  
#0141 : Store Byte A2  
#0142 : Store Byte A3  
#0143 : Store Byte A4

#01C1 : Store Long B  
#0182 : Store Short B1  
#0183 : Store Short B2  
#0144 : Store Byte B1  
#0145 : Store Byte B2  
#0146 : Store Byte B3  
#0147 : Store Byte B4

#01C2 : Store Long C  
#0184 : Store Short C1  
#0185 : Store Short C2  
#0148 : Store Byte C1  
#0149 : Store Byte C2  
#014A : Store Byte C3  
#014B : Store Byte C4

## VARIABLE PLACE HOLDERS

#01C3 : Store Long D  
#0186 : Store Short D1  
#0187 : Store Short D2  
#014C : Store Byte D1  
#014D : Store Byte D2  
#014E : Store Byte D3  
#014F : Store Byte D4

#01C4 : Store Long E  
#0188 : Store Short E1  
#0189 : Store Short E2  
#0150 : Store Byte E1  
#0151 : Store Byte E2  
#0152 : Store Byte E3  
#0153 : Store Byte E4

#01C5 : Store Long F  
#018A : Store Short F1  
#018B : Store Short F2  
#0154 : Store Byte F1  
#0155 : Store Byte F2  
#0156 : Store Byte F3  
#0157 : Store Byte F4

#01C6 : Store Long G  
#018C : Store Short G1  
#018D : Store Short G2  
#0158 : Store Byte G1  
#0159 : Store Byte G2  
#015A : Store Byte G3  
#015B : Store Byte G4

#01C7 : Store Long H  
#018E : Store Short H1  
#018F : Store Short H2  
#015C : Store Byte H1  
#015D : Store Byte H2  
#015E : Store Byte H3  
#015F : Store Byte H4

## VARIABLE PLACE HOLDERS

#01C8 : Store Long I  
#0190 : Store Short I1  
#0191 : Store Short I2  
#0160 : Store Byte I1  
#0161 : Store Byte I2  
#0162 : Store Byte I3  
#0163 : Store Byte I4

#01C9 : Store Long J  
#0192 : Store Short J1  
#0193 : Store Short J2  
#0164 : Store Byte J1  
#0165 : Store Byte J2  
#0166 : Store Byte J3  
#0167 : Store Byte J4

#01CA : Store Long K  
#0194 : Store Short K1  
#0195 : Store Short K2  
#0168 : Store Byte K1  
#0169 : Store Byte K2  
#016A : Store Byte K3  
#016B : Store Byte K4

#01CB : Store Long L  
#0196 : Store Short L1  
#0197 : Store Short L2  
#016C : Store Byte L1  
#016D : Store Byte L2  
#016E : Store Byte L3  
#016F : Store Byte L4

#01CC : Store Long M  
#0198 : Store Short M1  
#0199 : Store Short M2  
#0170 : Store Byte M1  
#0171 : Store Byte M2  
#0172 : Store Byte M3  
#0173 : Store Byte M4

## **VARIABLE PLACE HOLDERS**

#01CD : Store Long N  
#019A : Store Short N1  
#019B : Store Short N2  
#0174 : Store Byte N1  
#0175 : Store Byte N2  
#0176 : Store Byte N3  
#0177 : Store Byte N4

#01CE : Store Long O  
#019C : Store Short O1  
#019D : Store Short O2  
#0178 : Store Byte O1  
#0179 : Store Byte O2  
#017A : Store Byte O3  
#017B : Store Byte O4

#01CF : Store Long P  
#019E : Store Short P1  
#019F : Store Short P2  
#017C : Store Byte P1  
#017D : Store Byte P2  
#017E : Store Byte P3  
#017F : Store Byte P4

