

TOMB EDITOR WAD TOOL MANUAL

TOMB RAIDER NEXT GENERATION



**TOMB EDITOR
WAD TOOL**

INTERFACE

VERSION 1.3.10

TOMB EDITOR WAD TOOL MANUAL

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**TOMB EDITOR
WAD TOOL**

INTRODUCTION

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INTRODUCTION

Wad Tool - a modern Wad Merger and TR Viewer replacement

Wad Tool is made as a replacement for outdated, inconvenient and unstable applications like **Wad Merger** and **TRViewer**. It should greatly simplify your workflow, for now at least in part of animation importing and editing. Eventually, it will include functionality of such tools as Strpix and allow you to import multi-mesh models with already applied attributes, such as shiny, blending modes, and so on.

Version 1.2.9 was completely reworked, lots of bugs were fixed, and generally **Wad Tool** is now stable and useable.

Full changelog:

Import animations in FBX and COLLADA formats.

Completely overhauled main window

Completely overhauled animation editor: New timeline with selection,
dynamic highlight,
mouse warping and transport controls.
Undo and redo.

Real time sound previews with 3 modes: land, land + material footsteps, water.

Real time anim command editing.

Live preview for in-game animation speed.

Selection-based position and translation controls.

Simple evolution modes to create basic animations: linear, smooth and symmetric.

Batch find & replace anim commands.

Chain playback mode (loop through NextAnimation/NextFrame values and state changes).

Human-readable animation names and state ID names with ability to search and filter by name.

Ability to resample animation.

Ability to mirror and reverse animation.

Extensive bounding box controls, including mesh-based autogeneration and inflation/deflation.

Added options window.

Fix for TR1 levels animation import.

Fix TR1-3 coloured faces import.

Wad Tool is available with **Tomb Editor** package.

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**TOMB EDITOR
WAD TOOL**

INTERFACE

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WAD TOOL INTERFACE

To start the **Wad Tool** **mouse left click** on the Wad Tool icon in the **Tomb IDE**.



To start the **Wad Tool** from the **Tomb Editor** select **Tools, Start Wad Tool...**

The **Wad Tool** incorporates the following editors:

ANIMATION EDITOR
SKELETON EDITOR
STATIC EDITOR
SPRITE EDITOR

See the Wad Tool Animation Editor.

See the Wad Tool Skeleton Editor.

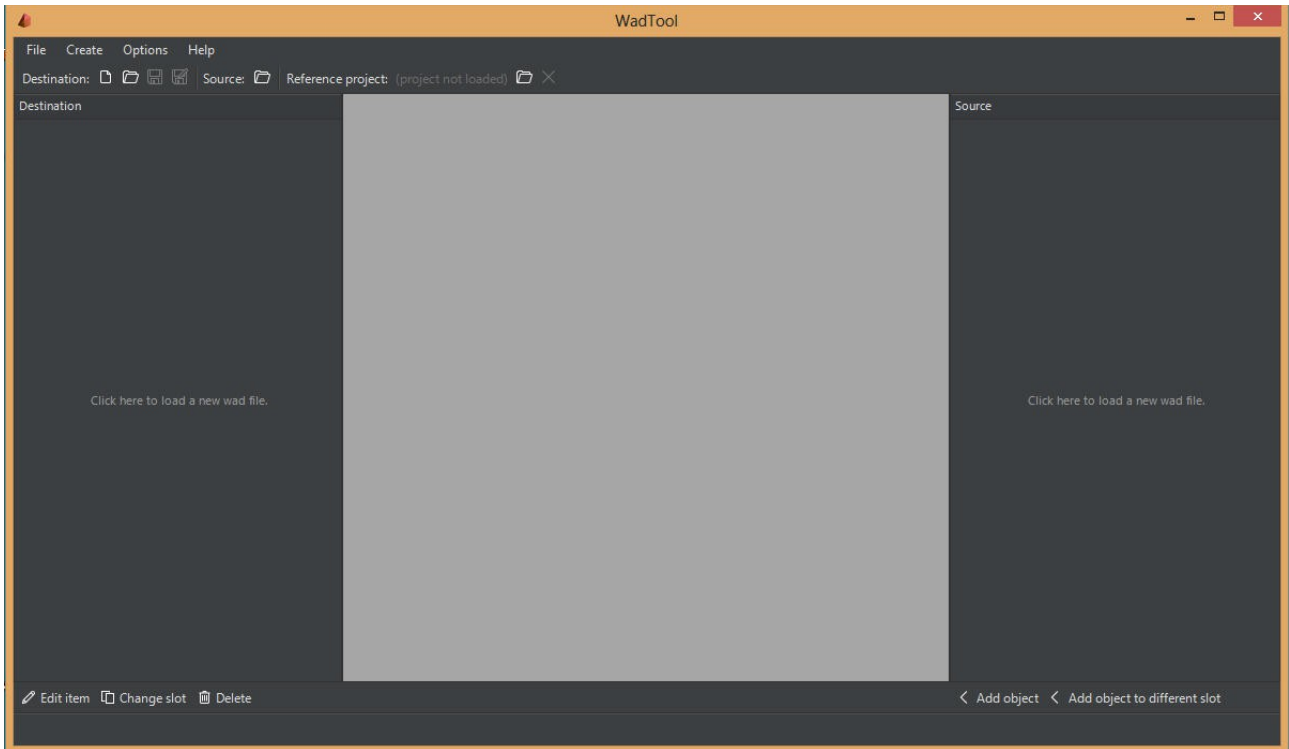
See the Wad Tool Static Editor.

See the Wad Tool Sprite Editor.

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WAD TOOL INTERFACE

The start up **Wad Tool** interface. The **Save** and **Save As** icons are greyed out.



Mouse left click on the Destination window to load a Destination file.
Loading a file in the Destination window will activate the **Save** and **Save As** functions.

Mouse left click on the Source window to load a Source file.

The supported **Load file** formats
for Destination and Source are :

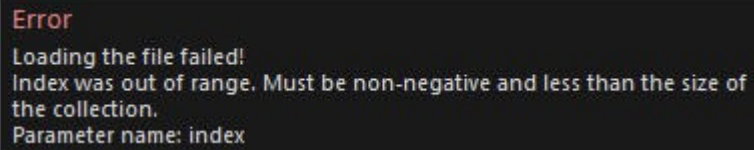
Winroomedit wad (*.wad)
Tomb Editor Wad2 (*.Wad2)
Tomb Raider 1 level (*.phd)
Tomb Raider 2 level (*.tr2)
Tomb Raider 3 level (*.tr2)
Tomb Raider The Last Revelation level (*.tr4)
Tomb Raider Chronicles level (*.trc)

Tomb Editor level (*.tr4)

The supported **Save file format for the Destination is Wad2 ONLY.**

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Load Error

A screenshot of a black error message box with white text. The text reads: "Error", "Loading the file failed!", "Index was out of range. Must be non-negative and less than the size of the collection.", and "Parameter name: index".

```
Error
Loading the file failed!
Index was out of range. Must be non-negative and less than the size of
the collection.
Parameter name: index
```

If you get a load error for a **TR4 file** then it has been compiled using the **NGLE**.

To solve the problem do the following:

Use **Wad Merger** to Load the **TR4 file**.

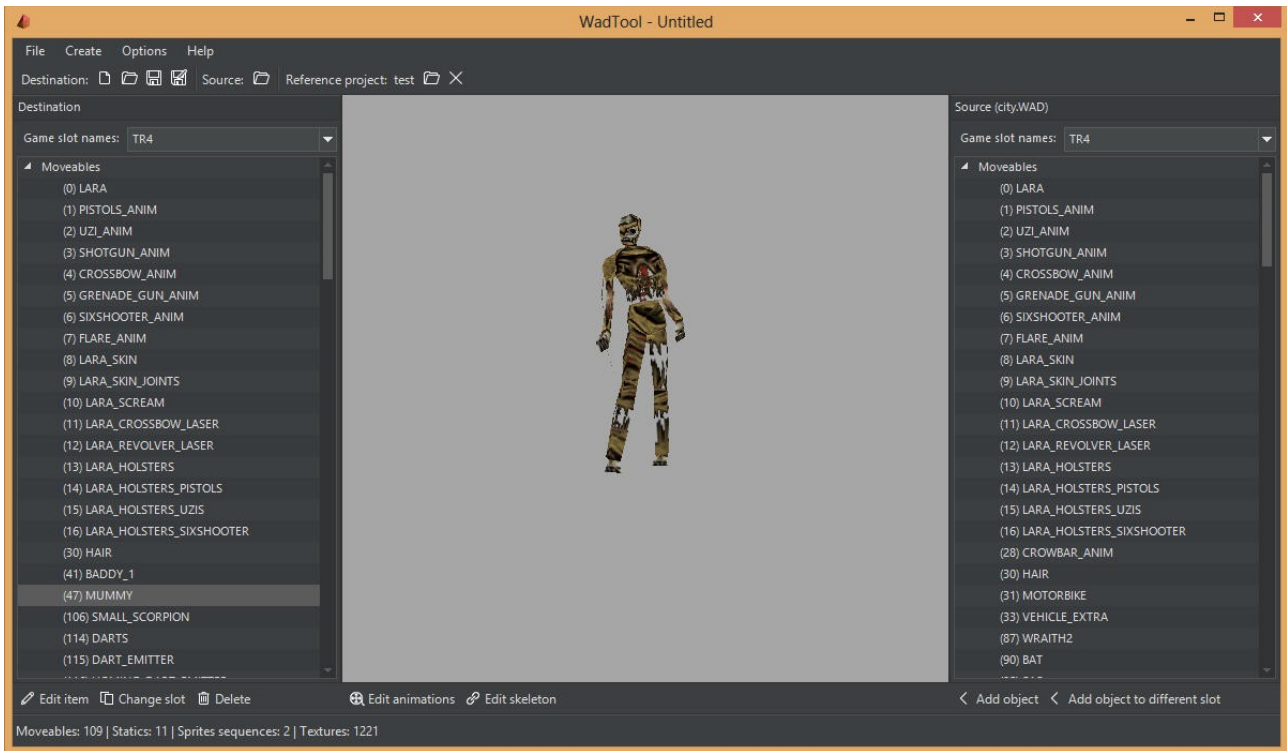
Copy the file from the source to the destination window.
Save it as a wad file.

Use the **Wad Tool** on the wad file to obtain the objects you require.

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WAD TOOL INTERFACE

The interface is shown with a Source and a Destination Wad loaded. The Destination object (47) **Mummy** is selected and displayed in the window.



When a wad is loaded in the Destination window an information box is displayed at the bottom of the Wad Tool window. It displays the totals for the Moveables, Statics, Sprite sequences and Textures in the wad.

Moveables: 109 | Statics: 11 | Sprites sequences: 2 | Textures: 1221

DESTINATION ICONS:



NEW EMPTY WAD2

Starts a new Destination Wad2 file.



OPEN DESTINATION FILE

Opens the Destination Wad2 file.



SAVE WAD2

Saves the Destination Wad2 file.



SAVE WAD2 AS...

Saves the Destination Wad2 file with a new file name.

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WAD TOOL INTERFACE

SOURCE ICONS:



OPEN SOURCE FILE

Opens the Source file. See the available formats you can load.

REFERENCE PROJECT ICONS:



OPEN REFERENCE PROJECT

Opens the Reference project to enable sound to be heard for animations in the [Animation Editor](#).



CLOSE REFERENCE PROJECT

Closes the Reference project to enable sound to be heard for animations in the [Animation Editor](#).

DESTINATION ICONS:



EDIT ITEM

Edit a Destination Wad2 object name.



CHANGE SLOT

Change the Destination Wad2 object slot.



DELETE

Deletes an object in the Destination Wad2.

SOURCE TO DESTINATION ICONS:

ADD OBJECT

Saves an object from the [Source](#) to the [Destination Wad2](#) in the same slot.

ADD OBJECT TO DIFFERENT SLOT

Saves an object from the [Source](#) to the [Destination Wad2](#) into a different slot.

For example Static objects, Moveable into an Animating slot etc.

To put an object in the [Destination Wad2](#) select the required object in the [Source wad](#).

Select the **ADD OBJECT icon** to copy the object to the [Destination Wad2](#).
Select the **ADD OBJECT TO DIFFERENT SLOT icon** to copy the object to a different slot in the [Destination Wad2](#).

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WAD TOOL INTERFACE

GAME SLOT NAMES:

This displays the Tomb Raider version for the slot names for the loaded wad, Source and Destination.

That is: **TR1, TR2, TR3, TR4, TR5, TR5 Main.**

This is set automatically by the **Wad Tool** when a wad or compiled level is loaded. **This can be manually changed, so be aware of having incorrect names for the loaded wad.**

EDITOR ICONS:

When a **moveable object** is selected in the **Destination Wad2** the **EDIT ANIMATION icon** and the **EDIT SKELETON icon** are displayed under the object image window. Select the required icon to open the editor for the moveable object.



EDIT ANIMATION

Opens the **Animation Editor** Window for the selected **Destination Wad2** moveable object. See the **Wad Tool Animation Editor**.



EDIT SKELETON

Opens the **Skeleton Editor** Window for the selected **Destination Wad2** moveable object. See the **Wad Tool Skeleton Editor**.

When a **static object** is selected in the **Destination Wad2** the **EDIT STATIC MODEL icon** is displayed under the object image window. Select the icon to open the **Static Editor** for the static object.



EDIT STATIC MODEL

Opens the **Static Model Editor** Window for the selected **Destination Wad2** static object. See the **Wad Tool Static Editor**.

When a **sprite object** is selected in the **Destination Wad2** the **EDIT SPRITE SEQUENCE icon** is displayed under the object image window. Select the icon to open the **Sprite Sequence Editor** for the sprite object.



EDIT SPRITE SEQUENCE

Opens the **Sprite Sequence Editor** Window for the selected **Destination Wad2** sprite object. See the **Wad Tool Sprite Editor**.

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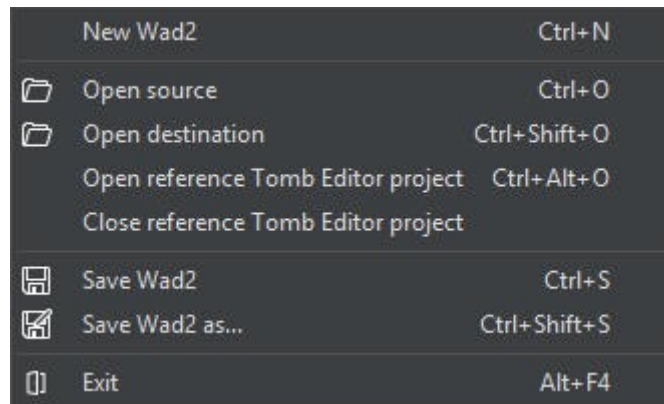


**TOMB EDITOR
WAD TOOL
INTERFACE
DROP DOWN MENU FILES**

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WAD TOOL DROP DOWN MENU

FILES



NEW WAD2

HOTKEY: CTRL + N

Starts a new Wad2 in the Destination.



OPEN SOURCE

HOTKEY: CTRL + O

Opens a Wad or Wad2 file as a source file.



OPEN DESTINATION

HOTKEY: CTRL + SHIFT + O

Opens a Wad or Wad2 file as a Destination file.



OPEN REF. TOMB EDITOR PROJECT

HOTKEY: CTRL + ALT + O

Opens a Tomb Editor project to use as a reference for the animation sounds.



CLOSE REF. TOMB EDITOR PROJECT

HOTKEY:

Closes the Tomb Editor reference project.



SAVE WAD2

HOTKEY: CTRL + S

Saves a Wad2 file in the Destination.



SAVE AS WAD2

HOTKEY: CTRL + SHIFT + S

Saves a Wad2 file in the Destination with the option to input a new name.



EXIT

HOTKEY: ALT + F4

Quits the **Wad Tool**.

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TOMB RAIDER NEXT GENERATION



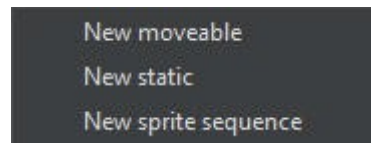
**TOMB EDITOR
WAD TOOL**

**INTERFACE
DROP DOWN MENU CREATE**

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WAD TOOL DROP DOWN MENU

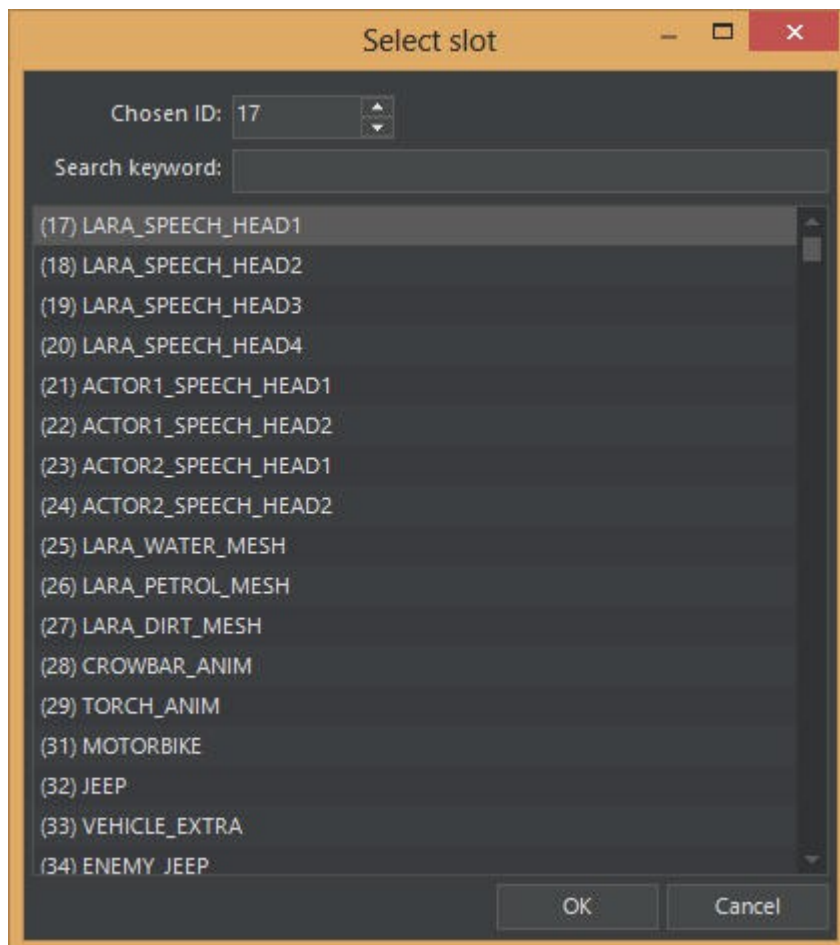
CREATE



NEW MOVEABLE

HOTKEY:

Creates a new movable in the [Destination Wad2](#).



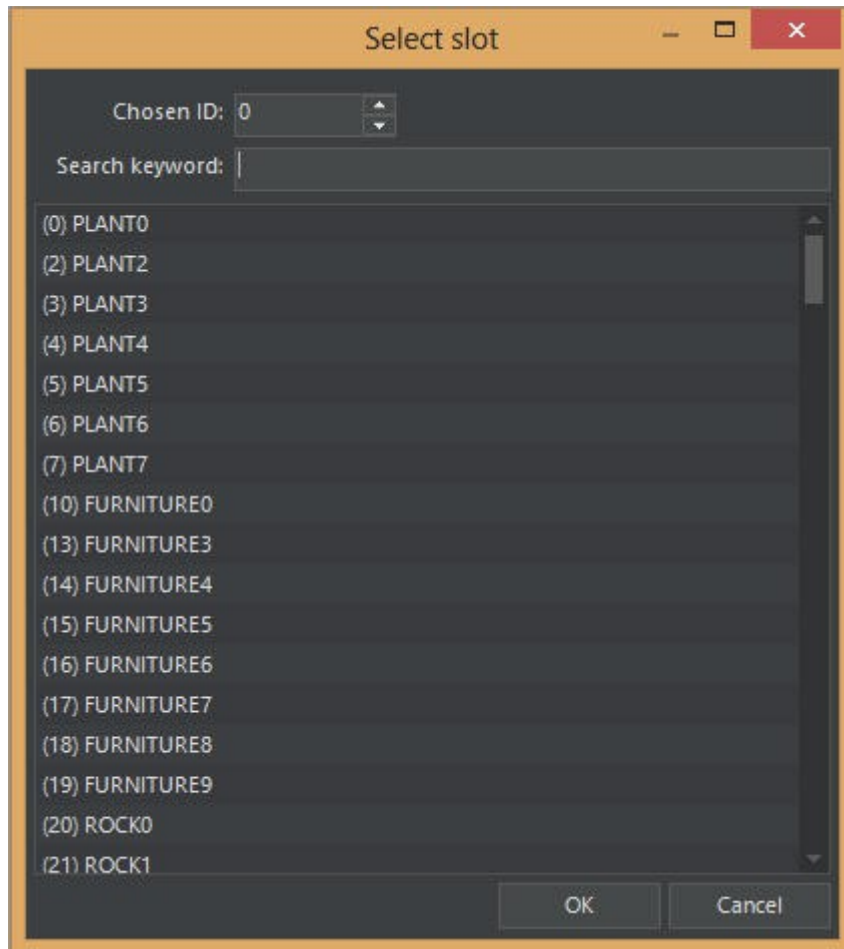
Select the slot name and then **OK**. The empty slot is then created in the [Destination Wad2](#).

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NEW STATIC

HOTKEY:

Creates a new static object in the **Destination Wad2**.



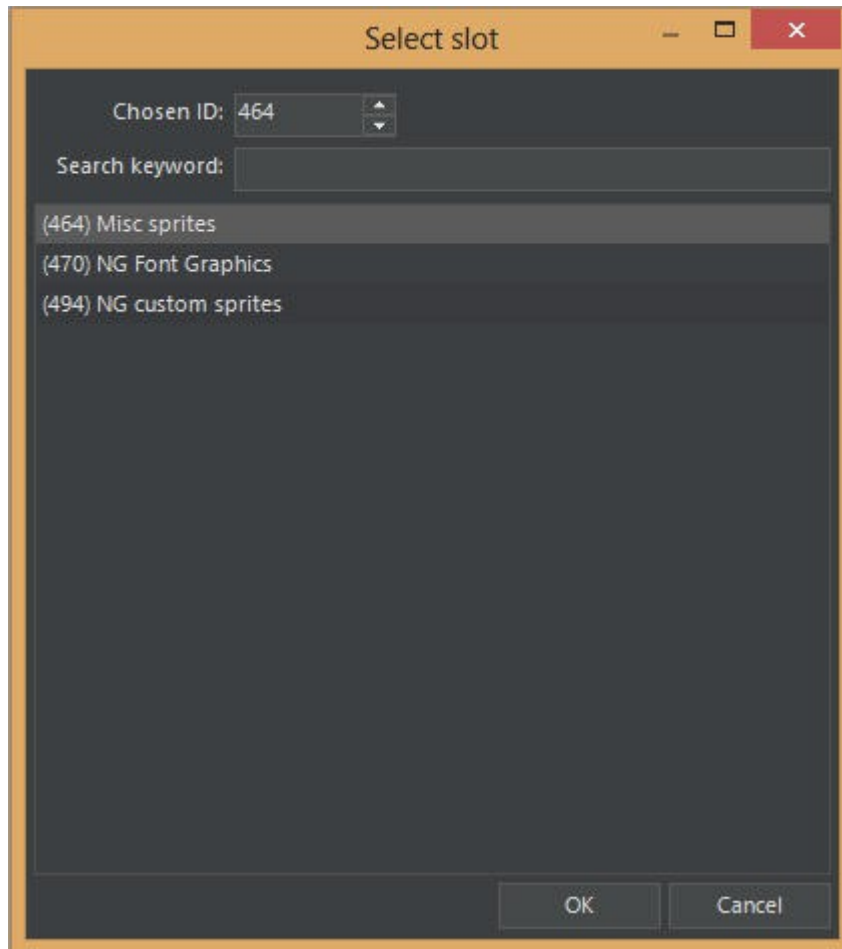
Select the slot name and then **OK**. The empty slot is then created in the **Destination Wad2**.

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NEW SPRITE SEQUENCE

HOTKEY:

Creates a new sprite sequence in the **Destination Wad2**.



Select the slot name and then **OK**. The empty slot is then created in the **Destination Wad2**.

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TOMB RAIDER NEXT GENERATION

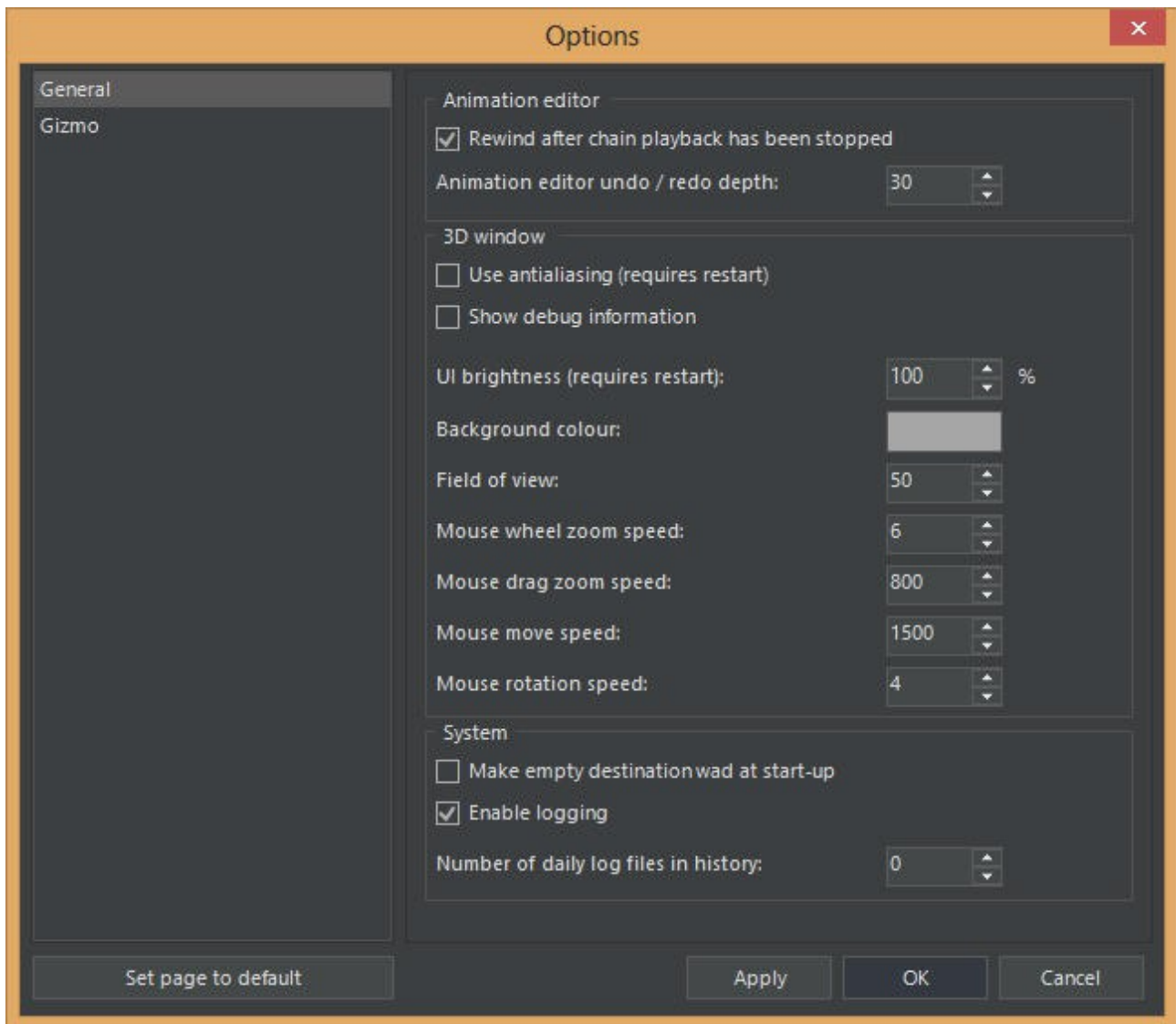


**TOMB EDITOR
WAD TOOL**

**INTERFACE
OPTIONS GENERAL**

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WAD TOOL OPTIONS GENERAL



Set page to default

Set the General defaults.

Apply

Apply the changes.

OK

CANCEL

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WAD TOOL OPTIONS GENERAL

Animation Editor:

Rewind after chain playback has been stopped.

Select box if required.

Animation Editor undo / redo depth.

Default= 30.

3D Window:

Use antialiasing (requires restart).

Select box if required.

Show Debug information.

Select box if required.

UI brightness (requires restart).

Default = 100%

Background Colour.

Set colour if required.

Field of View.

Default = 50.

Mouse wheel zoom speed.

Default = 6.

Mouse drag zoom speed.

Default = 800.

Mouse rotation speed.

Default = 4.

System:

Make empty destination wad at start up.

Select box if required.

Enable Logging.

Select box if required.

Number of daily log files in history.

Default = 0.

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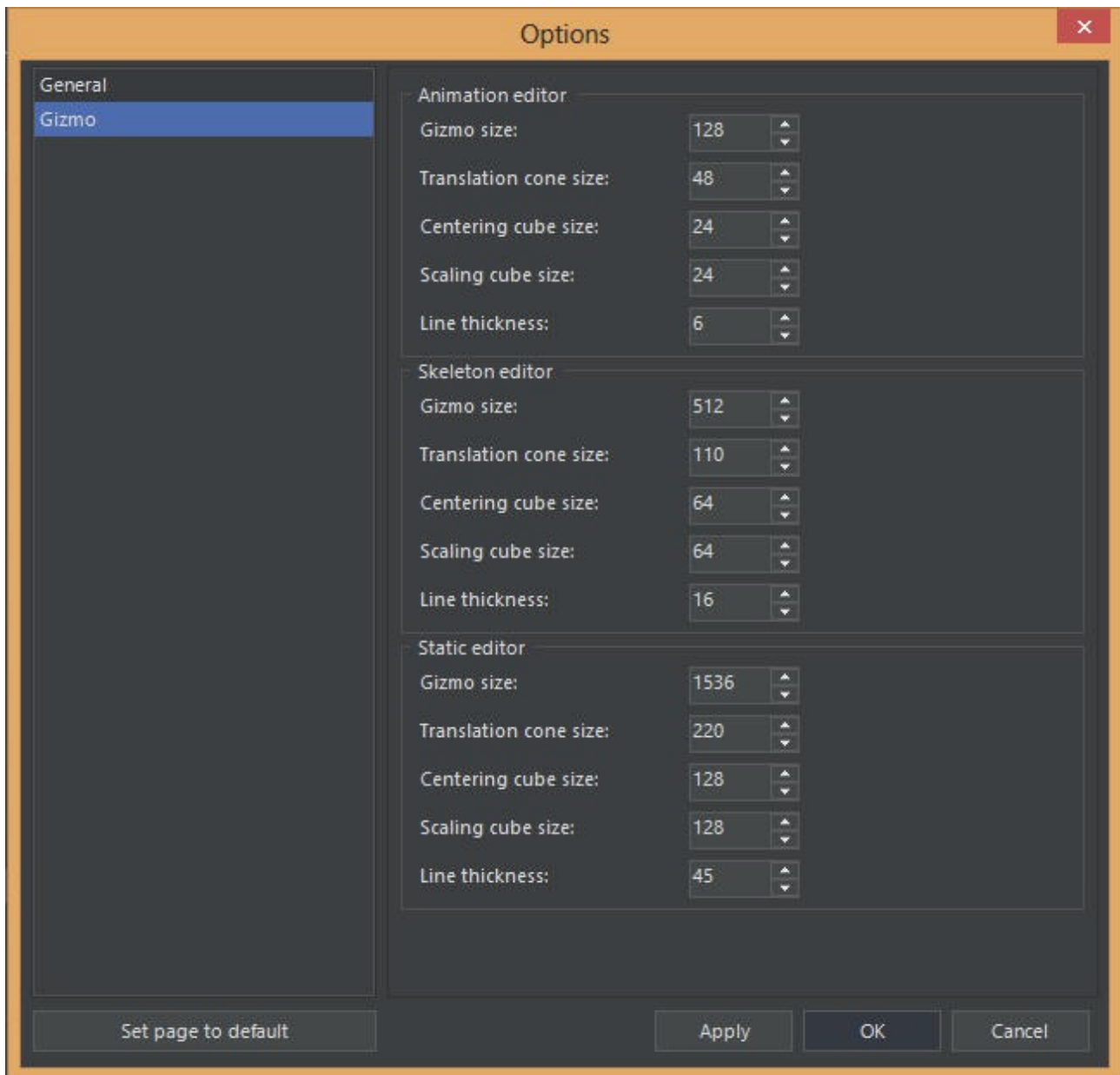


**TOMB EDITOR
WAD TOOL**

**INTERFACE
OPTIONS GIZMO**

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WAD TOOL OPTIONS GIZMO



Set page to default
Set the Gizmo defaults.

Apply
Apply the changes.

OK

CANCEL

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WAD TOOL OPTIONS GIZMO

Animation Editor:

Gizmo size.

Default = 128.

Translation cone size.

Default = 48.

Centering cube size.

Default = 24.

Scaling cube size.

Default = 24.

Line thickness.

Default = 6.

Skeleton Editor:

Gizmo size.

Default = 512.

Translation cone size.

Default = 110.

Centering cube size.

Default = 64.

Scaling cube size.

Default = 64.

Line thickness.

Default = 16.

WAD TOOL OPTIONS GIZMO

Static Editor:

Gizmo size.

Default = 1536.

Translation cone size.

Default = 220.

Centering cube size.

Default = 128.

Scaling cube size.

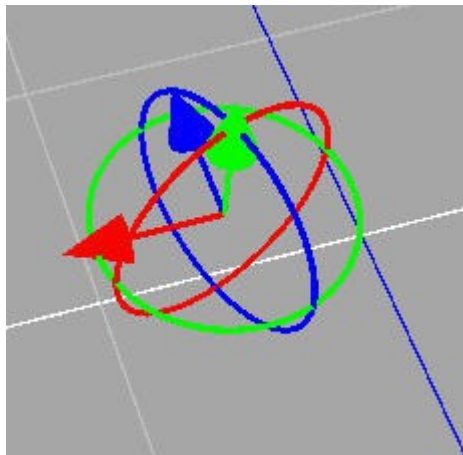
Default = 128.

Line thickness.

Default = 45

Note: The **GIZMO** is the three coloured arrow lines and rings that surround the selected object. It is used to move and rotate the object.

This object is called the **GIZMO**.



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TOMB RAIDER NEXT GENERATION

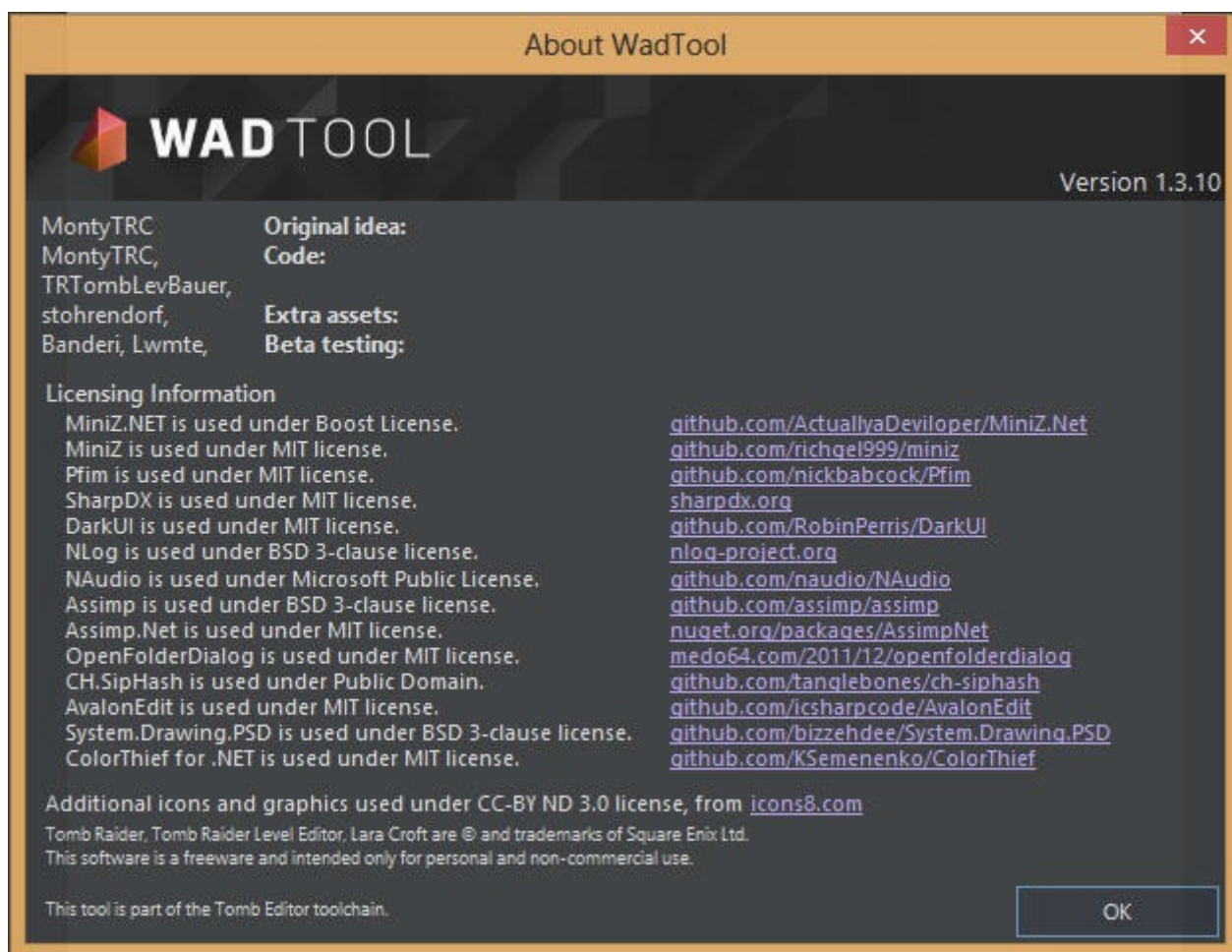


**TOMB EDITOR
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**INTERFACE
DROP DOWN MENU HELP**

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WAD TOOL HELP



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