

TOMB IDE FLEP MANUAL

TOMB RAIDER NEXT GENERATION



TOMB IDE

FLEP (FLexible Engine Patcher)

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INTRODUCTION

FLEP (FLexible Engine Patcher)

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** (Next Generation Dynamic Link Library) 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.

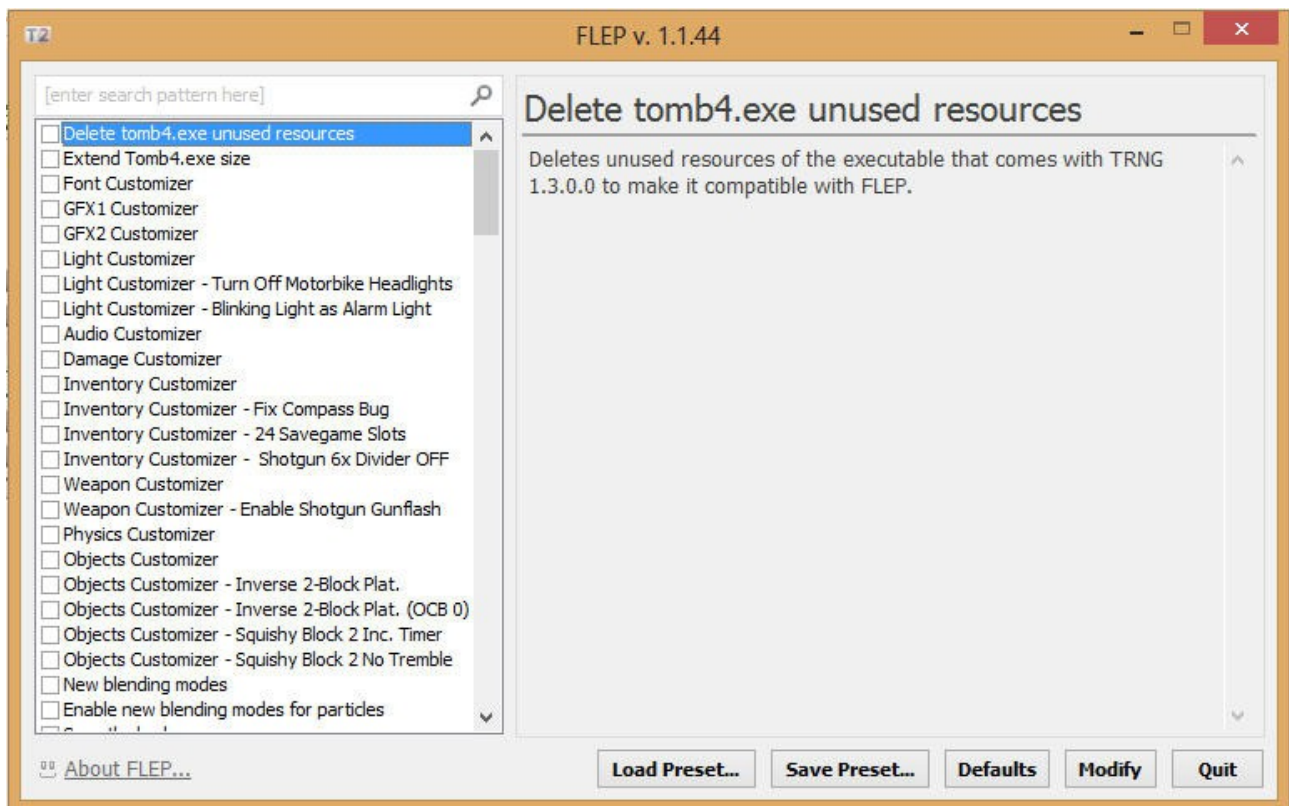
Source code has major re-writes so most of the old limits and slow-downs are eliminated.

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.

Select **Flep.exe** to start it.

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FLEP v.1.1.44 (FLexible Engine Patcher)



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**.



REDO Value

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.

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TOMB IDE

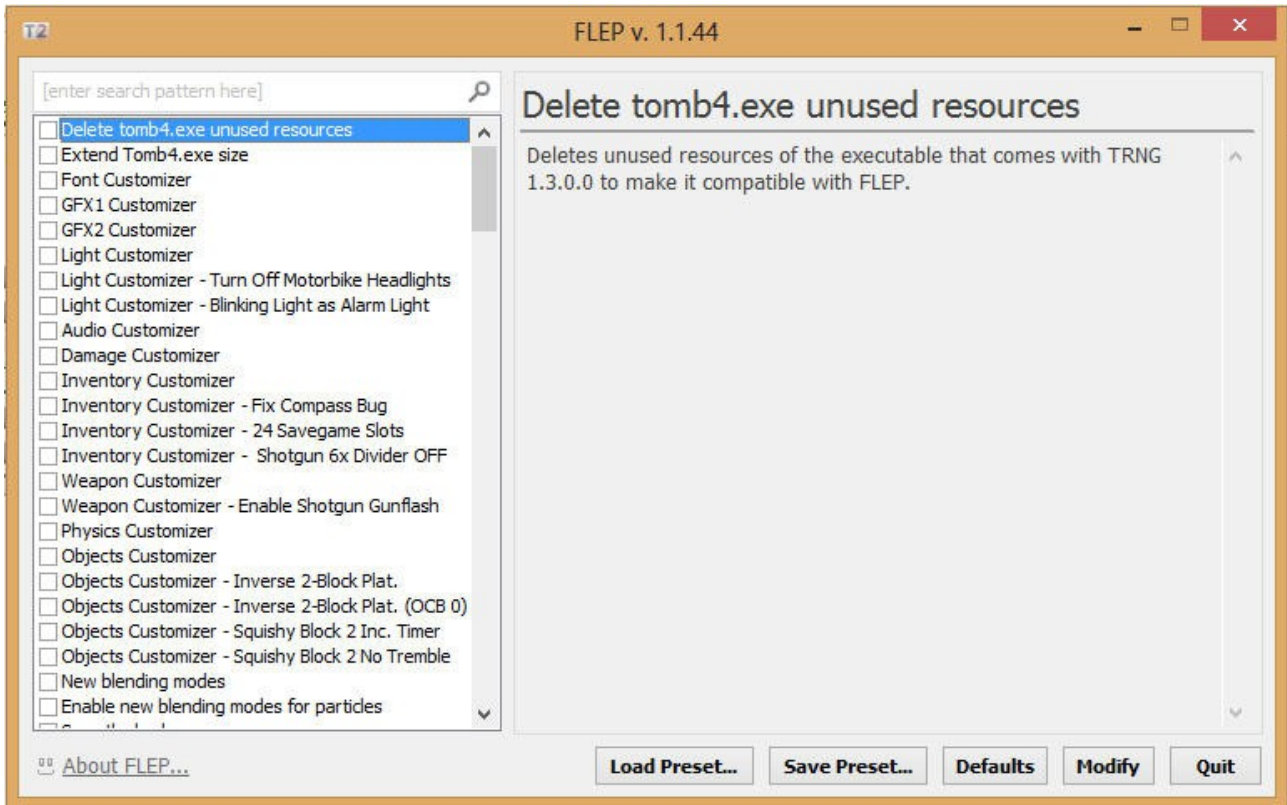
FLEP (FLexible Engine Patcher)

AVAILABLE PATCHES

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The available **FLEP FUNCTION PATCHES** are as follows:

Delete tomb4.exe unused resources

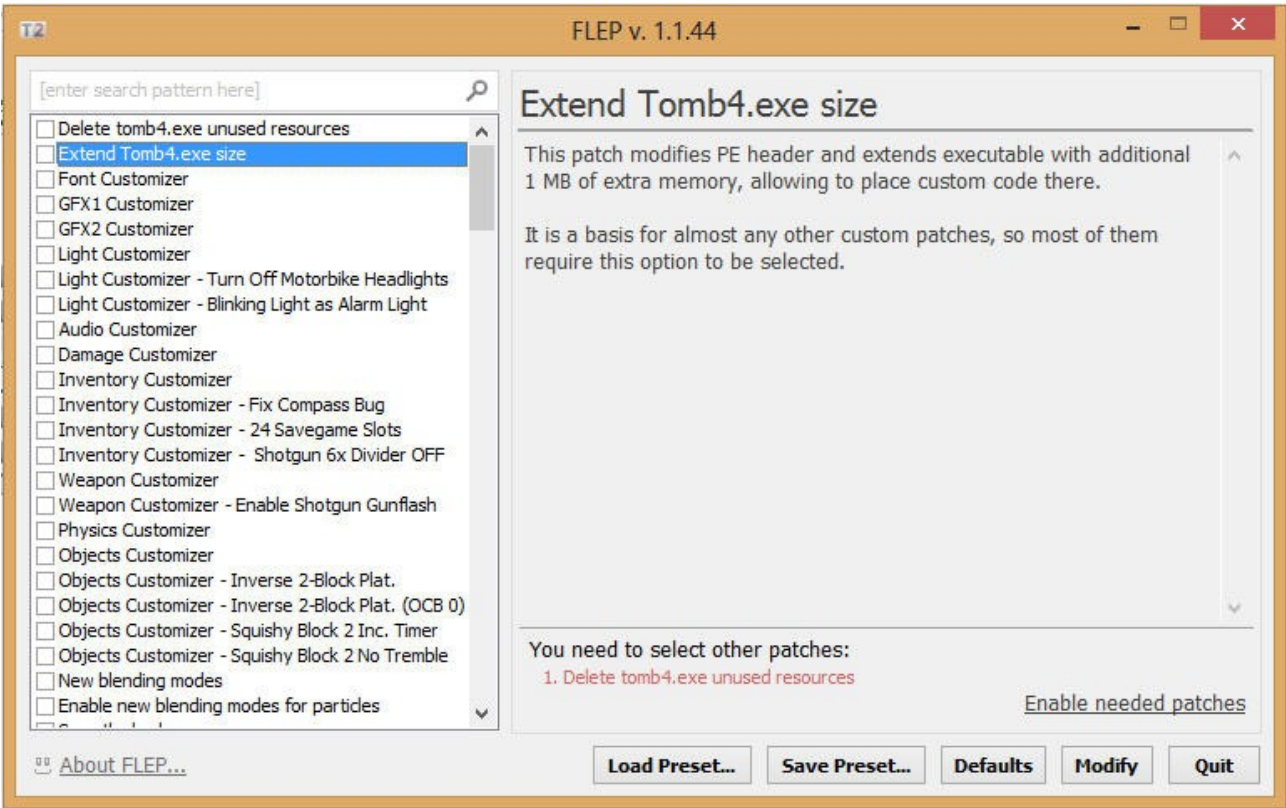


Deletes unused resources of the executable that comes with **TRNG 1.3.0.0 and later** to make it compatible with **FLEP**.

REQUIRED FOR ALL PATCHES.

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Extend Tomb4.exe size



This patch modifies the PE header and extends the executable with an additional 1 MB of extra memory, allowing to place custom code there.

It is a basis for almost any other custom patches, so most of them require this option to be selected.

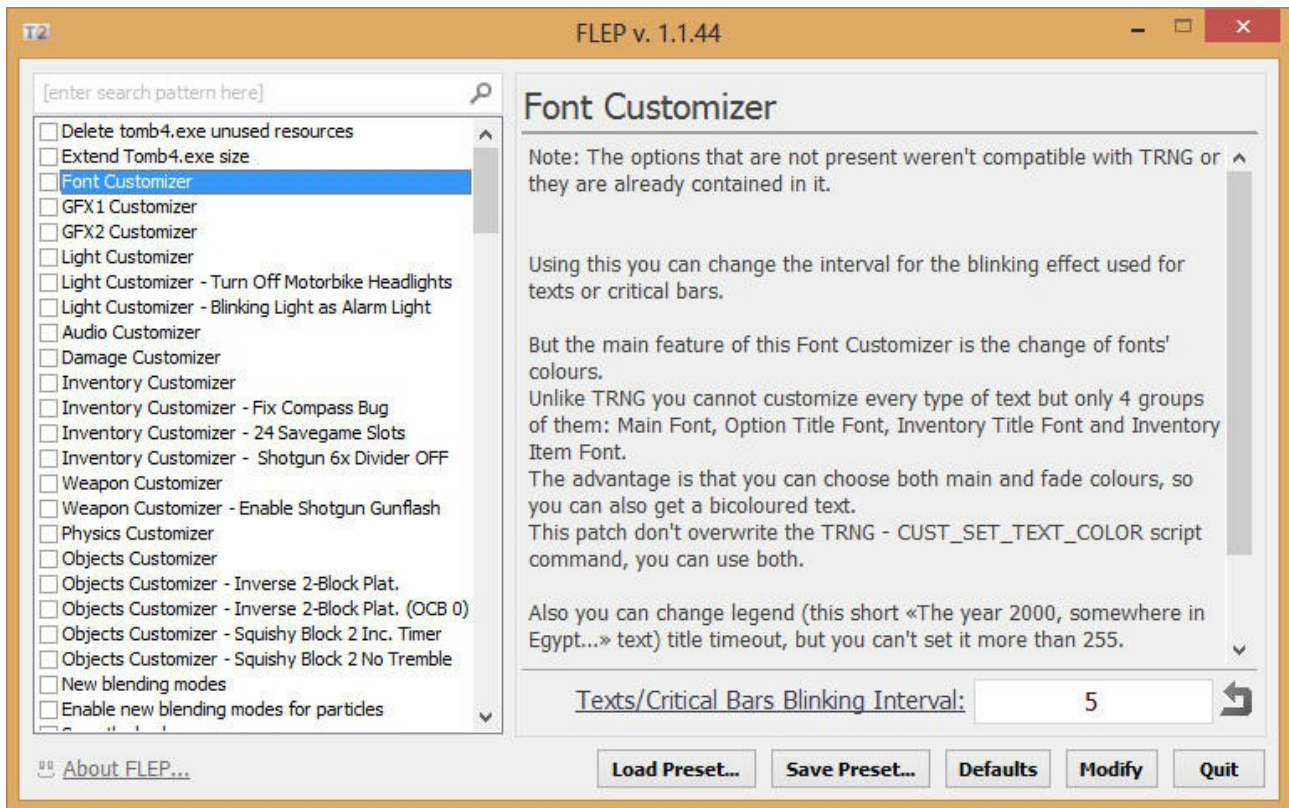
Select **Enable needed patches**.

REQUIRED FOR ALL PATCHES.

4 kb (C1000-C1FFF)
Reserved for flipeffect address array
4 kb (C2000-C2FFF)
Reserved for one-shot comparsion code
256 bytes (C3000-C30FF)
Reserved for flipeffect call code
17 1.25 kb (C3100-EDFFF)
Reserved for custom flipeffects code
76 kb (EE000-100FFF)
Reserved for internal TREP features code
256 kb (101000-140FFF)
Reserved for racetimer event codes and extra savegame buffer
1 mb (virtual size only)
Reserved for relocated buffers

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Font Customizer



Note: The options that are not present were not compatible with **TRNG** or they are already contained in it.

Using this you can change the interval for the blinking effect used for texts or critical bars. The main feature of this Font Customizer is to change the fonts colours.

Unlike **TRNG** you cannot customize every type of text but only 4 groups of them:

Main Font,
Option Title Font,
Inventory Title Font
Inventory Item Font.

The advantage is that you can choose both main and fade colours, so you can also get a bicoloured text.

This patch does not overwrite the **TRNG - CUST_SFT_TEXT_COLOR** script command, so you can use both.

Also you can change the legend (this short «The year 2000, somewhere in Egypt...»text) title timeout but you cannot set it to more than 255.

Patch ported from TREP by Delta.

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The parameters that can be changed are as follows:

Parameter list
Texts/Critical Bars Blinking Interval
Main Font - Main Colour (RGB)
Main Font - Fade Colour (RGB)
Option Title Font - Main Colour (RGB)
Option Title Font - Fade Colour (RGB)
Inventory Title Font - Main Colour (RGB)
Inventory Title Font - Fade Colour (RGB)
Inventory Item Font - Main Colour (RGB)
Inventory Item Font - Fade Colour (RGB)
Legend Displaying Time

Parameter list:

Texts/Critical Bars Blinking Interval

Default value: 5

Main Font - Main Colour (RGB)

Default value: 128, 128,128

Main Font - Fade Colour (RGB)

Default value: 128,128,128

Option Title Font - Main Colour (RGB)

Default value: 192, 128, 64

Option Title Font - Fade Colour (RGB)

Default value: 64, 16, 0

Inventory Title Font - Main Colour (RGB)

Default value: 224,192, 0

Inventory Title Font - Fade Colour (RGB)

Default value: 64, 32, 0

Inventory Item Font - Main Colour (RGB)

Default value: 128, 128,128

Inventory Item Font - Fade Colour (RGB)

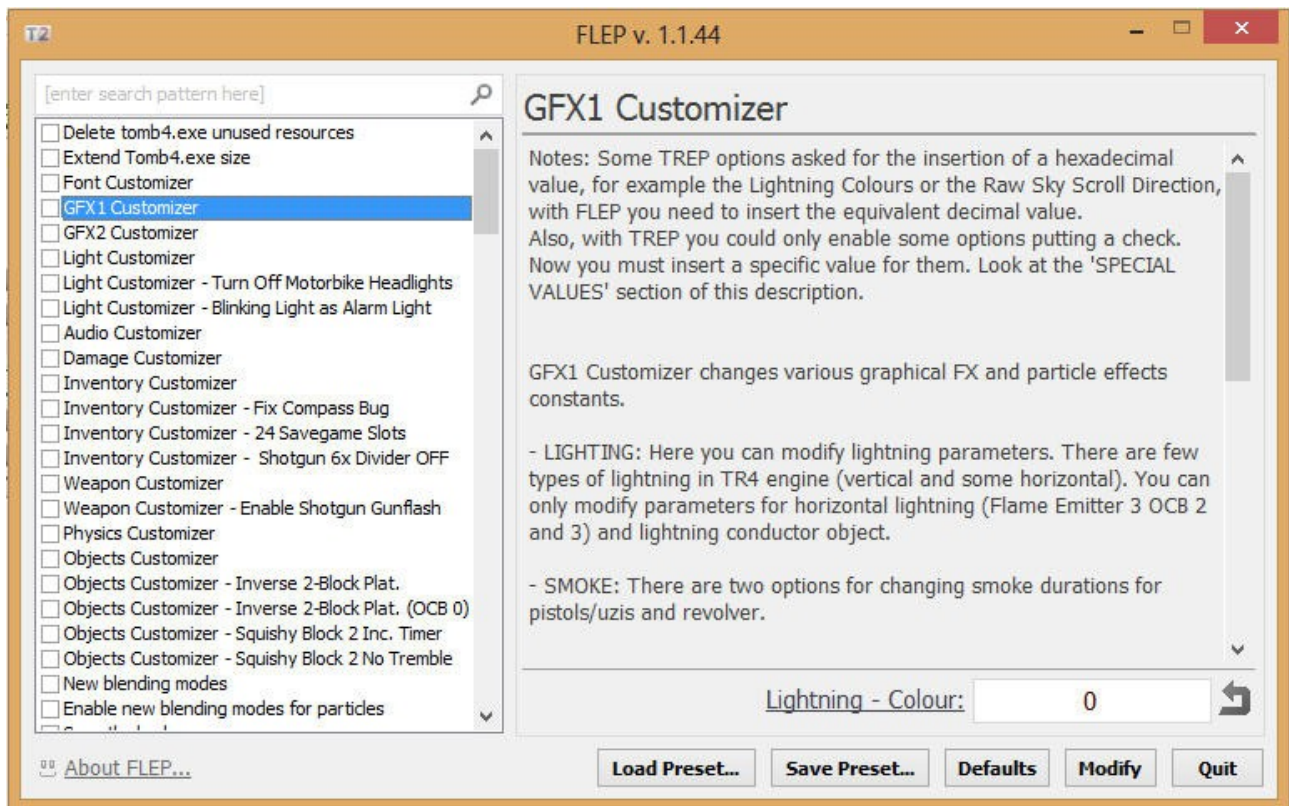
Default value: 16, 16, 16

Legend Displaying Time

Default value: 150

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GFX1 Customizer



Notes: Some **TREP** options asked for the insertion of a hexadecimal value, for example the Lightning Colours or the Raw Sky Scroll Direction, With **FLEP** you need to insert the equivalent decimal value. With **TREP** you could only enable some options putting a check. Now you must insert a specific value for them. Look at the 'SPECIAL VALUES' section of this description.

GFX1 Customizer changes various graphical FX and particle effects constants.

LIGHTNING: Here you can modify lightning parameters. There are few types of lightning in the TR4 engine (vertical and some horizontal). You can only modify parameters for horizontal lightning (Flame Emitter 3 OCB 2 and 3) and the lightning conductor object.

SMOKE: There are two options for changing the smoke durations for the pistols/uzis and revolver.

COLOURS: You can change some hard coded colours for some effects like Gun flash, Wallpapers, Sparkles, Water drops, Shadow and Fade outs.

MISC: An option for hard coded sky scroll direction. You may need to test this over and over again to gain the necessary results.

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BLOOD: With this you can customize the size, intensity, lifetime and spread parameters. You can also choose the render type for the blood, so you can make it opaque or what you want. If you want to use the new blending modes for it, you need to enable the **FLEP** patches "**Extend Tomb4.exe size**" and "**New blending modes**".

SPECIAL VALUES

WALLPAPERS FADE TOP / BOTTOM: To enable the black fades like in **TREP** you need to insert the value 0.

You can use values between 0 and 255 to get fades of different colours.

Patch ported from TREP by Delta,

The parameters that can be changed are as follows:

Parameter list	
<u>Lightning - Colour</u>	<u>Colours - Wallpapers Blend Colour (RGB)</u> <u>Blood - Colour (RGB)</u>
<u>Lightning - Rate</u>	<u>Colours - Wallpapers Fade Top</u>
<u>Lightning - Colour 2 (1)</u>	<u>Colours - Wallpapers Fade Bottom</u>
<u>Lightning - Colour 2 (2)</u>	<u>Colours - Sparkles Blend Colour (RGB)</u>
<u>Lightning - Colour 3 (1)</u>	<u>Colours - Waterdrops Colour (RGB)</u>
<u>Lightning - Colour 3 (2)</u>	<u>Colours - Shadow Blend Colour (RGB)</u>
<u>Lightning - Core Colour (RGB)</u>	<u>Colour - Shadow Transparency</u>
<u>Lightning - Core Transparency</u>	<u>Colours - Fadeouts Colour (RGB)</u>
<u>Lightning - Dispersion Time</u>	<u>Misc - Raw Sky Scroll Direction</u>
<u>Lightning - Dispersion Range</u>	<u>Blood - Size</u>
<u>Lightning - Corona Size</u>	<u>Blood - Intensity</u>
<u>Lightning - Conductor Dispersion</u>	<u>Blood - Speed</u>
<u>Lightning - Conductor Corona Size</u>	<u>Blood - Lifetime</u>
<u>Smoke - Pistols \ Uzis Smoke Duration</u>	<u>Blood - Spread Factor X</u>
<u>Smoke - Revolver Smoke Duration</u>	<u>Blood - Spread Factor Y</u>
<u>Colours - Gunflash Blend Colour (RGB)</u>	<u>Blood - Render Type</u>

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Parameter list:

Lightning - Colour

Default value: 0

Lightning - Rate

Default value: 24

Lightning - Colour 2 (1)

Default value: 192

Lightning - Colour 2 (2)

Default value: 0

Lightning - Colour 3 (1)

Default value: 192

Lightning - Colour 3 (2)

Default value: 0

Lightning - Core Colour (RGB)

Default value: 0, 0, 0

Lightning - Core Transparency

Default value: 255

Lightning - Dispersion Time

Default value: 32

Lightning - Dispersion Range

Default value: 96

Lightning - Corona Size

Default value: 32

Lightning - Conductor Dispersion

Default value: 16

Lightning - Conductor Corona Size

Default value: 48

Smoke - Pistols \ Uzis Smoke Duration

Default value: 28

Smoke - Revolver Smoke Duration

Default value: 28

Colours – Gun flash Blend Colour (RGB)

Default value: 47, 47, 0

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Colours - Wallpapers Blend Colour (RGB)

Default value: 0, 0, 0

Colours - Wallpapers Fade Top

Default value: 255

Colours - Wallpapers Fade Bottom

Default value: 255

Colours - Sparkles Blend Colour (RGB)

Default value: 0, 0, 0

Colours – Water drops Colour (RGB)

Default value: 0, 0, 0

Colours - Shadow Blend Colour (RGB)

Default value: 0, 0, 0

Colour - Shadow Transparency

Default value: 79

Colours – Fade outs Colour (RGB)

Default value: 0, 0, 0

Misc - Raw Sky Scroll Direction

Default value: 32760

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Blood – Size

Default value: 8

Blood – Intensity

Default value: 48

Blood – Speed

Default value: 5

Blood – Lifetime

Default value: 24

Spread factors, note that higher number means LESS spread.

Blood - Spread Factor X

Default value: 7

Blood - Spread Factor Y

Default value: 7

Blood - Render Type

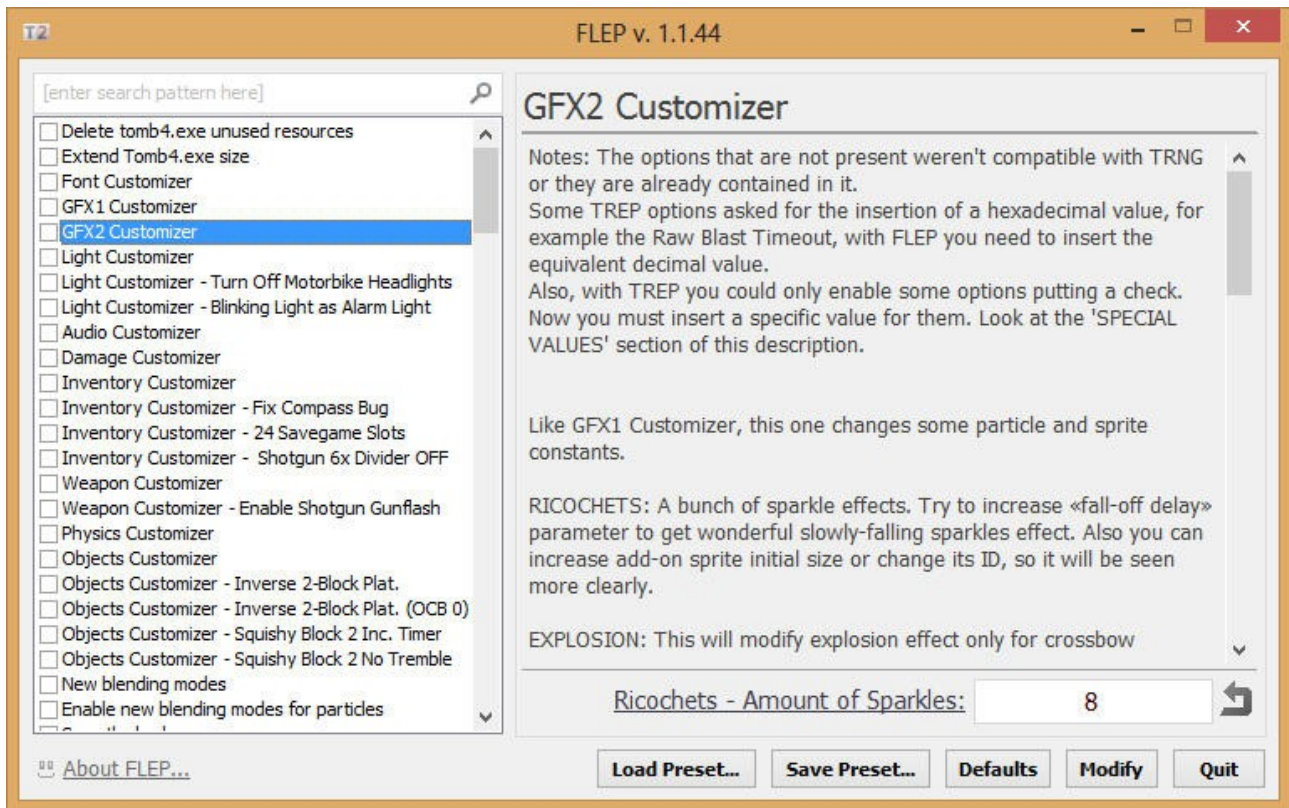
Default value: 2

Blood - Colour (RGB)

Default value: 0, 0, 0

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GFX2 Customizer



Notes: The options that are not present were not compatible with **TRNG** or they are already contained in it.

Some **TREP** options asked for the insertion of a hexadecimal value, for example the Raw Blast Timeout.

With **FLEP** you need to insert the equivalent decimal value.

With **TREP** you could only enable some options putting a check. Now you must insert a specific value for them. Look at the 'SPECIAL VALUES' section of this description.

Like **GFX1 Customizer**, this one changes some particle and sprite constants.

RICOCHETS: A bunch of sparkle effects. Try to increase **fall-off delay** parameter to get wonderful slowly-falling sparkles effect. You can increase the add-on sprite initial size or change its ID so it will be seen more clearly.

EXPLOSION: This will modify explosion effect only for crossbow explosive ammo.

UNDERWATER DUST: Maximum amount value will set max- amount of particles in the scene and the density will change the speed of the UW dust disappearing. Size and sprite ID values control how large the sprites are and which sprite is used to draw dust. X and Y flow can be used to force the dust to move in a specific direction.

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ANIM TEXTURES: By default the **TR4**'s animated textures look like a slide-show (only 6 FPS). If you decrease this value texture animations will be operated faster! In combination with large animated texture sequences you can create much more realistic (smooth) water, lava and many other effects.

WATER DISTORSION / LIGHTING: Specifies speed of waving water effect and lighting. You can use it to create smoother and fast water animations.

FLYBY WIDESCREEN BARS: These two parameters will modify the widescreen cutscene bars. You can increase its size to gain more cinematographic effect (like aspect ratio 2.35:1, Cinema scope and so on) or set it to 0 to disable it.

FADEOUTS: These options are for loading fade outs. The formula is Speed/Time, so you can set the time to 0 and increase the level loading time by that. Also you can increase both the speed and time to gain more cinematographic fade outs. You must test it a lot because incorrectly modified values can produce funny bugs like twin or quad fadeout and such. For example, 5/20 values work good.

WATERFALL MIST: It is a hard coded mist used for waterfall effects, but actually this effect can be used for various purposes. By decreasing the amount and increasing the density parameters and changing colours you can create different particle objects.

SPRINKLER: You can modify spread, amount, arch, colour and also length (gravity) of particles. Most interesting in the Sprinkler object is that you can create realistic fountains with it! Just enable **Loop forever** option and the sprinkler will work as long as it is activated! Note that by increasing arch value you can create actual fountain physics.

SPECIAL VALUES

UNIFY FOR VARIOUS SURFACES: Put the value 8 to enable it.

LOOP FOREVER: Put the value 144 to enable it.

Patch ported from TREP by Delta.

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The parameters that can be changed are as follows:

Parameter list		
Ricochets - Amount of Sparkles	Explosions - Blast Radius	Sprinkler - Arch
Ricochets - Unify for various surfaces	Explosions - Raw Blast Timeout	Sprinkler - Spread
Ricochets - Sparkles Fall-off Delay	Explosions - Raw Blast Size	Sprinkler - Colour (RGB)
Ricochets - Sprite Size	Animation Texture - Frame Change Interval	Sprinkler - Loop Forever
Ricochets - Sprite ID	Water Distorsion / Lighting - Speed	
Ricochets - Core Intensity	Flyby Widescreen Bars - Height	
Ricochets - Colour (RGB)	Flyby Widescreen Bars - Speed	
Underwater Dust - Amount	Fadeouts - Speed	
Underwater Dust - Density	Fadeouts - Time	
Underwater Dust - Size	Waterfall Mist - Main Colour (RGB)	
Underwater Dust - Sprite ID	Waterfall Mist - Core Colour (RGB)	
Underwater Dust - X Flow	Waterfall Mist - Size	
Underwater Dust - Y Flow	Waterfall Mist - Density	
Explosions - Fireball Sprite Size	Waterfall Mist - Amount	
Explosions - Fireball Duration	Sprinkler - Amount	
Explosions - Fireball Dispersion	Sprinkler - Height	

Parameter list:

Ricochets - Amount of Sparkles

Default value: 8

Ricochets - Unify for various surfaces

Default value: 3

Ricochets - Sparkles Fall-off Delay

Default value: 9

Ricochets - Sprite Size

Default value: 8

Ricochets - Sprite ID

Default value: 4

Ricochets - Core Intensity

Default value: 16

Ricochets - Colour (RGB)

Default value: 96, 48, 0

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Underwater Dust-Amount

Amount value will set max. amount of particles in scene.

Default value: 16

Underwater Dust-Density

Density will change speed of UW dust disappearing.

Default value: 16

Underwater Dust-Size

Control how large sprites are.

Default value: 12

Underwater Dust-Sprite ID

Which sprite is used to draw dust.

Default value: 10

Underwater Dust-X Flow

Flow used to force dust to move to a specific direction.

Default value: -1

Underwater Dust-Y Flow

Flow used to force dust to move to a specific direction.

Default value: -1

Explosions - Fireball Sprite Size

Default value: 40

Explosions - Fireball Duration

Default value: 24

Explosions - Fireball Dispersion

Default value: 51

Explosions - Blast Radius

Default value: 96

Explosions - Raw Blast Timeout

Default value: 411066368

Explosions - Raw Blast Size

Default value: 19922992

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Animation Texture - Frame Change Interval

Animated textures look like slide-show (only 6 FPS default TR4).

Decrease this value and texture animations will be operated faster.

Do not try to use frame change interval 1 because animations will be too fast.

Default value: 5

Water Distorsion / Lighting - Speed

Specifies speed of waving water effect and lighting.

Default value: 4

Flybv Widescreen Bars - Height

Modify widescreen cutscene bar height.

Default value: 16

Fly by Widescreen Bars - Speed

Modify widescreen cutscene bar.

Default value: 1

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Fade outs - Speed

Option for loading fade outs.

Default value: 3

Fade outs – Time

Option for loading fade outs.

Default value: 8

Waterfall Mist is a hard coded mist used for waterfall effects.

This effect can be used for various purposes.

By decreasing the amount and increasing the density parameters and changing colours, creates different particle objects. It can be a more dense waterfall mist or a completely different effect, like a thermonuclear fireball.

Waterfall Mist - Main Colour (RGB)

Default value: 192, 192, 192

Waterfall Mist - Core Colour (RGB)

Default value: 128, 128, 128

Waterfall Mist-Size

Default value: 12

Waterfall Mist - Density

Default value: 6

Waterfall Mist - Amount

Default value: 4

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Sprinkler - Amount

Default value: 4

Sprinkler – Height

Default value: 64

Sprinkler – Arch

Default value: 224



Sprinkler – Spread

Default value: 4

Sprinkler - Colour (RGB)

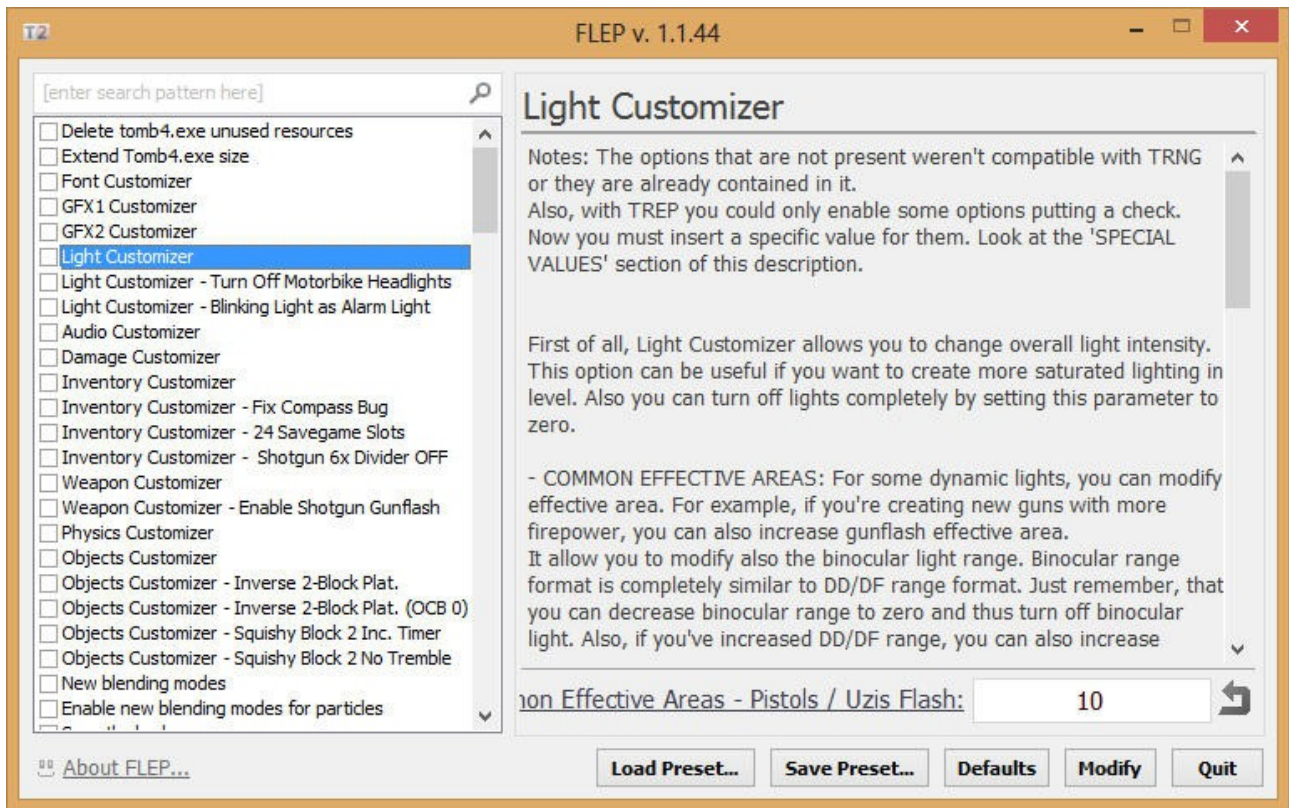
Default value: 112, 128, 128

Sprinkler - Loop Forever

Default value: 64

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Light Customizer



Notes: The options that are not present were not compatible with **TRNG** or they are already contained in it.

With **TREP** you could only enable some options putting a check.
Now you must insert a specific value for them.
Look at the 'SPECIAL VALUES' section of this description.

First of all, Light Customizer allows you to change the overall light intensity.
This option can be useful if you want to create more saturated lighting in the level.
Also you can turn off lights completely by setting this parameter to zero.

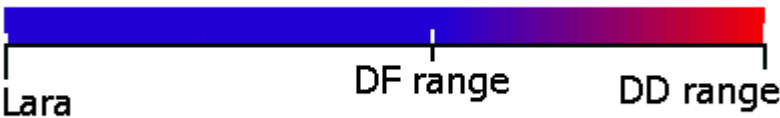
COMMON EFFECTIVE AREAS: For some dynamic lights, you can modify the effective area. For example if you are creating new guns with more firepower, you can also increase the gun flash effective area.

It allows you to also modify the binocular light range.
Binocular range format is completely similar to the DD/DF range format.
Just remember that you can decrease the binocular range to zero and thus turn off the binocular light.

If you have increased the DD/DF range you can also increase the binocular light range in a corresponding manner.

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Note: DD is Drawing Distance DF is Distance Fog



BLINKING LIGHT: Some options for the object.

SPECIAL VALUES

BINOCULARS LIGHT RANGE: To make it work correctly choose to insert the value of the option you want.

Option	Value
00	0
05	17821
10	17949
20	18080 (DEFAULT)
25	18108
30	18155
40	18205
50	18244
60	18283
70	18313
80	18333
90	18352

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BLEND INTENSITY: To make it work correctly choose and insert the value of the option you want.

Option	Value
0	0
0.0009	980522355
0.0019	989584680
0.0029	994015179
0.0039	998277249 (DEFAULT)
0.0049	1000424733
0.0059	1002572217
0.0069	1004719700
0.0079	1006750072
0.0089	1007823814
0.0099	1008897556

BLINKING LIGHT SHOW MESH: Put the value 1 to enable it.

Patch ported from TREP by Delta.

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The parameters that can be changed are as follows:



Parameter list:

Common Effective Areas - Pistols / Uzis Flash

Default value: 10

Common Effective Areas - Revolver Flash

Default value: 12

Common Effective Areas - Shotgun Flash

Default value: 12

Common Effective Areas - Flame Emitter 1

Default value: 16

Common Effective Areas – Binoculars Light Range

Default value: 18080

Misc - Blend Intensity

Default value: 998277249

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Blinking Light - Duration

Default value: 3

Blinking Light - Effective Area

Default value: 16

Blinking Light - Show Mesh

Default value: 2

Blinking Light - Coordinate 1

Default value: 0

Blinking Light - Coordinate 2

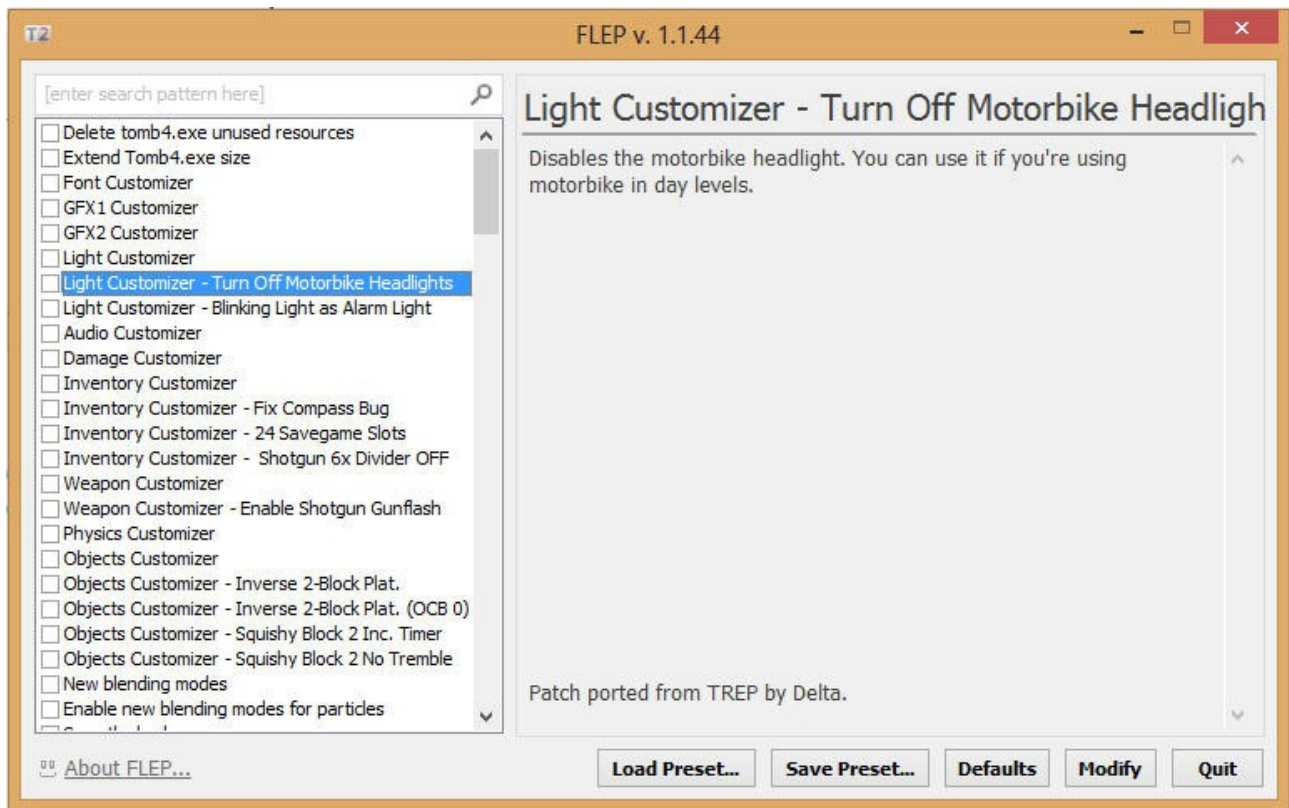
Default value: 0

Blinking Light - Coordinate 3

Default value: 0

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Light Customizer – Turn off Motorbike Headlights

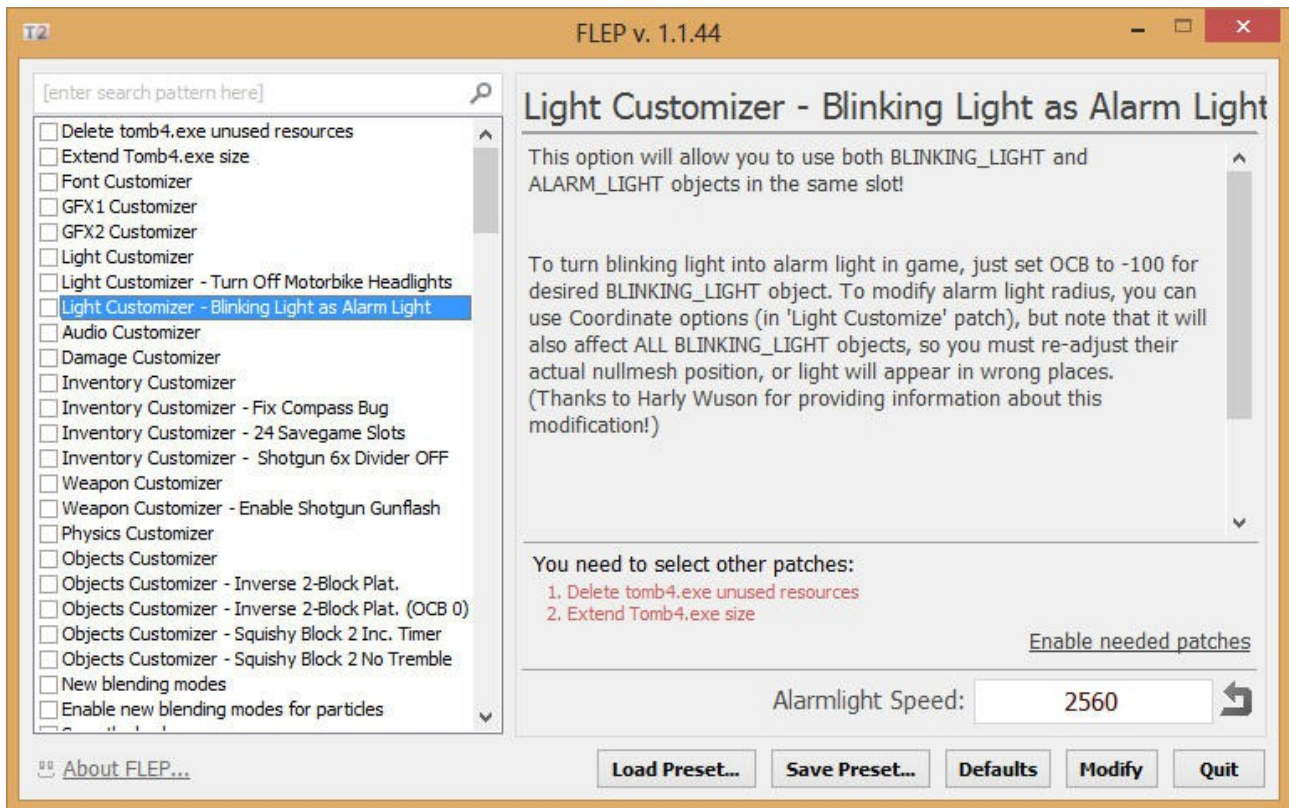


Disables the motorbike headlight .
You can use it if you are using the motorbike in day levels.

Patch ported from TREP by Delta.

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Light Customizer – Blinking Light as Alarm Light



This option will allow you to use both the **BLINKING LIGHT** and the **ALARM LIGHT** objects in the same slot.

To turn the blinking light into an alarm light in the game just set the **OCB** to 100 for the desired **BLINKING LIGHT** object.

To modify the alarm light radius, use the Coordinate options in the 'Light Customize' patch.

Note that it will also affect **ALL BLINKING LIGHT** objects. So re-adjust the actual null mesh position, or the light will appear in the wrong place.

Thanks to Harly Wuson for providing information about this modification.

Patch ported from TREP by Delta.

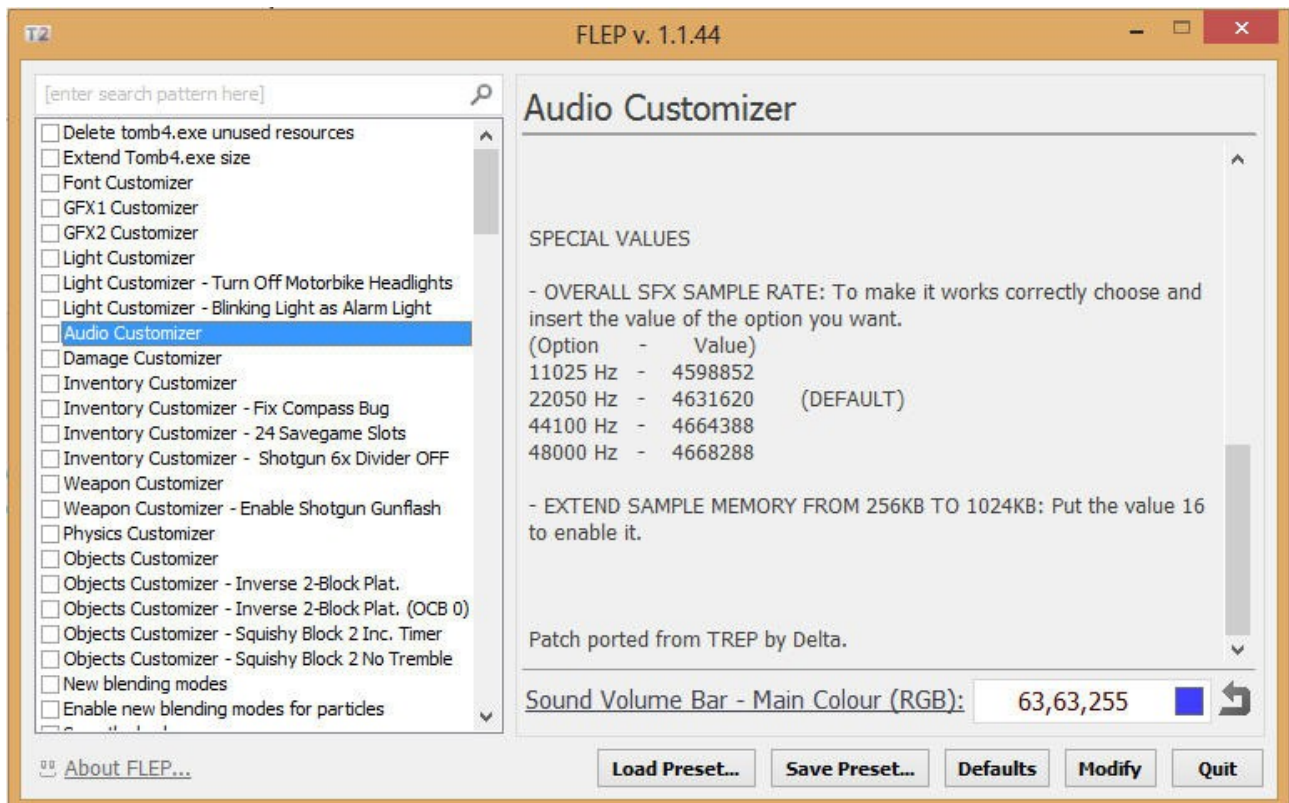
Parameter list:

Alarm Light Speed

Default value: 2560

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Audio Customizer



Notes: The options that are not present were not compatible with **TRNG** or they are already contained in it.

With **TREP** you could only enable some options putting a check.

Now you must insert a specific value for them.

Look at the 'SPECIAL VALUES' section of this description.

This Audio Customizer allows you to change the settings for sound, music and their option bars.

SOUND VOLUME BAR: You can change the main and fade colours of the Sound Volume Bar and also the Active Bar Overlay colour.

The Active Bar Overlay is a parameter responsible for active (highlighted) additional colour.

MUSIC VOLUME BAR: Same as before but for the Music Volume Bar.

PASSIVE BAR OVERLAY: This is applied to both bars.

The parameters change the colour for the non-highlighted bar.

SOUND OPTIONS: These commands change a pair of sound IDs the SFX Sample Rate to increase the sound quality of samples and increase the sample memory permitting to use any sound sample larger than 256 kbytes. (this fixes the **underwater_door** bug).

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MUSIC OPTIONS: Changes the hard coded Inside/Outside Jeep and Secret Audio tracks.

SPECIAL VALUES

OVERALL SFX SAMPLE RATE: To make it work correctly choose and insert the value of the option you want.

Option	Value
11025 Hz	4598852
22050 Hz	4631620 (DEFAULT)
44100 Hz	4664388
48000 Hz	4668288

EXTEND SAMPLE MEMORY FROM 256KB TO 1024KB:

Put the value 16 to enable it.

Patch ported from TREP by Delta.

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The parameters that can be changed are as follows:

Parameter list
<u>Sound Volume Bar - Main Colour (RGB)</u>
<u>Sound Volume Bar - Fade Colour (RGB)</u>
<u>Sound Volume Bar - Active Bar Overlay (RGB)</u>
<u>Music Volume Bar - Main Colour (RGB)</u>
<u>Music Volume Bar - Fade Colour (RGB)</u>
<u>Music Volume Bar - Active Bar Overlay (RGB)</u>
<u>Sound / Music Volume Bar - Passive Bar Overlay (RGB)</u>
<u>Sound Options - Overall SFX sample rate</u>
<u>Sound Options - [Lara Being Hit] Sound ID</u>
<u>Sound Options - [No Ammo] Sound ID</u>
<u>Sound Options - Extend Sample Memory from 256kb to 1024kb</u>
<u>Music Options - Inside Jeep Audiobook</u>
<u>Music Options - Outside Jeep Audiobook</u>
<u>Music Options - Secret Audiobook</u>

TOMB IDE FLEP MANUAL

Parameter list:

Sound Volume Bar - Main Colour (RGB)

Default value: 63,63,255

Sound Volume Bar - Fade Colour (RGB)

Default value: 31,31,31

Sound Volume Bar - Active Bar Overlay (RGB)

Default value: 127,127,127

Music Volume Bar - Main Colour (RGB)

Default value: 63,63,255

Music Volume Bar - Fade Colour (RGB)

Default value: 31,31,31

Music Volume Bar - Active Bar Overlay (RGB)

Default value: 127,127,127

Sound / Music Volume Bar - Passive Bar Overlay (RGB)

Default value: 63,63,63

Sound Options - Overall SFX sample rate

Default value: 4631620

Sound Options - [Lara Being Hit] Sound ID

Default value: 50

Sound Options - [No Ammo] Sound ID

Default value: 48

Sound Options - Extend Sample Memory from 256kb to 1024kb

Default value: 4

Music Options - Inside Jeep Audio track

Default value: 98

Music Options - Outside Jeep Audio track

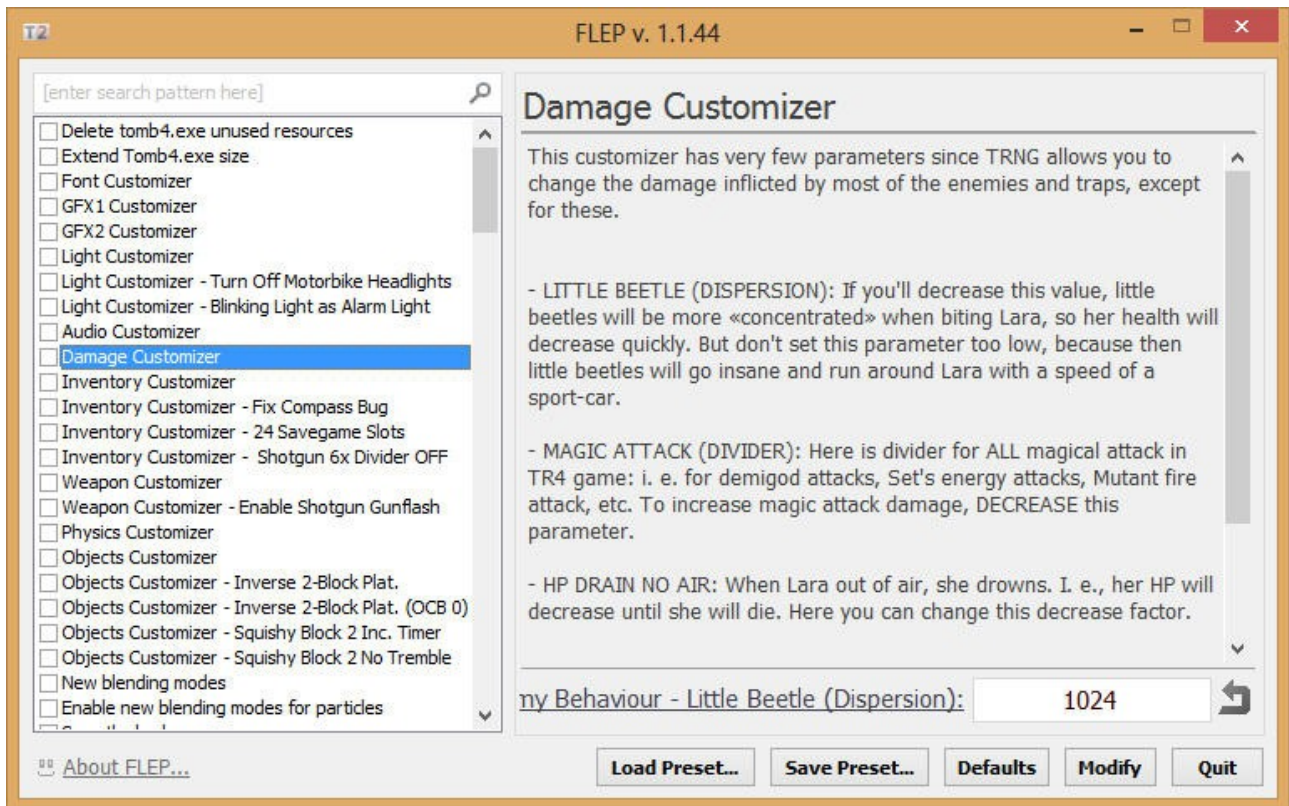
Default value: 110

Music Options - Secret Audio track

Default value: 5

TOMB IDE FLEP MANUAL

Damage Customizer



This customizer has very few parameters since **TRNG** allows you to change the damage inflicted by most of the enemies and traps, except for these:

LITTLE BEETLE (DISPERSION): If you decrease this value little beetles will be more **concentrated** when biting Lara, so her health will decrease quickly. Do not set this parameter too low because then little beetles will go insane and run around Lara with a speed of a sports-car.

MAGIC ATTACK (DMDER): This is a divider for ALL magical attacks in the TR4 game:

that is demigod attacks,
Set's energy attacks,
Mutant fire attack, etc.
To increase the magic attack damage, DECREASE this parameter.

HP DRAIN NO AIR: When Lara is out of air, she drowns. That is her HP (Health Points) will decrease until she dies. You can change this decrease factor.

Patch ported from TREP by Delta.

TOMB IDE FLEP MANUAL

The parameters that can be changed are as follows:

Parameter list
<u>Enemy Behaviour - Little Beetle (Dispersion)</u>
<u>Enemy Damage - Magic Attack (Divider)</u>
<u>HP Drain - No Air</u>
<u>HP Drain - In Joby Spikes</u>

Parameter list:

Enemy Behaviour - Little Beetle (Dispersion)

Default value: 1024

Enemy Damage - Magic Attack (Divider)

Default value: 2

HP Drain - No Air

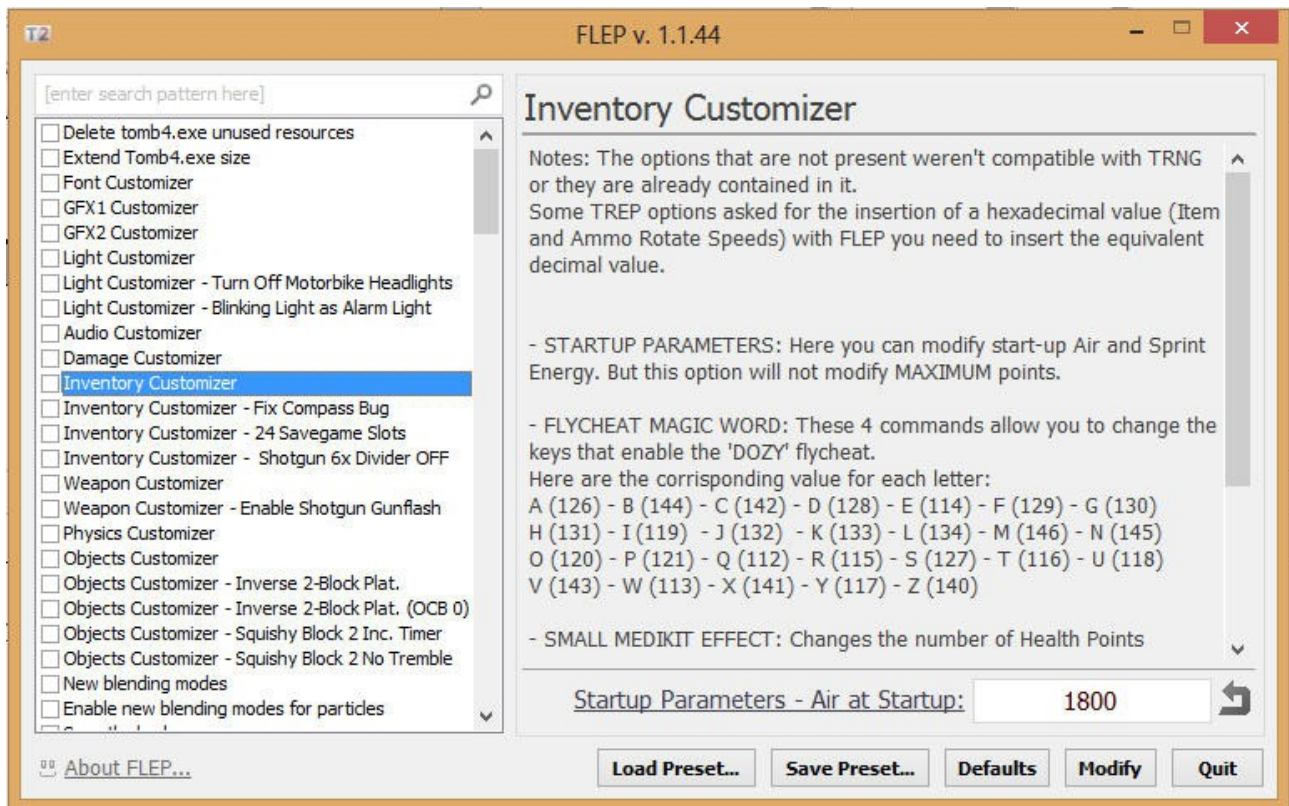
Default value: -5

HP Drain - In Joby Spikes

Default value: -8

TOMB IDE FLEP MANUAL

Inventory Customizer



Notes: The options that are not present were not compatible with **TRNG** or they are already contained in it.

Some **TREP** options asked for the insertion of a hexadecimal value. (Rem and Ammo Rotate Speeds).

With **FLEP** you need to insert the equivalent decimal value.

STARTUP PARAMETERS: You can modify the start-up Air and Sprint Energy. This option will not modify the MAXIMUM points.

FLYCHEAT MAGIC WORD: These 4 commands allow you to change the keys that enable the 'DOZY' fly cheat.

The value for each letter:

A (126)	B (144)	C (142)	D (128)	E (114)	F (129)
G (130)	H (131)	I (119)	J (132)	K (133)	L (134)
M (146)	N (145)	O (120)	P (121)	Q (112)	R (115)
S (127)	T (116)	U (118)	V (143)	W (113)	
X (141)	Y (117)	Z (140)			

TOMB IDE FLEP MANUAL

SMALL MEDIKIT EFFECT: Changes the number of Health Points recovered when the Small Medikit is used.

INVENTORY: Just for fun. You can independently change the item/ammo rotation speeds in the inventory and the duration of the pick-up rotate animation (you can set it to 0 to disable the pick-up showing completely).

Patch ported from TREP by Delta.

TOMB IDE FLEP MANUAL

The parameters that can be changed are as follows:



Parameter list:

Start up Parameters - Air at Start up

Default value: 1800

Start up Parameters - Sprint Energy at Start up

Default value: 120

Misc – Fly Cheat Magic Word - Letter 1 (D)

Default value: 128

Misc – Fly Cheat Magic Word - Letter 2 (O)

Default value: 120

Misc – Fly Cheat Magic Word - Letter 3 (Z)

Default value: 140

Misc – Fly Cheat Magic Word - Letter 4 (Y)

Default value: 117

Item Effect - Small Medikit Effect

Default value: 500

Inventory - Item Rotate Speed

Default value: 1022

Inventory - Ammo Rotate Speed

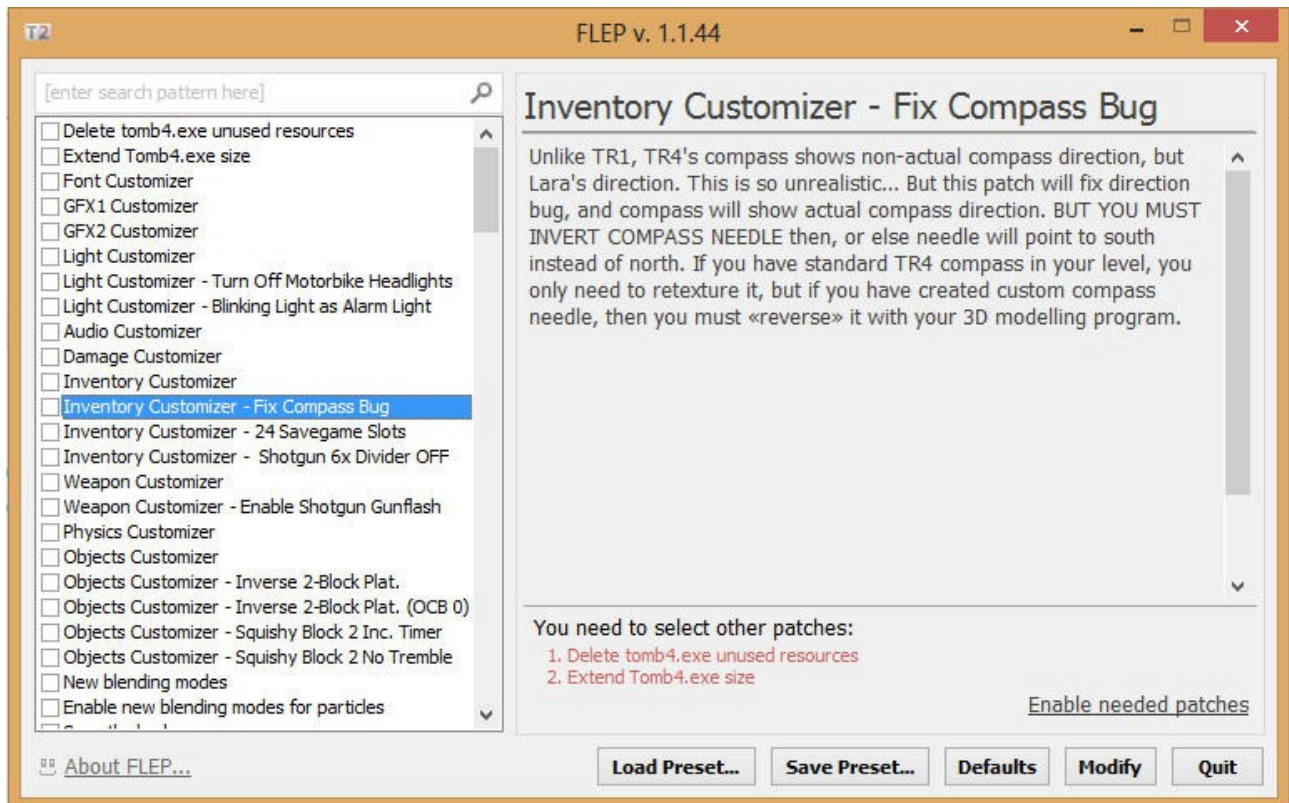
Default value: 1022

Inventory - Pick-Up Showing Duration

Default value: 45

TOMB IDE FLEP MANUAL

Inventory Customizer – Fix Compass Bug



Unlike TR1, TR4's compass shows non-actual compass direction, but Lara's direction. This is so unrealistic.

This patch will fix the direction bug and the compass will show the actual compass direction.

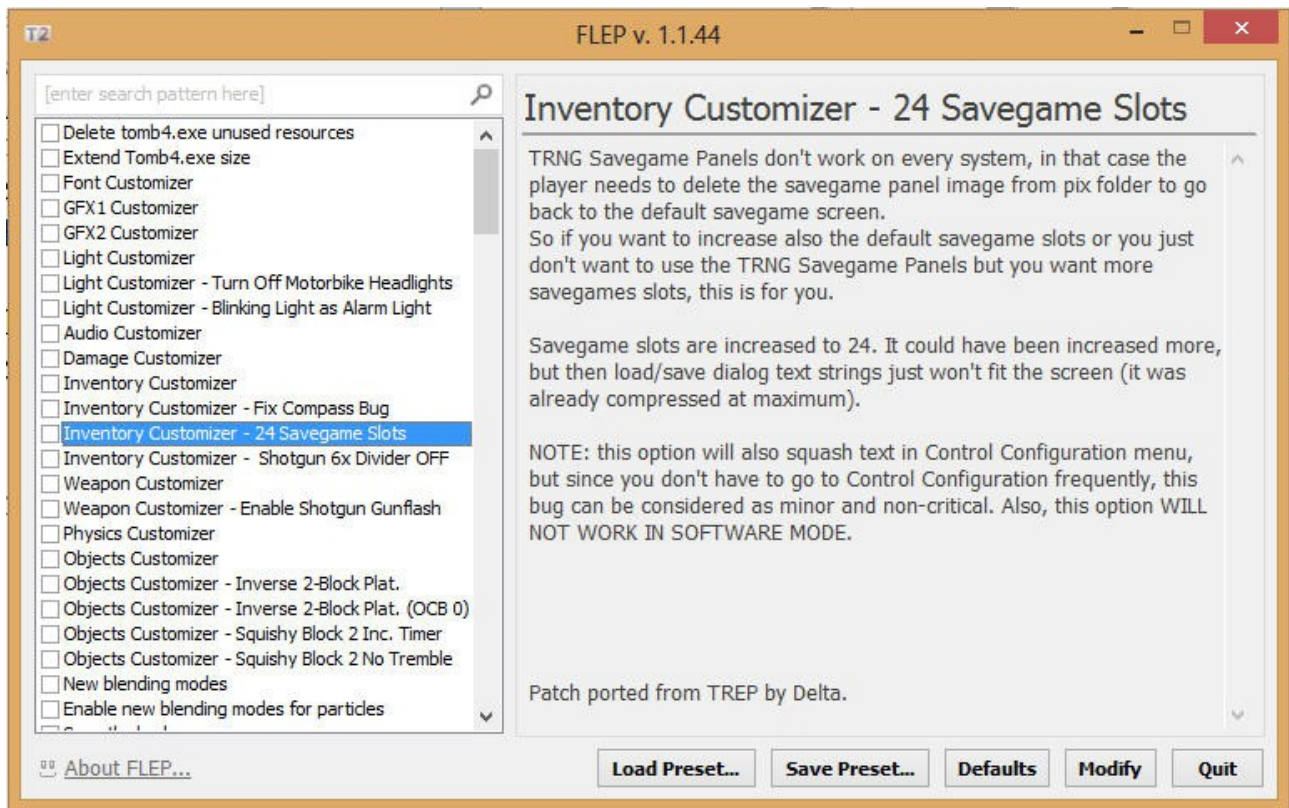
YOU MUST INVERT THE COMPASS NEEDLE, or it will point to south instead of the north.

If you have the standard TR4 compass in the level you only need to re-texture it.
If you have created a custom compass needle then you must «reverse» it with your 3D modelling program.

Patch ported from TREP by Delta.

TOMB IDE FLEP MANUAL

Inventory Customizer – 24 Savegame Slots



TRNG Save game Panels do not work on every system. In that case the player needs to delete the save game panel image from the pix folder to go back to the default save game screen.

If you want to increase the default save game slots or you just do not want to use the **TRNG** Save game Panels but want more save games slots, this is for you.

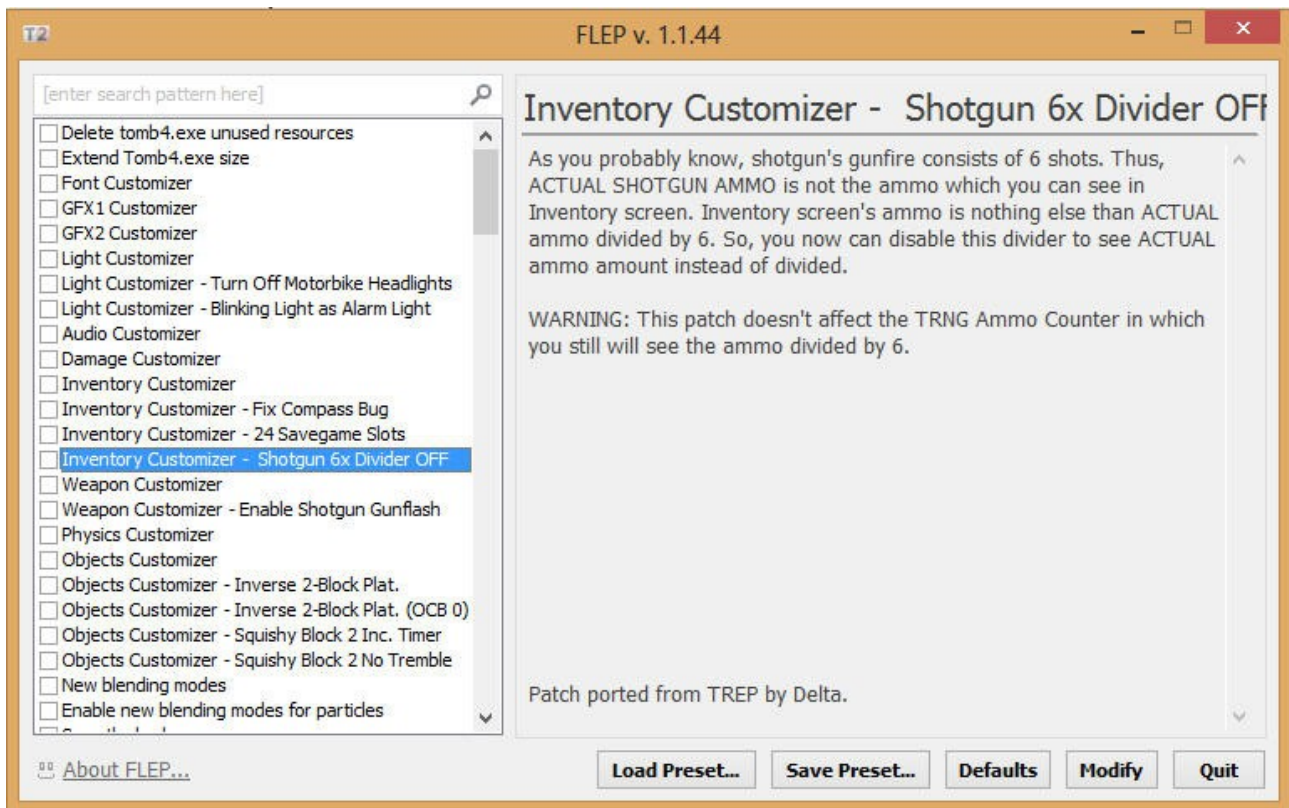
Save game slots are increased to 24. It could have been increased, but then the load/save dialog text strings do not fit the screen (it was already compressed at maximum).

NOTE: This option will also squash text in the Control Configuration menu. Since you do not have to go to the Control Configuration frequently this bug can be considered as minor and non-critical. This option WILL NOT WORK IN THE SOFTWARE MODE.

Patch ported from TREP by Delta.

TOMB IDE FLEP MANUAL

Inventory Customizer – Shotgun 6x Divider OFF



As you probably know, the shotgun's gunfire consists of 6 shots. Thus the ACTUAL SHOTGUN AMMO is not the ammo which you can see in the Inventory screen. Inventory screen's ammo is nothing else than ACTUAL ammo divided by 6.

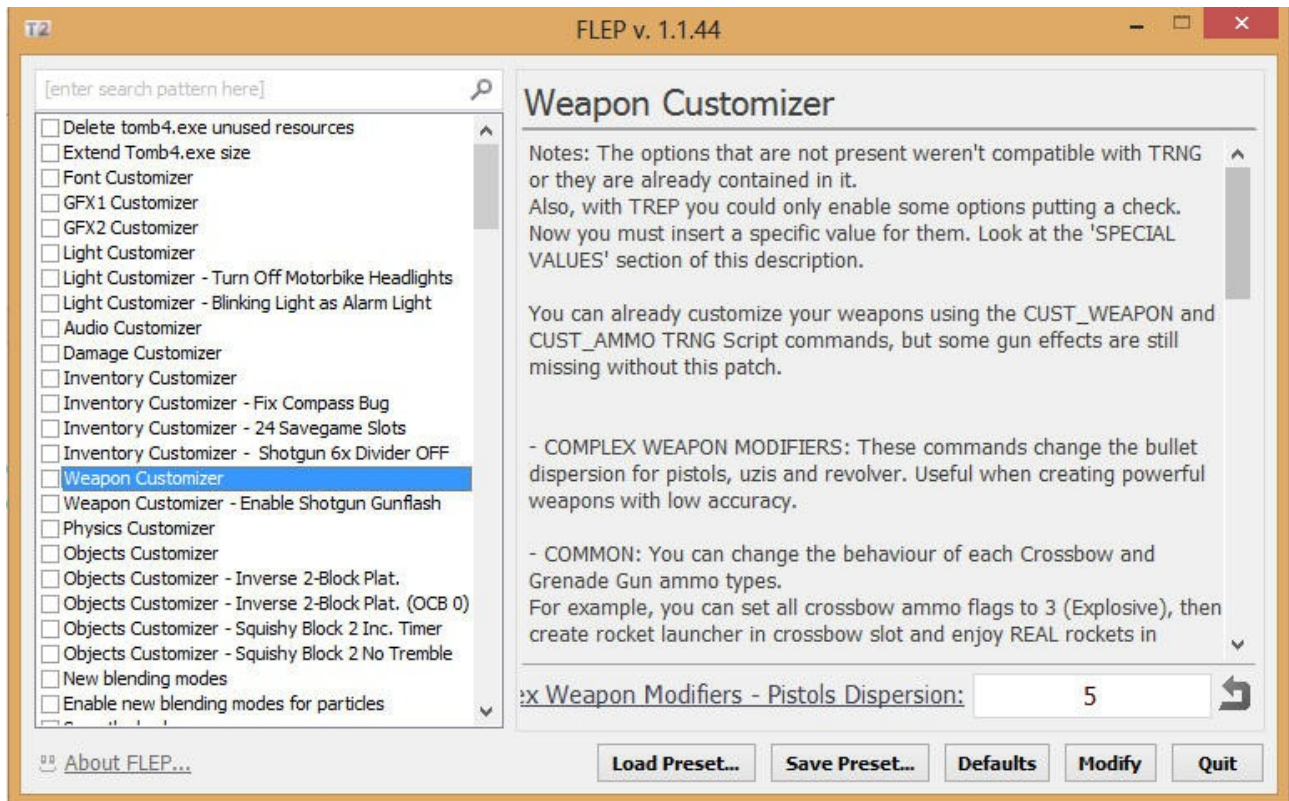
Now you can disable this divider to see the ACTUAL ammo amount instead of divided.

WARNING: This patch does not affect the TRNG Ammo Counter in which you still see the ammo divided by 6.

Patch ported from TREP by Delta.

TOMB IDE FLEP MANUAL

Weapon Customizer



Notes: The options that are not present were not compatible with **TRNG** or they are already contained in it.

With **TREP** you could only enable some options putting a check.

Now you must insert a specific value for them.

Look at the 'SPECIAL VALUES' section of this description.

You can already customize weapons using the **CUST_WEAPON** and **CUST_AMMO TRNG** Script commands, but some gun effects are still missing without this patch.

COMPLEX WEAPON MODIFIERS: These commands change the bullet dispersion for pistols, uzis and revolver. Useful when creating powerful weapons with low accuracy.

COMMON: You can change the behaviour of each Crossbow and Grenade Gun ammo types.

For example, you can set all crossbow ammo flags to 3 (Explosive), then create rocket launcher in crossbow slot and enjoy REAL rockets in the DEFAULT crossbow ammo slot.

TOMB IDE FLEP MANUAL

The Grenade Gun has two hidden new ammo types:

Ultra Ammo

Flaming grenade with red tail which will explode immediately after touching anything.

Fragment Ammo

Super Ammo with increased number of fragments.

You can change the Grenade timer.

Simply increase the timeout -up to $65535/24=2730$ sec=45 min.

DISABLE it COMPLETELY by setting the value to zero.

Grenades will explode if any enemy or Lara touches them.

Grenade weight, disable grenade rotation and force the explosion when the grenades collide with any object/surface.

Combining these last 3 options (grenade weight to 0) you can emulate a Rocket Launcher or TR2 grenades.

TARGETING: We may suppose that Lara Croft is a perfect shooter.

She can fire from 2 pistols, 2 uzis and other powerful weapons from any distance she wants at anyone she wants.

But what if her skills with uzis are less than with pistols?

DECREASE or INCREASE the targeting distance for ANY weapon and Lara will use auto targeting at a different distance.

SPECIAL VALUES

CROSSBOW AMMO FLAGS: Choose and insert the value of the ammo flag to use for a specific crossbow ammo type.

Ammo Type	Value
Normal Ammo	1
Poisoned Ammo	2
Explosive Ammo	3

DISABLE GRENADE ROTATION: Put the value 1711276216 to enable it.

FORCE ONE-TOUCH FOR ALL GRENADE AMMO TYPES:

Put the value 37008 to enable it.

GRENADE GUN AMMO FLAGS: Choose and insert the value of the ammo flag you want to use for a specific grenade gun ammo type.

Ammo Type	Value
Normal Ammo	1
Super Ammo	2

TOMB IDE FLEP MANUAL

GRENAD GUN AMMO FLAGS: Choose and insert the value of the ammo flag to use for a specific grenade gun ammo type.

Ammo Type	Value
Normal Ammo	1
Super Ammo	2
Flash Ammo	3
Ultra Ammo	4
Frag Ammo	5

Patch ported from TREP by Delta.

The parameters that can be changed are as follows:

Parameter list	
Complex Weapon Modifiers - Pistols Dispersion	Targeting - Revolver Targeting Distance
Complex Weapon Modifiers - Uzis Dispersion	Targeting - Shotgun Targeting Distance
Complex Weapon Modifiers - Revolver Dispersion	Targeting - Grenade Gun Targeting Distance
Common - Crossbow Ammo Flags - Normal Ammo	Targeting - Crossbow Targeting Distance
Common - Crossbow Ammo Flags - Poisoned Ammo	
Common - Crossbow Ammo Flags - Explosive Ammo	
Common - Grenade Timer (1/24)	
Common - Grenade Weight	
Common - Disable Grenade Rotation	
Common - Force One-Touch for All Grenade Ammo Types	
Common - Grenade Gun Ammo Flags - Normal Ammo	
Common - Grenade Gun Ammo Flags - Super Ammo	
Common - Grenade Gun Ammo Flags - Flash Ammo	
Shotgun Smoke Puff Y Position	
Targeting - Pistols Targeting Distance	
Targeting - Uzis Targeting Distance	

TOMB IDE FLEP MANUAL

Parameter list:

Complex Weapon Modifiers - Pistols Dispersion

Default value: 5

Complex Weapon Modifiers - Uzis Dispersion

Default value: 5

Complex Weapon Modifiers - Revolver Dispersion

Default value: 2

Common - Crossbow Ammo Flags - Normal Ammo

Default value: 1

Common - Crossbow Ammo Flags - Poisoned Ammo

Default value: 2

Common - Crossbow Ammo Flags - Explosive Ammo

Default value: 3

Common - Grenade Timer (1/24)

Default value: 120

Common - Grenade Weight

Default value: 3

Common - Disable Grenade Rotation

Default value: 1713260427

Common - Force One-Touch for All Grenade Ammo Types

Default value: 23669

Common - Grenade Gun Ammo Flags - Normal Ammo

Default value: 1

Common - Grenade Gun Ammo Flags - Super Ammo

Default value: 2

Common - Grenade Gun Ammo Flags - Flash Ammo

Default value: 3

Shotgun Smoke Puff Y Position

Default value: 11

TOMB IDE FLEP MANUAL

Targeting - Pistols Targeting Distance

Default value: 8192

Targeting - Uzis Targeting Distance

Default value: 8192

Targeting - Revolver Targeting Distance

Default value: 8192

Targeting - Shotgun Targeting Distance

Default value: 8192

Targeting - Grenade Gun Targeting Distance

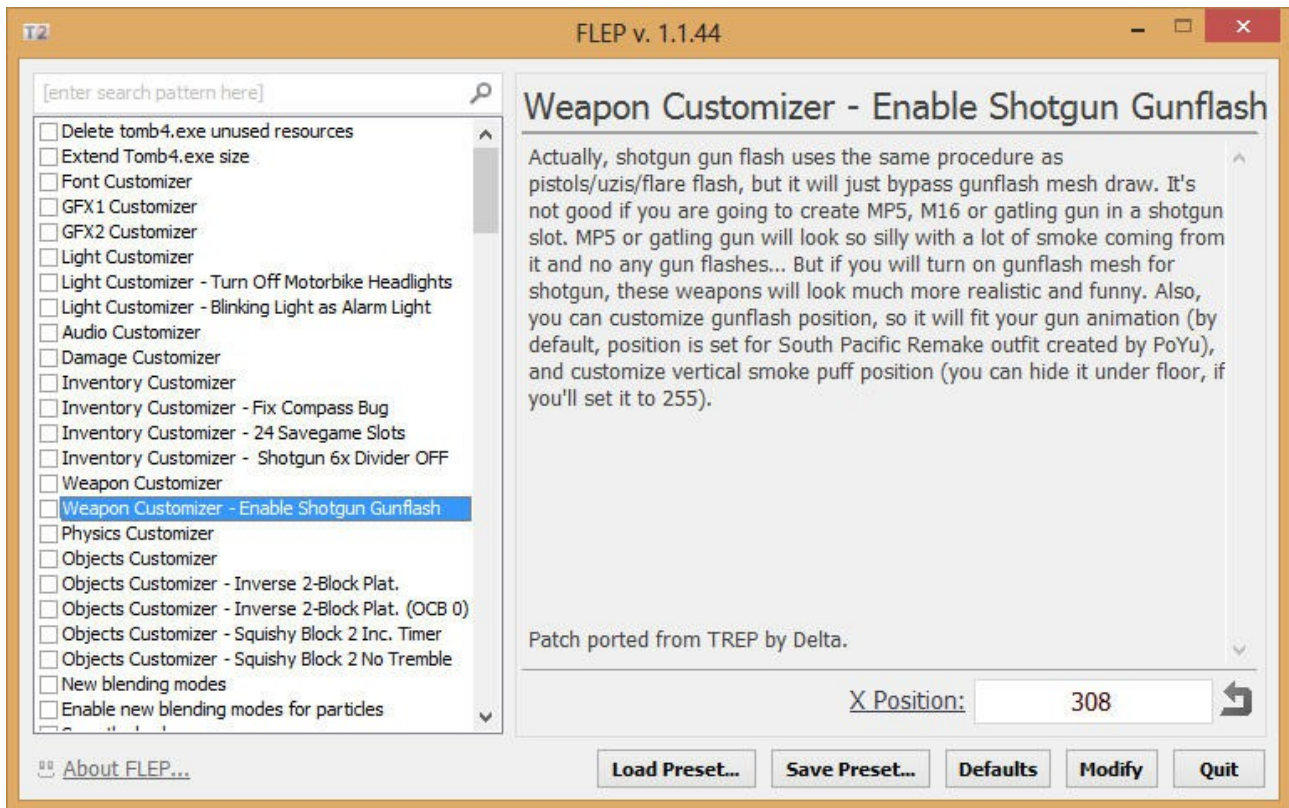
Default value: 8192

Targeting - Crossbow Targeting Distance

Default value: 8192

TOMB IDE FLEP MANUAL

Weapon Customizer Enable Shotgun Gunflash



Shotgun gun flash uses the same procedure as the pistols/uzis/flare flash, but it will just bypass the gun flash mesh draw.

It is not good if you are going to create MP5, M16 or a Gatling gun in a shotgun slot.

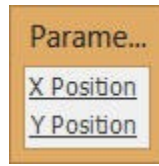
MP5 or the Gatling gun will look silly with a lot of smoke coming from it and no gun flashes. Turn on the gun flash mesh for the shotgun and these weapons will look much more realistic.

You can customize the gun flash position so it will fit the gun animation. By default the position is set for the South Pacific Remake outfit created by PoYu and the customize vertical smoke puff position. (you can hide it under the floor by setting it to 255).

Patch ported from TREP by Delta.

TOMB IDE FLEP MANUAL

The parameters that can be changed are as follows:



Parameters:

X Position

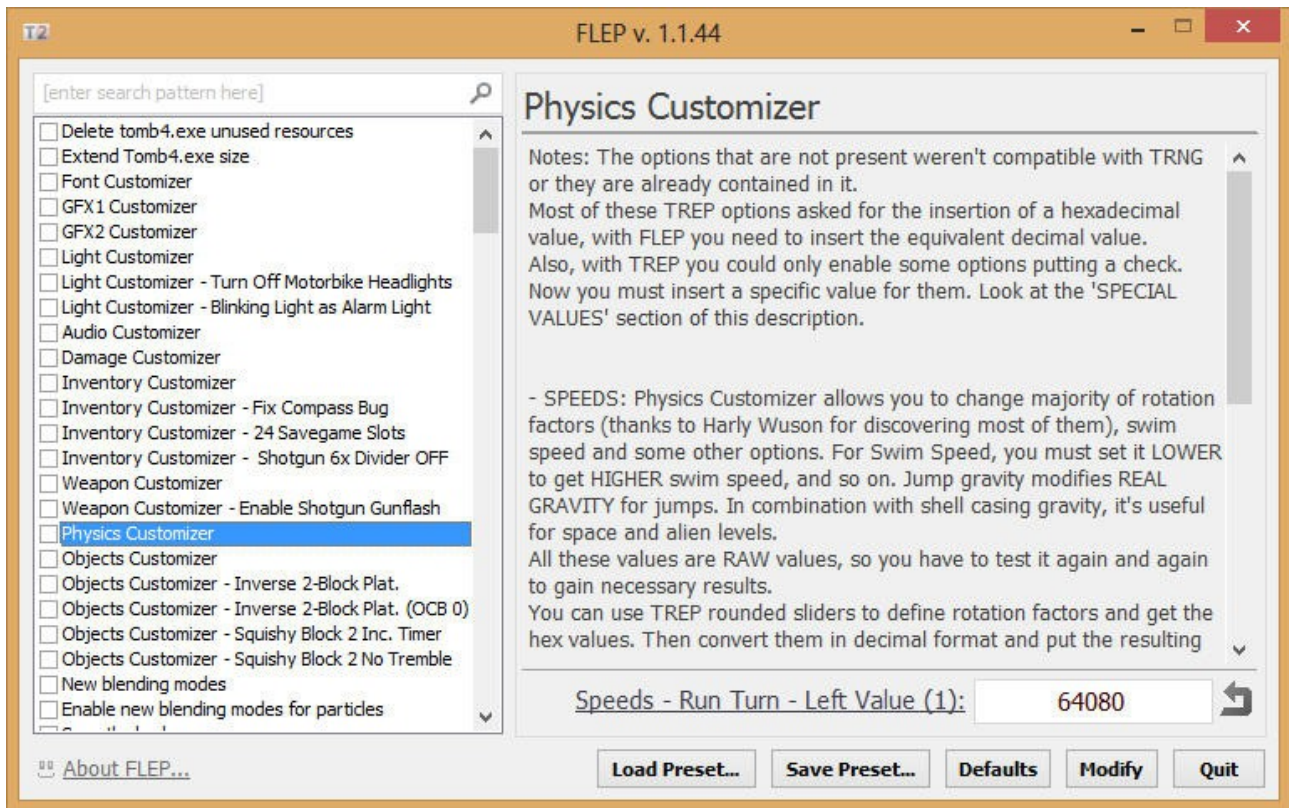
Default value: 308

Y Position

Default value: 85

TOMB IDE FLEP MANUAL

Physics Customizer



Notes: The options that are not present were not compatible with **TRNG** or they are already contained in it.

Most of these **TREP** options asked for the insertion of a hexadecimal value.

With **FLEP** you need to insert the equivalent decimal value.

With **TREP** you could only enable some options putting a check.

Now insert a specific value for them.

Look at the 'SPECIAL VALUES' section of this description.

SPEEDS: Physics Customizer allows you to change the majority of rotation factors, swim speed and some other options.

Thanks to Harly Wuson for discovering most of them.

For Swim Speed, you must set it LOWER to get a HIGHER swim speed.

Jump gravity modifies the REAL GRAVITY for jumps.

In combination with shell casing gravity, it is useful for space and alien levels.

All these values are RAW values, so you have to test again and again to gain the necessary results.

You can use **TREP** rounded sliders to define rotation factors and get the hex values. Then convert them in decimal format and put the resulting values in **FLEP**.

TOMB IDE FLEP MANUAL

MISC: It modifies parameters like the gravity for shell casings.

Higher value will set higher gravity and zero gravity will send shells fly in the sky.

Useful when creating the illusion of low-gravity and falling damage.

If you have decreased gravity, increase this value to reduce falling damage from higher ledges because it is a divider.

You can also disable the explosion in water for Jeep and Motorbike.

SPECIAL VALUES

DISABLE BIKE/JEEP WATER EXPLOSION: Put the value 235 to enable it.

Patch ported from TREP by Delta.

TOMB IDE FLEP MANUAL

The parameters that can be changed are as follows:

Parameter list	
Speeds - Run Turn - Left Value (1)	Speeds - Duck Move Turn - Left Value (1)
Speeds - Run Turn - Left Value (2)	Speeds - Duck Move Turn - Left Value (2)
Speeds - Run Turn - Right Value (1)	Speeds - Duck Move Turn - Right Value (1)
Speeds - Run Turn - Right Value (2)	Speeds - Duck Move Turn - Right Value (2)
Speeds - Jump Turn - Left Value	Speeds - Duck Stand Turn - Left Value (1)
Speeds - Jump Turn - Right Value	Speeds - Duck Stand Turn - Left Value (2)
Speeds - Jump Gravity	Speeds - Duck Stand Turn - Right Value (1)
Speeds - Swim Turn - Left Value	Speeds - Duck Stand Turn - Right Value (2)
Speeds - Swim Turn - Right Value	Speeds - Rope / Pole Turn - Left Value (1)
Speeds - Swim Speed	Speeds - Rope / Pole Turn - Left Value (2)
Speeds - Stand Turn - Left Value	Speeds - Rope / Pole Turn - Right Value (1)
Speeds - Stand Turn - Right Value	Speeds - Rope / Pole Turn - Right Value (2)
Speeds - MonkeySwing Turn - Left Value (1)	Misc - Shell Gravity
Speeds - MonkeySwing Turn - Left Value (2)	Misc - Falling Damage
Speeds - MonkeySwing Turn - Right Value (1)	Misc - Disable Bike Water Explosion
Speeds - MonkeySwing Turn - Right Value (2)	Misc - Disable Jeep Water Explosion

Parameter list:

Speeds - Run Turn – Left Value (1)

Default value: 64080

Speeds - Run Turn – Left Value (2)

Default value: 1092

Speeds - Run Turn – Right Value (1)

Default value: 1456

Speeds - Run Turn – Right Value (2)

Default value: 64444

Speeds - Jump Turn – Left Value

Default value: 64990

Speeds - Jump Turn – Right Value

Default value: 546

Speeds - Jump Gravity

Default value: 5

TOMB IDE FLEP MANUAL

Speeds - Swim Turn – Left Value

Default value: 64444

Speeds - Swim Turn – Right Value

Default value: 200

Speeds – Swim Speed

Default value: 1092

Speeds - Stand Turn – Left Value

Default value: 65127

Speeds - Stand Turn – Right Value

Default value: 409

Speeds – Monkey swing Turn – Left Value (1)

Default value: 65263

Speeds – Monkey swing Turn– Left Value (2)

Default value: 64990

Speeds – Monkey swing Turn– Right Value (1)

Default value: 273

Speeds – Monkey swing Turn– Right Value (2)

Default value: 546

TOMB IDE FLEP MANUAL

Speeds – Duck Move Turn – Left Value (1)

Default value: 64990

Speeds – Duck Move Turn – Left Value (2)

Default value: 64990

Speeds – Duck Move Turn – Right Value (1)

Default value: 546

Speeds – Duck Move Turn – Right Value (2)

Default value: 546

Speeds – Duck Stand Turn – Left Value (1)

Default value: 65263

Speeds – Duck Stand Turn – Left Value (2)

Default value: 65263

Speeds – Duck Stand Turn – Right Value (1)

Default value: 273

Speeds – Duck Stand Turn – Right Value (2)

Default value: 273

Speeds – Rope / Pole Turn – Left Value (1)

Default value: 65280

Speeds – Rope / Pole Turn – Left Value (2)

Default value: 65280

Speeds – Rope / Pole Turn – Right Value (1)

Default value: 256

Speeds – Rope / Pole Turn – Right Value (2)

Default value: 256

TOMB IDE FLEP MANUAL

Misc – Shell Gravity

Default value: 6

Misc - Falling Damage

Default value: 6

Misc - Disable Bike Water Explosion

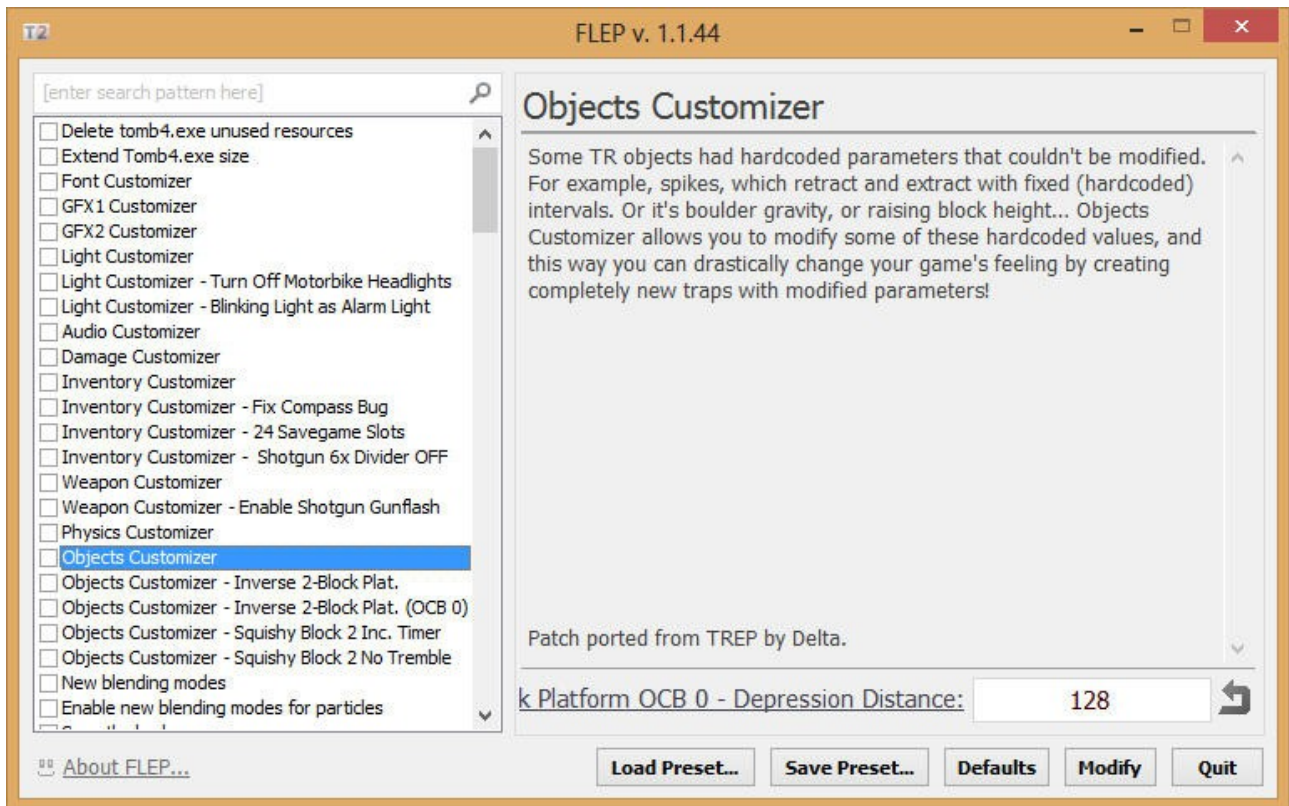
Default value: 116

Misc - Disable Jeep Water Explosion

Default value: 116

TOMB IDE FLEP MANUAL

Objects Customizer



Some TR objects had hard coded parameters that could not be modified.
For example, spikes, which retract and extract with fixed (hard coded) intervals.
Or the boulder gravity, or the raising block height.

Objects Customizer allows you to modify some of these hard coded values and
you can drastically change your game's feeling by creating completely new traps
with modified parameters!

Patch ported from TREP by Delta.

TOMB IDE FLEP MANUAL

The parameters that can be changed are as follows:

Parameter list
<u>Two-Block Platform OCB 0 - Depression Distance</u>
<u>Two-Block Platform OCB 0 - Despression Speed</u>
<u>Two-Block Platform OCB 0 - Repression Speed</u>
<u>Raising / Expanding Block - Block Height (in Clicks)</u>
<u>Raising / Expanding Block - Raise Anim Speed</u>
<u>Falling Block - Timer</u>
<u>Falling Block - Tremble</u>
<u>Squishy Block 2 - Timer</u>
<u>Squishy Block 2 - Tremble</u>
<u>Spikes - Joby Stretch Speed</u>
<u>Spikes - Normal Spikes Timer</u>
<u>Spikes - Normal Spikes Retraction Speed</u>
<u>Other Objects - Boulder Gravity</u>
<u>Other Objects - Slicer-Dicer Speed</u>
<u>Other Objects - Slicer-Dicer Radius</u>
<u>Other Objects - Conductor Interval</u>

TOMB IDE FLEP MANUAL

Parameter list:

Two-Block Platform OCB 0 - Depression Distance

Default value: 128

Two-Block Platform OCB 0 - Depression Speed

Default value: 4

Two-Block Platform OCB 0 - Repression Speed

Default value: -4

Raising / Expanding Block - Block Height (in Clicks)

Default value: 4

Raising / Expanding Block - Raise Animation Speed

Default value: 64

Falling Block - Timer

Default value: 60

Falling Block – Tremble

Default value: 160

Squishy Block 2 – Timer

Default value: 60

Squishy Block 2 – Tremble

Default value: 160

Spikes - Joby Stretch Speed

Joby spikes is a spikes that begin to spin and stretch to the bottom of the room.

Default value: 3

Spikes - Normal Spikes Timer

It will modify the **TEETH_SPIKES** cycle delay.

Default value: 64

Spikes - Normal Spikes Retraction Speed

Modifies speed of normal spikes retraction/detractation.

Default value: 128

TOMB IDE FLEP MANUAL

Other Objects - Boulder Gravity

Increase or decrease and boulder will be more or less heavy.

Default value: 6

Other Objects - Slicer-Dicer Speed

Speed for infamous Slicer-Dicer trap from TR4's The Tomb of Seth.

Default value: 170

Other Objects - Slicer-Dicer Radius

Multiplier for Slicer-Dicer radius.

Every time it is increase by 1 the radius will be doubled.

Default value: 14

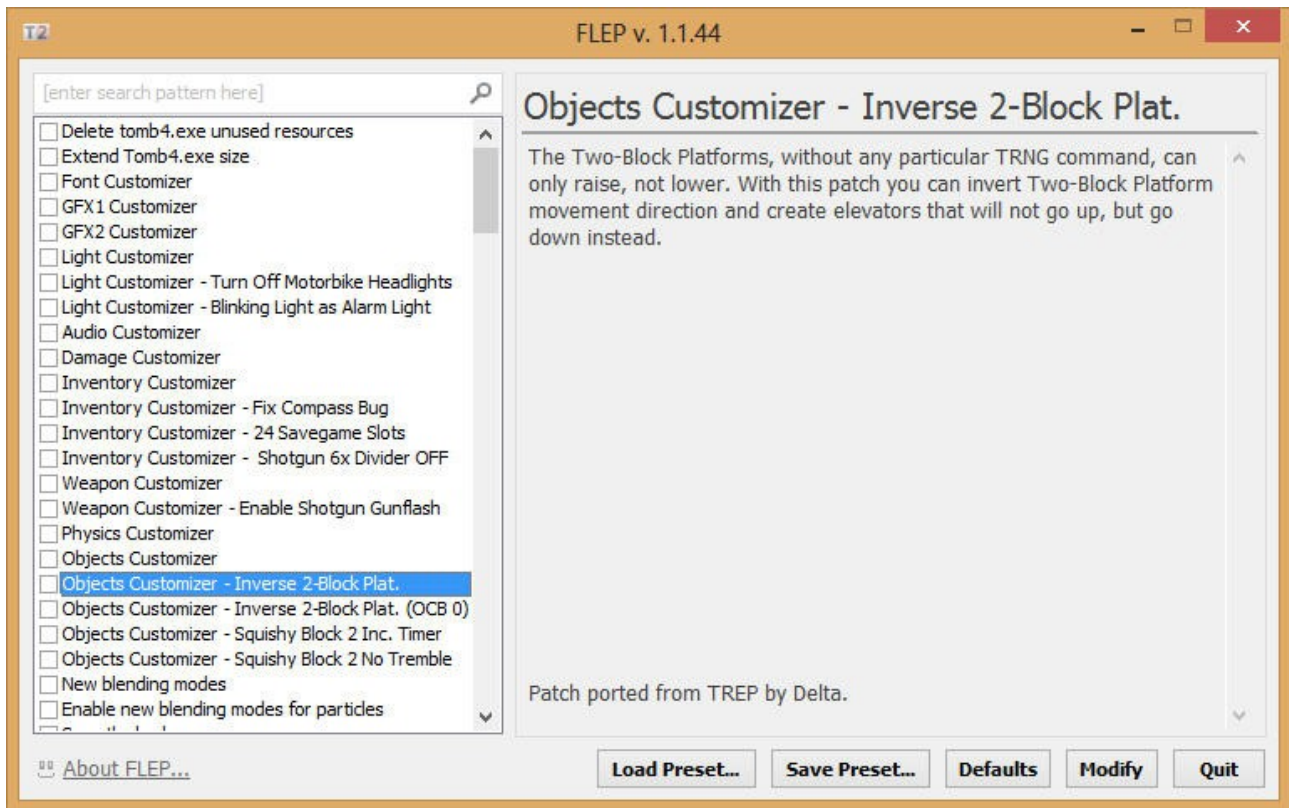
Other Objects - Conductor Interval

Specifies interval for lightning conductor object.

Default value: 63

TOMB IDE FLEP MANUAL

Objects Customizer – Inverse 2-Block Platform



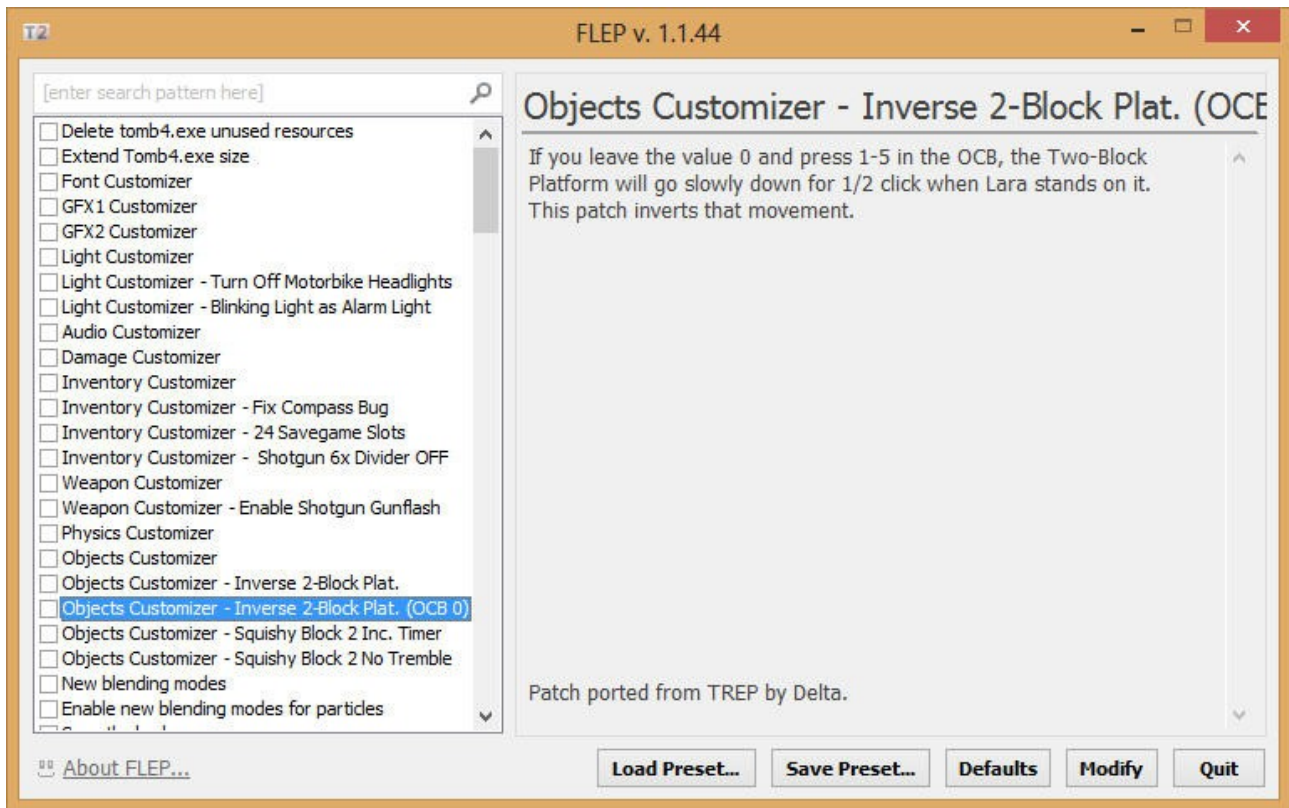
The Two-Block Platform without any particular **TRNG** command can only raise, not lower.

With this patch you can invert the Two-Block Platform movement direction and create elevators that will not go up but go down instead.

Patch ported from TREP by Delta.

TOMB IDE FLEP MANUAL

Objects Customizer – Inverse 2-Block Platform (OCB=0)

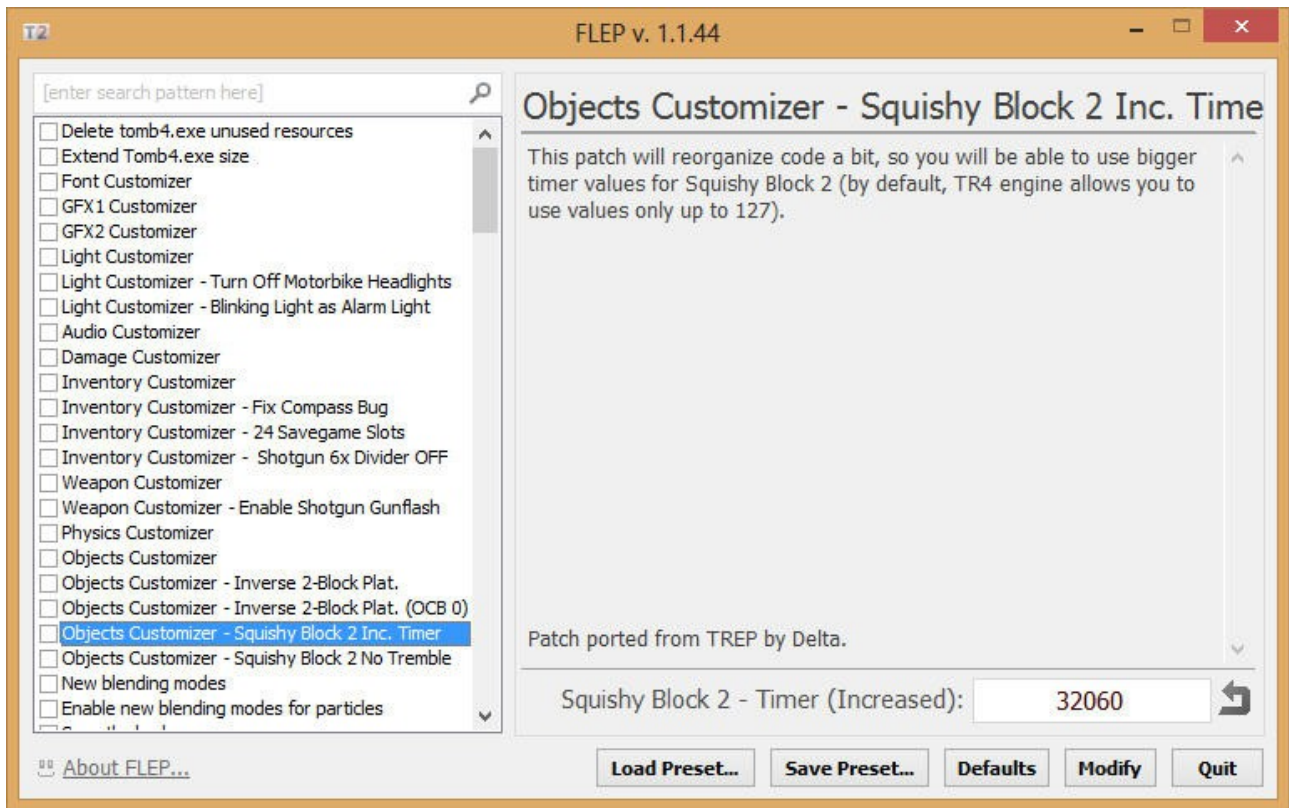


If you leave the value 0 and press 1-5 in the OCB, the Two-Block Platform will go slowly down for 1/2 click when Lara stands on it. This patch inverts that movement.

Patch ported from TREP by Delta.

TOMB IDE FLEP MANUAL

Objects Customizer – Squishy Block 2 Including Timer



This patch will reorganize code a bit, so you will be able to use bigger timer values for Squishy Block 2.

By default the TR4 engine allows you to use values only up to 127.

Patch ported from TREP by Delta.

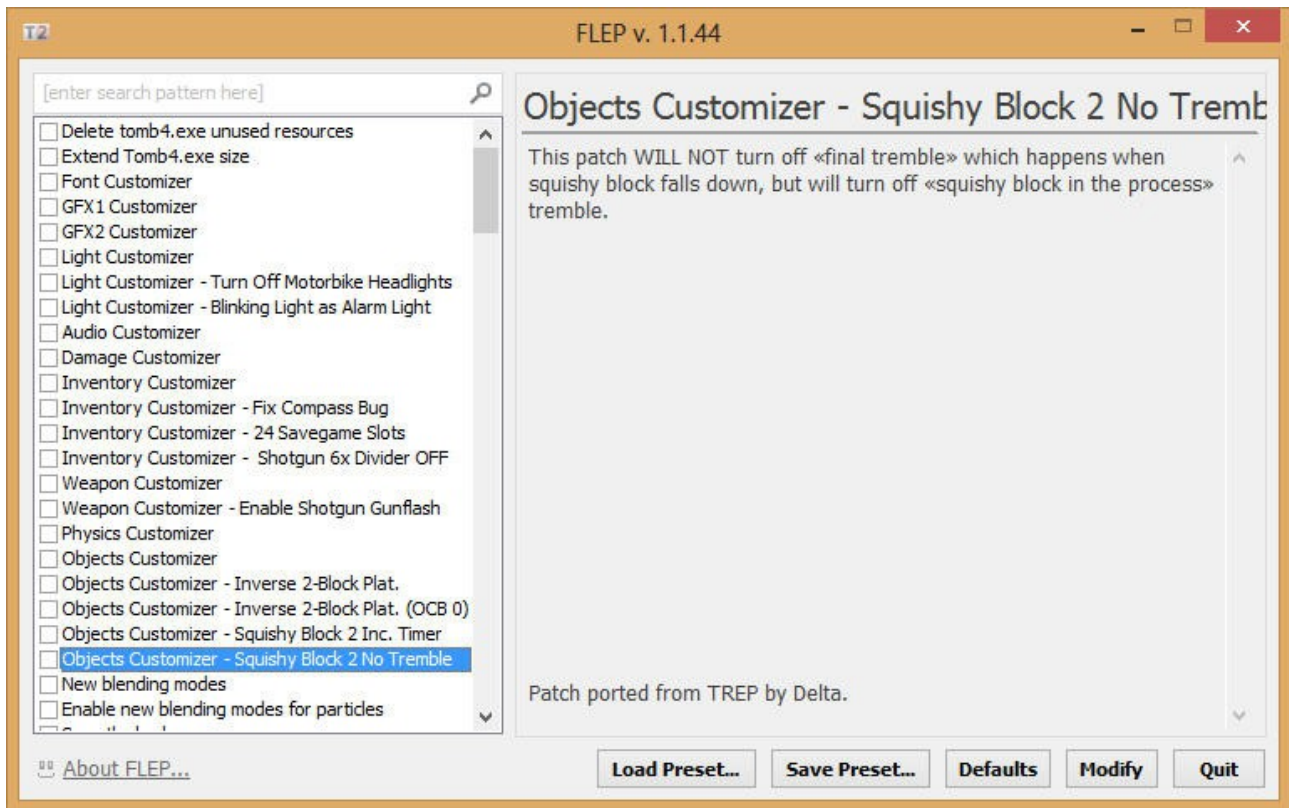
Parameter list:

Squishy Block 2 – Timer (Increased)

Default value: 32060

TOMB IDE FLEP MANUAL

Objects Customizer – Squishy Block 2 No Tremble

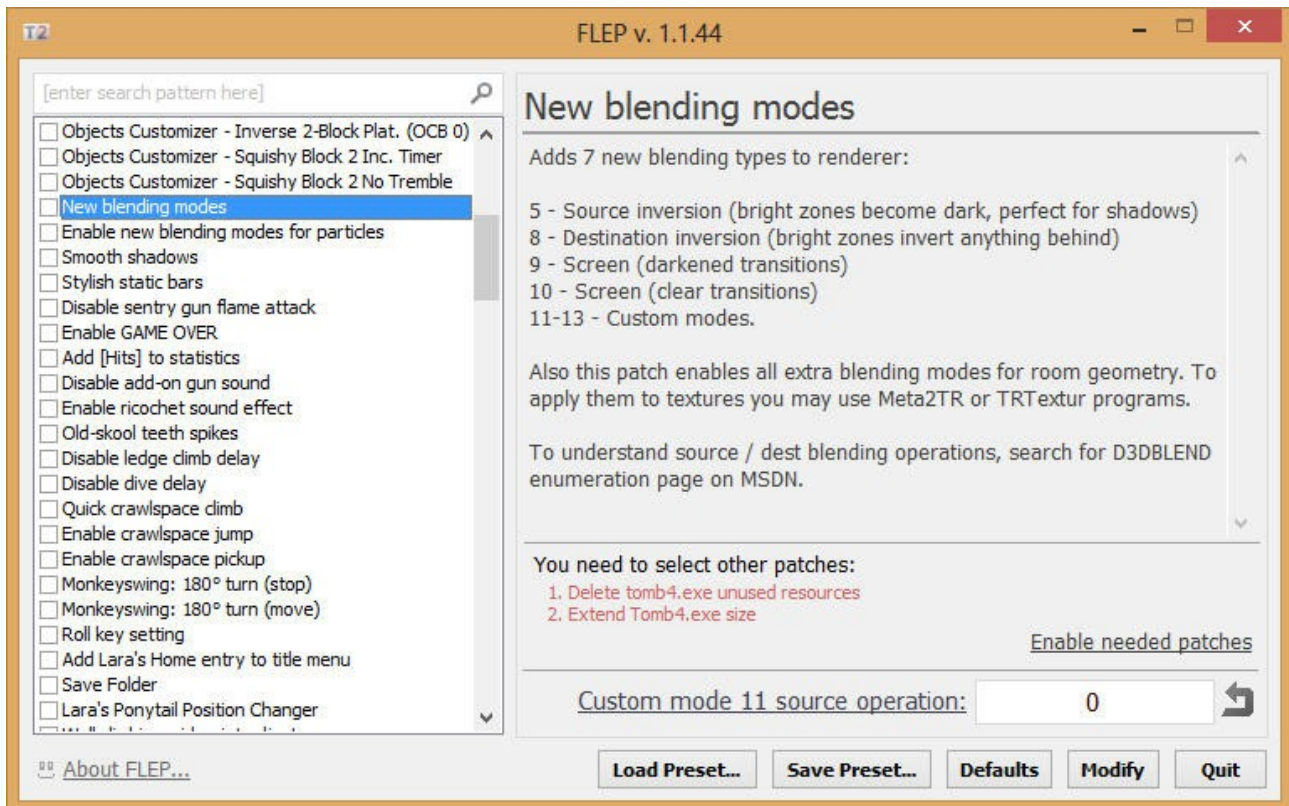


This patch **WILL NOT** turn off the **final tremble** which happens when the squishy block falls down, but it will turn off the **squishy block in the process** tremble.

Patch ported from TREP by Delta.

TOMB IDE FLEP MANUAL

New Blending Modes



Adds 7 new blending types to renderer:

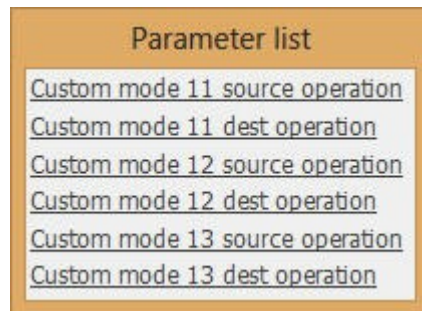
- 5 Source inversion (bright zones become dark, perfect for shadows)
- 8 Destination inversion (bright zones invert anything behind)
- 9 Screen (darkened transitions)
- 10 Screen (clear transitions) 11-13 - Custom modes.

This patch enables all extra blending modes for room geometry.
To apply them to textures use **Meta2TR** or **TRTextur** programs.

To understand source / destination blending operations,
search for D3DBLEND enumeration page on MSDN.

TOMB IDE FLEP MANUAL

The parameters that can be changed are as follows:



Parameter list:

Custom mode 11 source operation

Default value: 0

Custom mode 11 destination operation

Default value: 0

Custom mode 12 source operation

Default value: 0

Custom mode 12 destination operation

Default value: 0

Custom mode 13 source operation

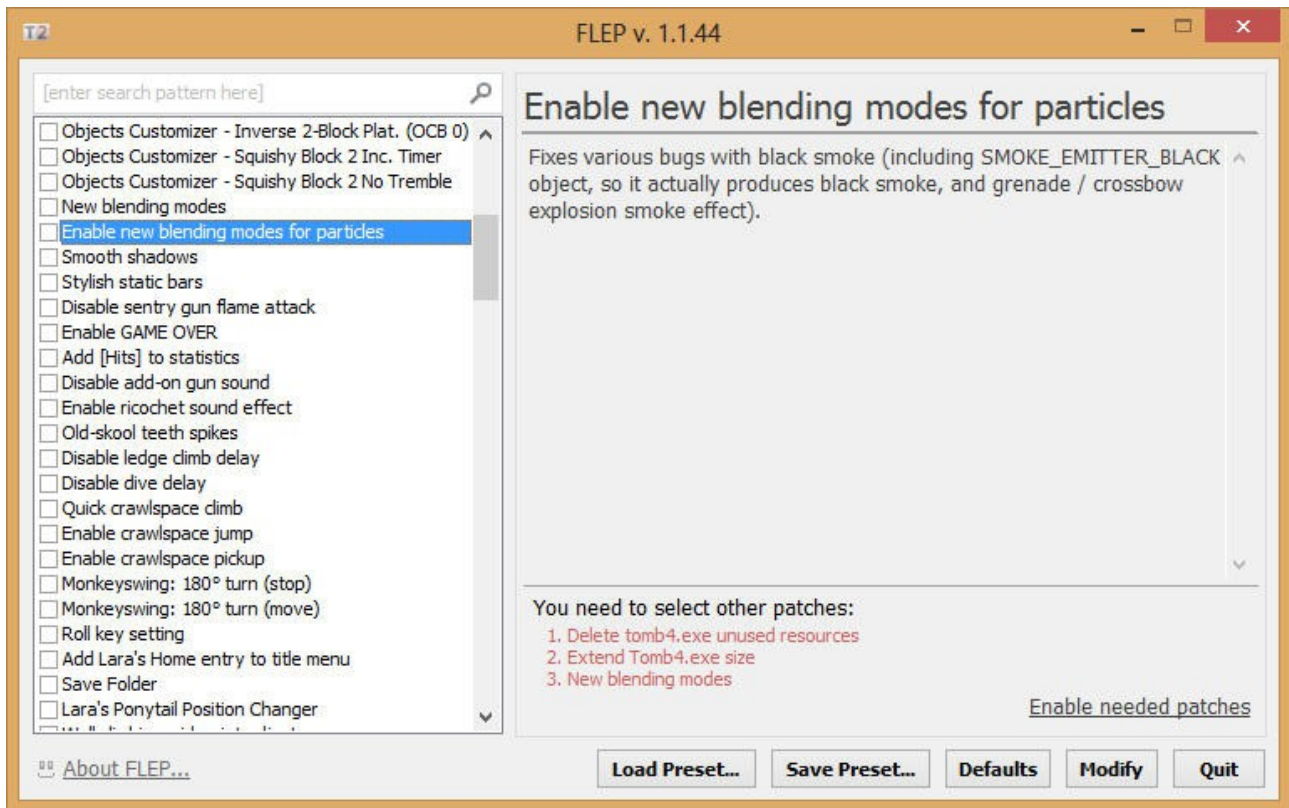
Default value: 0

Custom mode 13 destination operation

Default value: 0

TOMB IDE FLEP MANUAL

Enable New Blending Modes for Particles

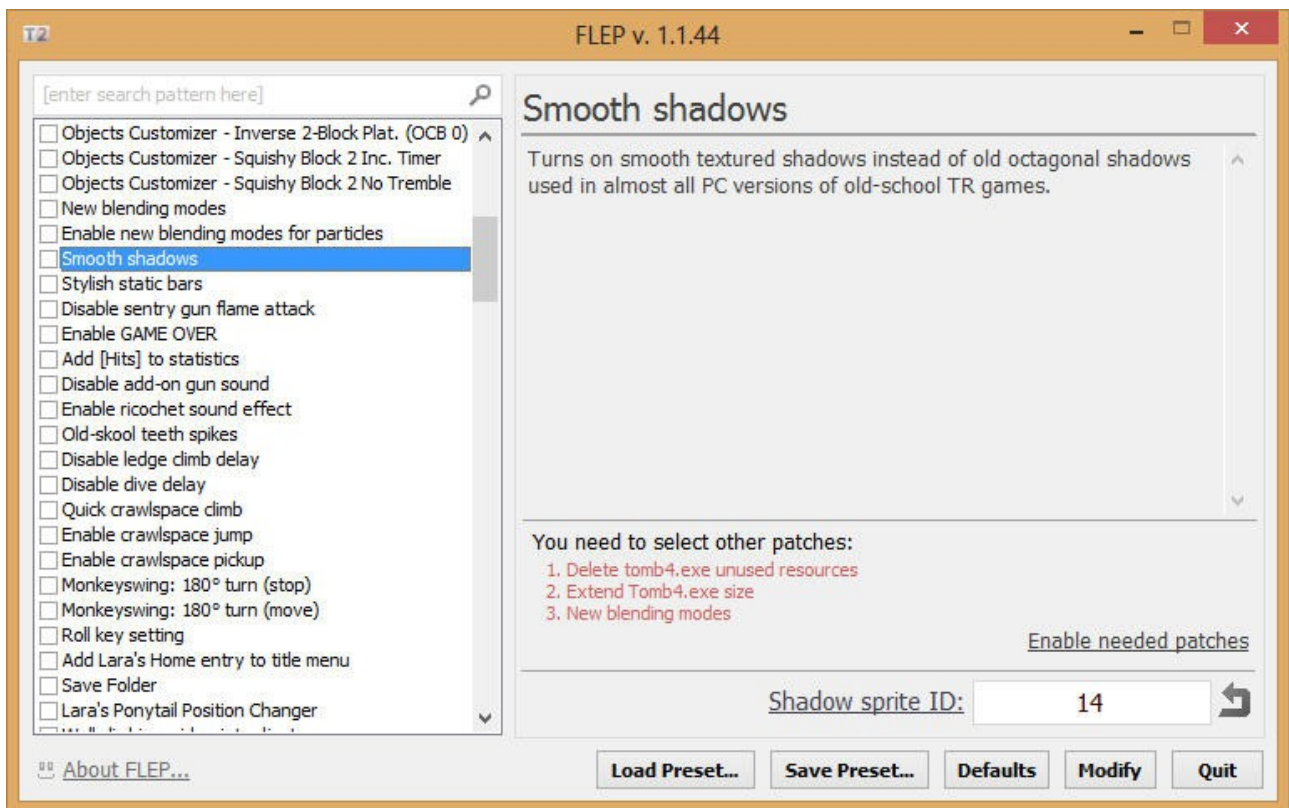


Fixes various bugs with black smoke.

Includes **SMOKE_EMITTER_BLACK** object so it actually produces black smoke and grenade / crossbow explosion smoke effect.

TOMB IDE FLEP MANUAL

Smooth Shadows



Turns on smooth textured shadows instead of the old octagonal shadows used in almost all PC versions of old-school TR games.

TOMB IDE FLEP MANUAL

The parameters that can be changed are as follows:



Parameter list:

Shadow sprite ID

Which sprite should be used to render the shadow? By default it is set to one of the lens flare sprites. If this sprite is too small you still see pixels especially when the shadow is stretched. So create a custom shadow sprite, put it into an unused sprite slot and change the shadow sprite ID.

Default value: 14

Shadow elevation

Shadow's position in relation to the floor. By default it is set a bit higher than the floor (value of -16) because setting a shadow's position at the same height as floor will produce Z-fighting problems (the shadow will flicker on sloped surfaces).

Default value: -16

Shadow darkness

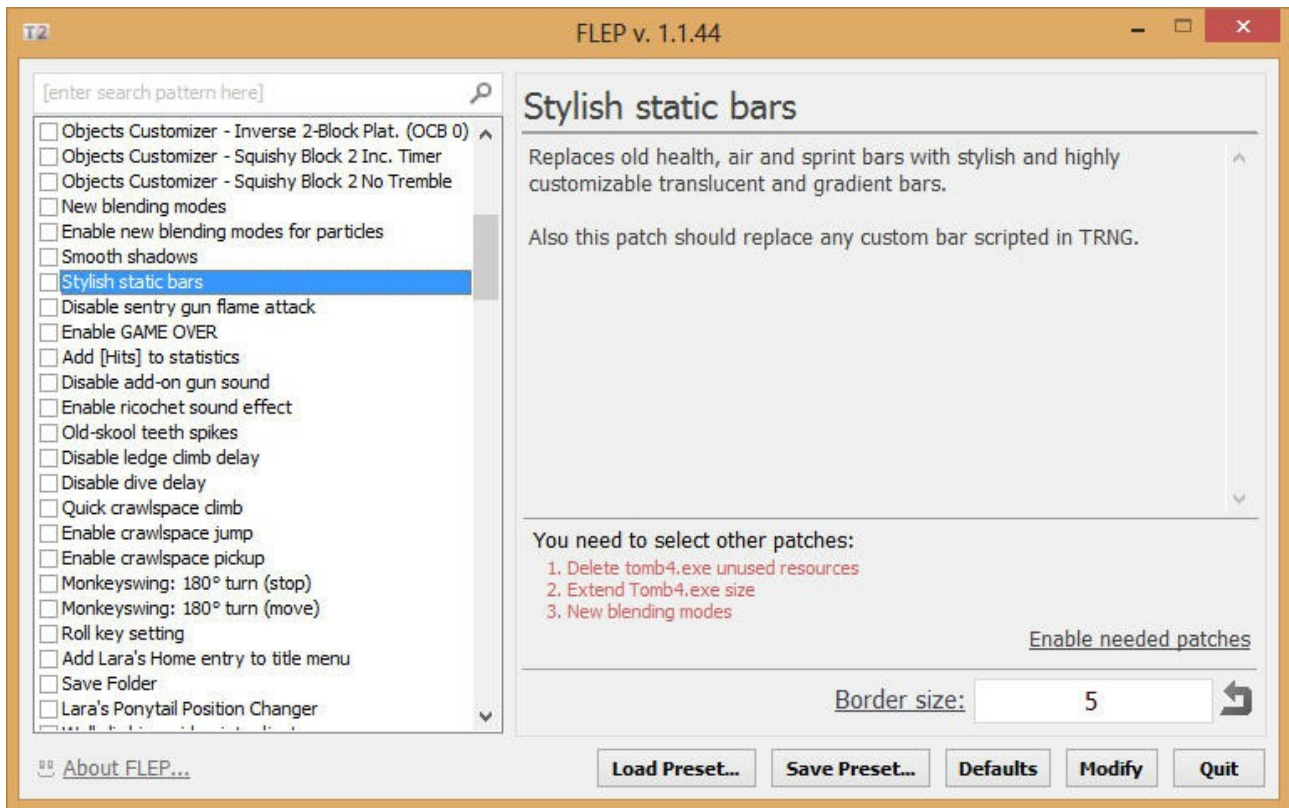
Shadow's overall blackness. Higher values will give a darker shadow.

Value of 255 will create a pitch-black shadow and a value of 0 will remove the shadow completely.

Default value: 200

TOMB IDE FLEP MANUAL

Stylish Static Bars



Replaces old health, air and sprint bars with stylish and highly customizable translucent and gradient bars.

This patch should replace any custom bar scripted in [TRNG](#).

TOMB IDE FLEP MANUAL

The parameters that can be changed are as follows:



Parameter list:

Border size

Default value: 5

Border render type

Default value: 0

Border upper left tint (RGB)

Default value: 190, 190, 190

Border upper right tint (RGB)

Default value: 220, 220, 220

Border lower left tint (RGB)

Default value: 100, 100, 100

Border lower right tint (RGB)

Default value: 60, 60, 60

TOMB IDE FLEP MANUAL

Background render type

Default value: 0

Background upper left tint (RGB)

Default value: 30, 30, 30

Background upper right tint (RGB)

Default value: 30, 30, 30

Background lower left tint (RGB)

Default value: 140, 140, 140

Background lower right tint (RGB)

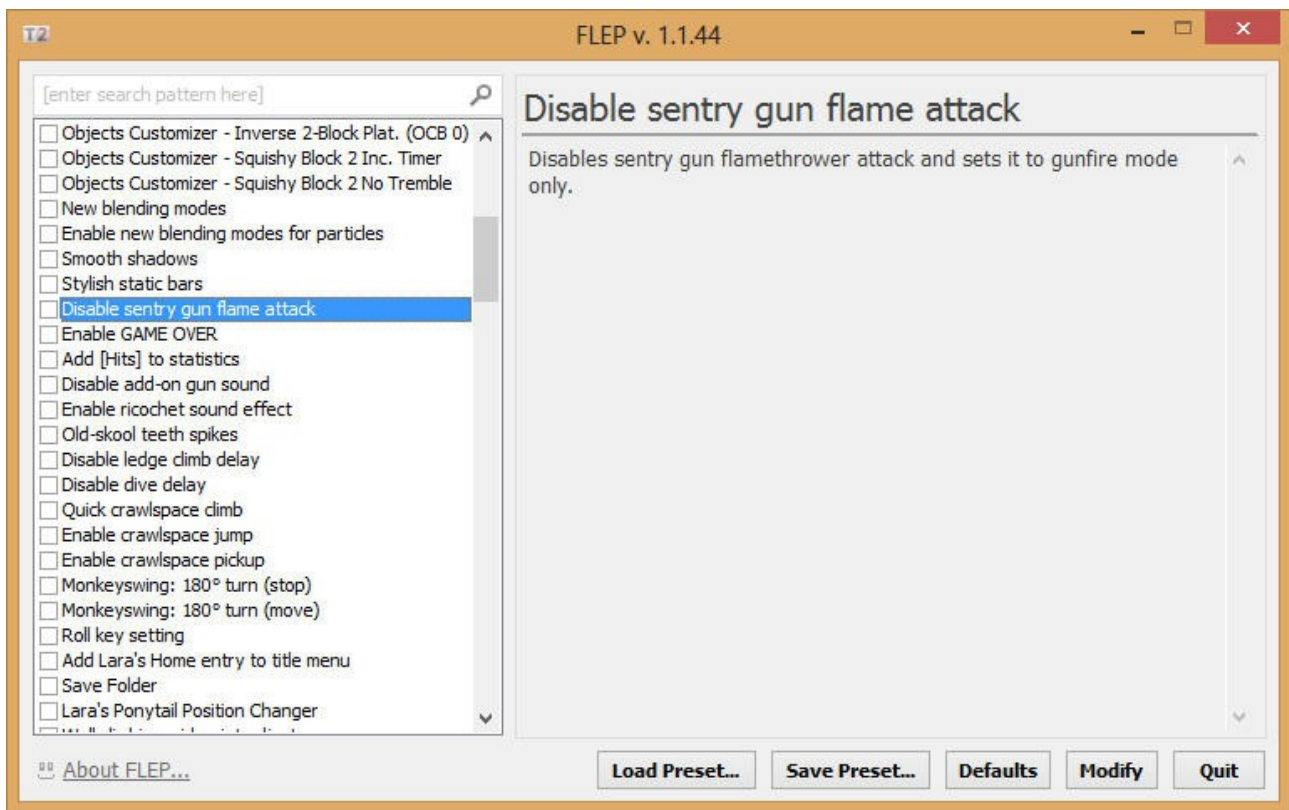
Default value: 100, 100, 100

Active bar render type

Default value: 10

TOMB IDE FLEP MANUAL

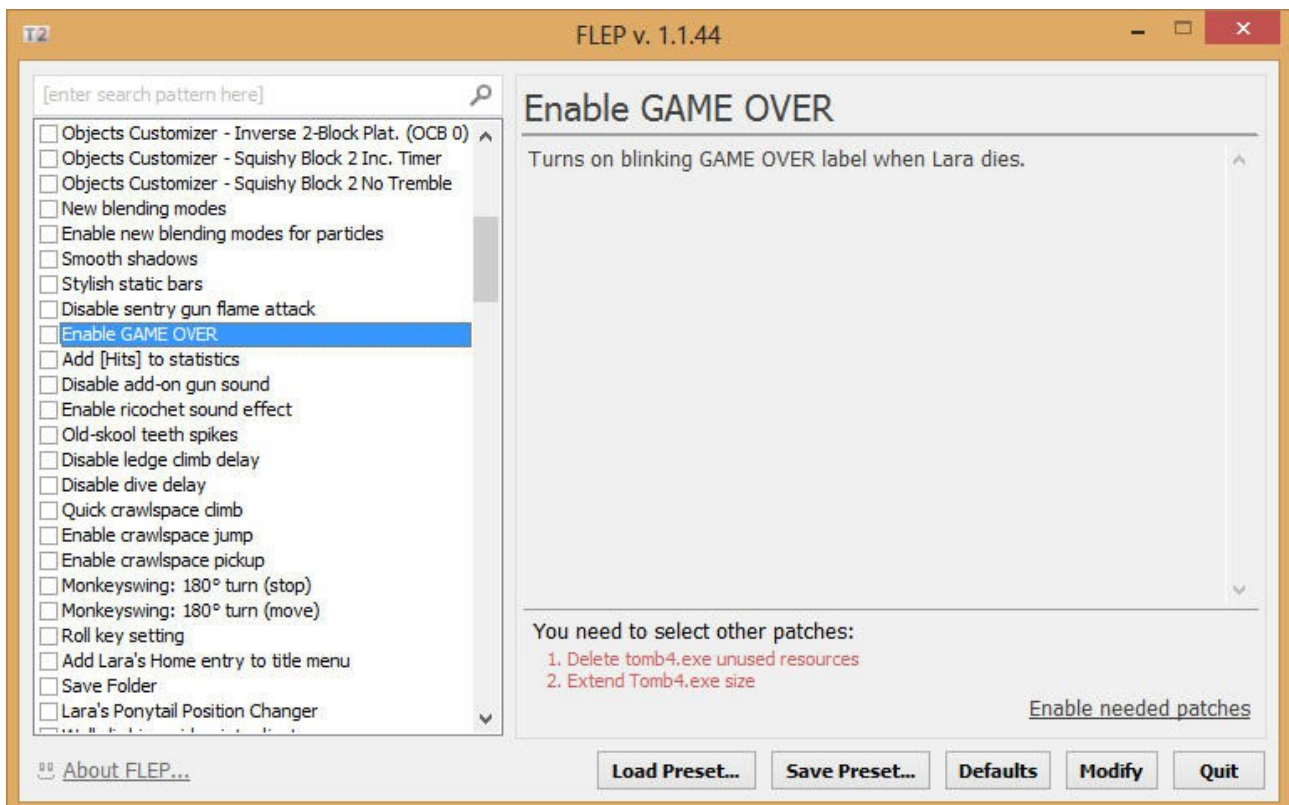
Disable Sentry Gun Flame Attack



Disables sentry gun flamethrower attack and sets it to gunfire mode only.

TOMB IDE FLEP MANUAL

Enable Game Over



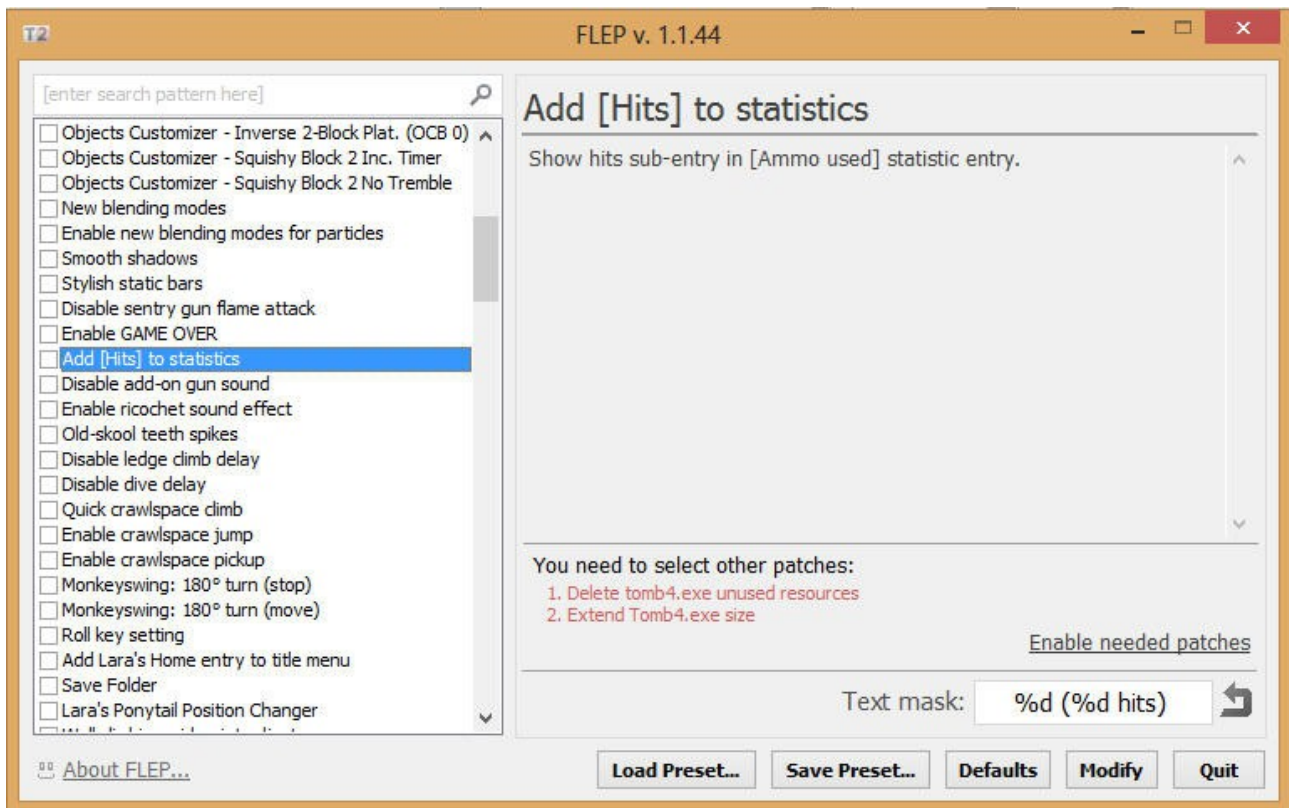
Turns on blinking **GAME OVER** label when Lara dies.

This feature was never introduced in full PC versions of TR4 and TR5, but supposedly it was used in some demo versions and console versions.

Select **Enable needed patches**.

TOMB IDE FLEP MANUAL

Add Hits to Statics

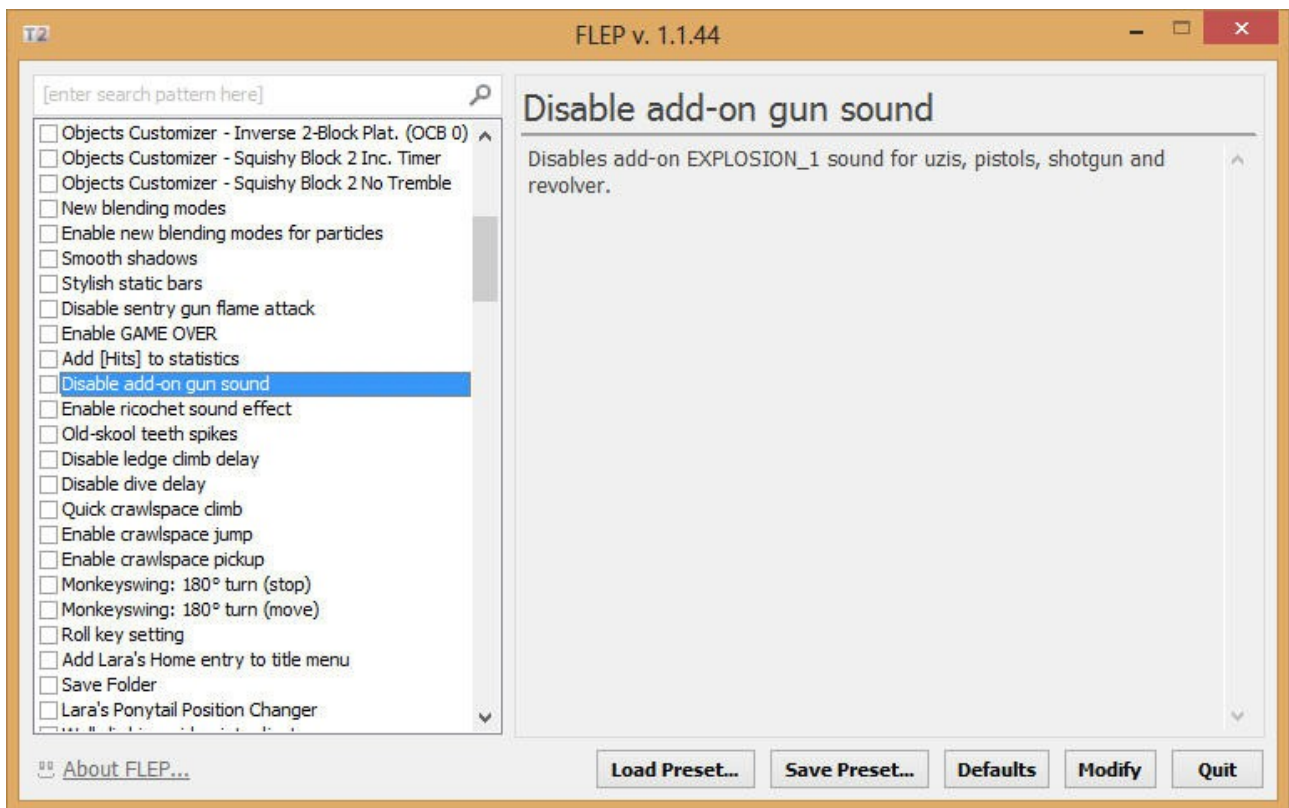


Show hits sub-entry in [Ammo used] statistic entry.

Select **Enable needed patches**.

TOMB IDE FLEP MANUAL

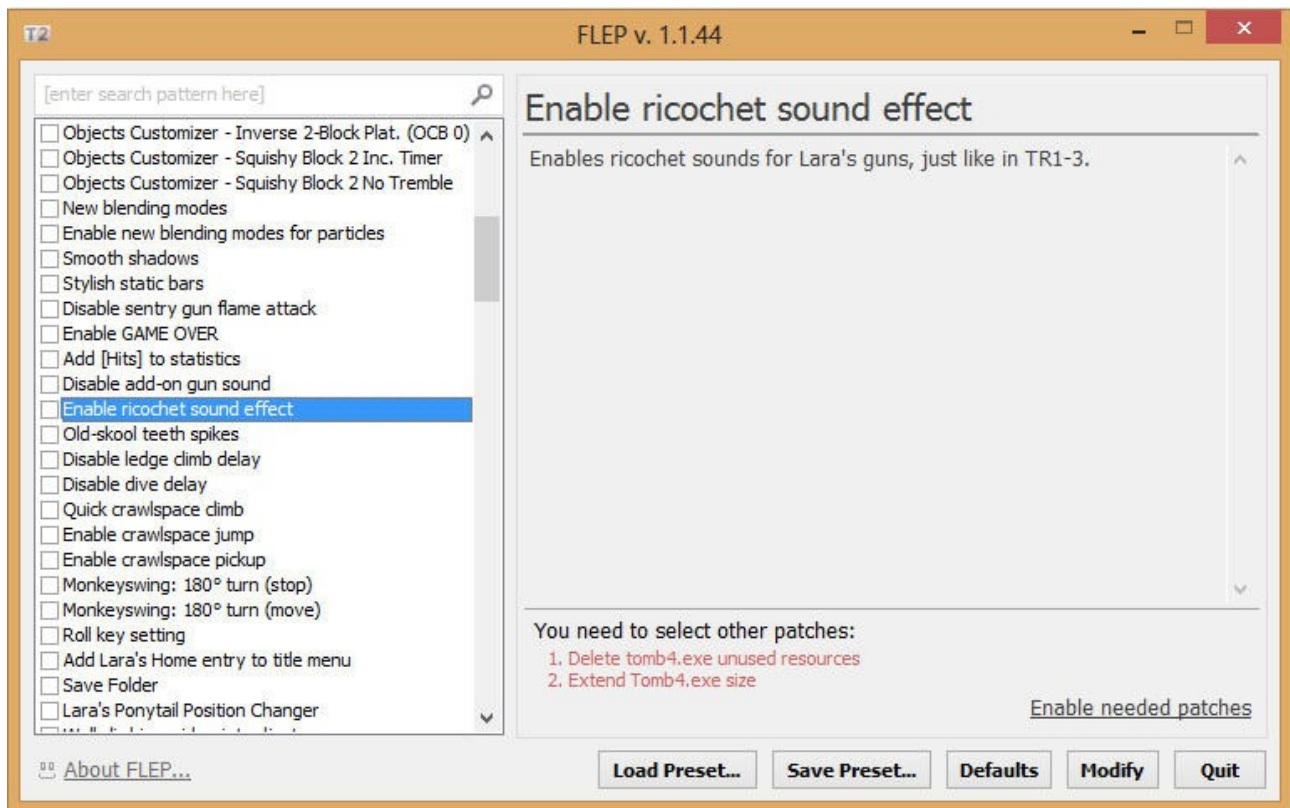
Disable Add-on Gun Sound



Disables add-on **EXPLOSION_1** sound for uzis, pistols, shotgun and revolver.

TOMB IDE FLEP MANUAL

Enable Ricochet Sound Effect

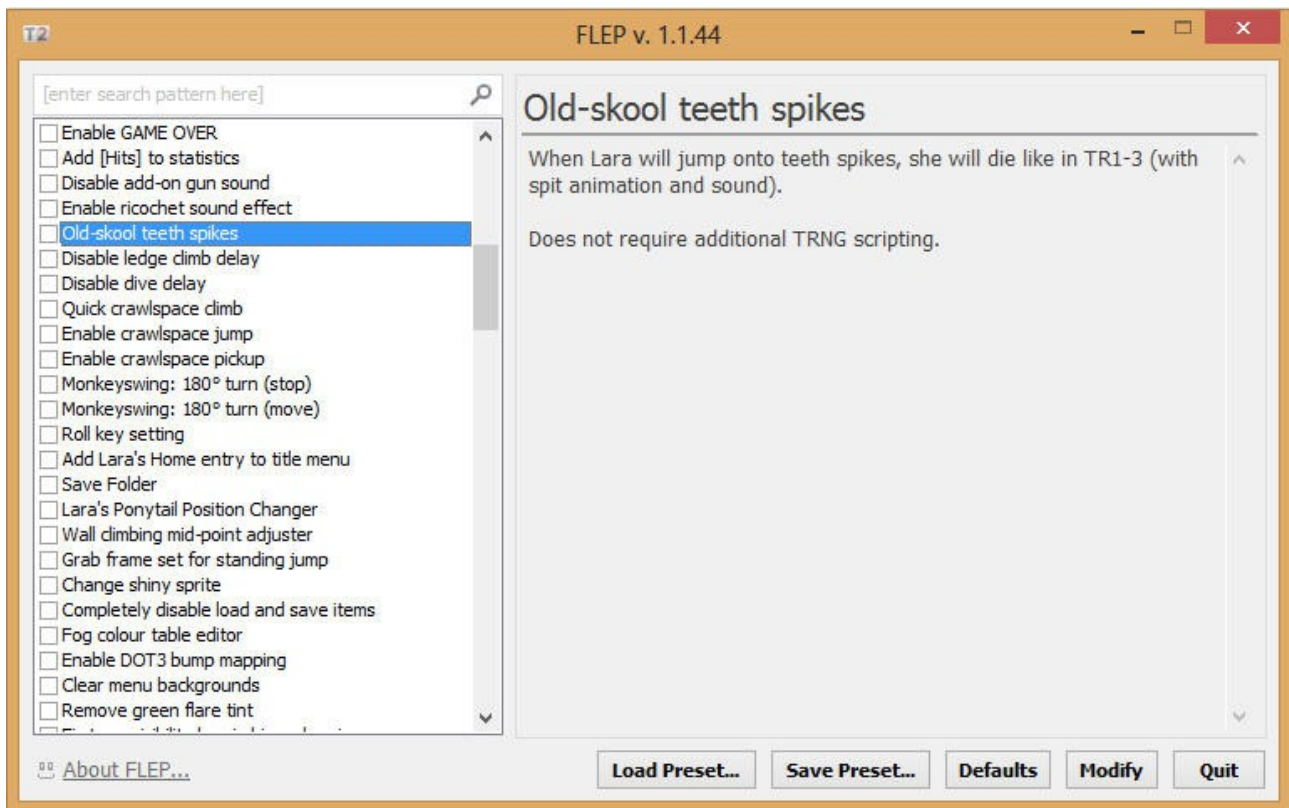


Enables ricochet sounds for Lara's guns, just like in **TR1-3**.

Select **Enable needed patches**.

TOMB IDE FLEP MANUAL

Old-school Teeth Spikes

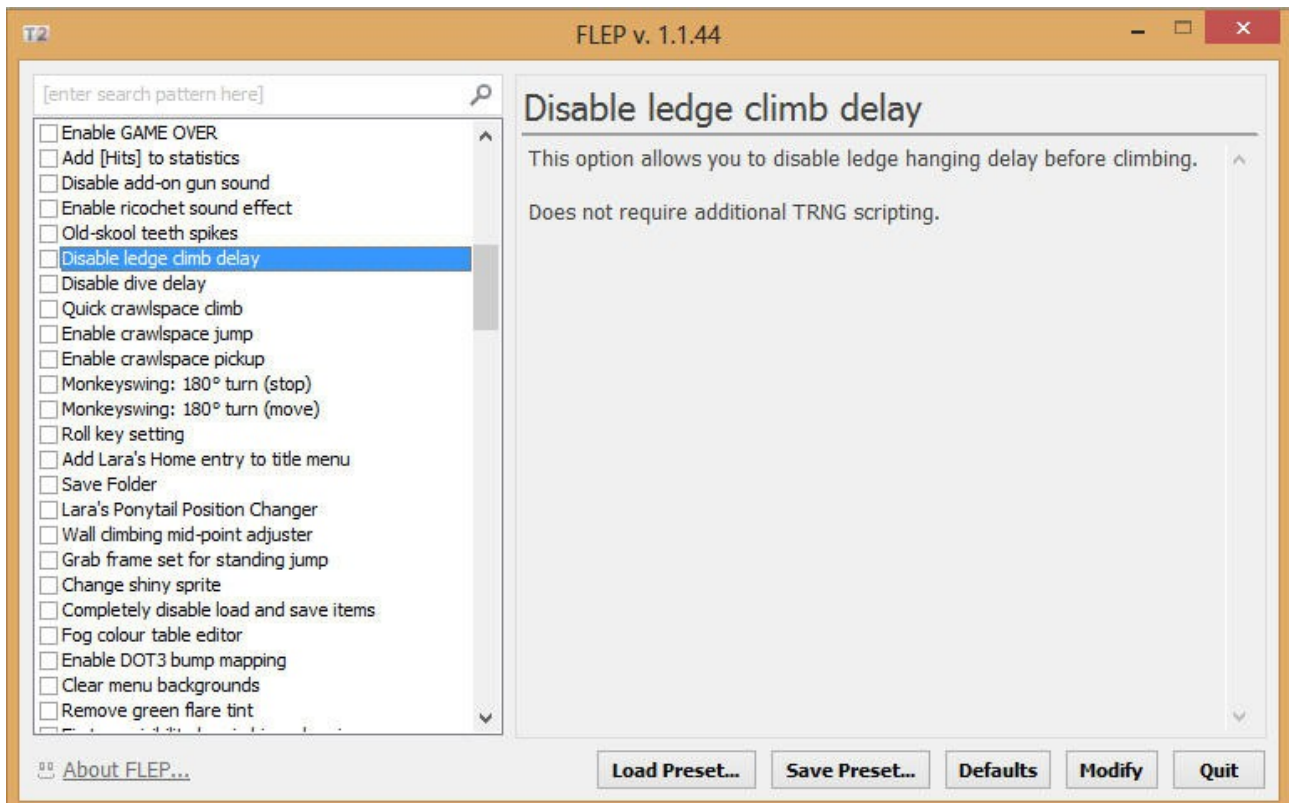


When Lara jumps onto teeth spikes, she will die like in **TR1-3** (with spit animation and sound).

Does not require additional **TRNG** scripting.

TOMB IDE FLEP MANUAL

Disable Ledge Climb Delay

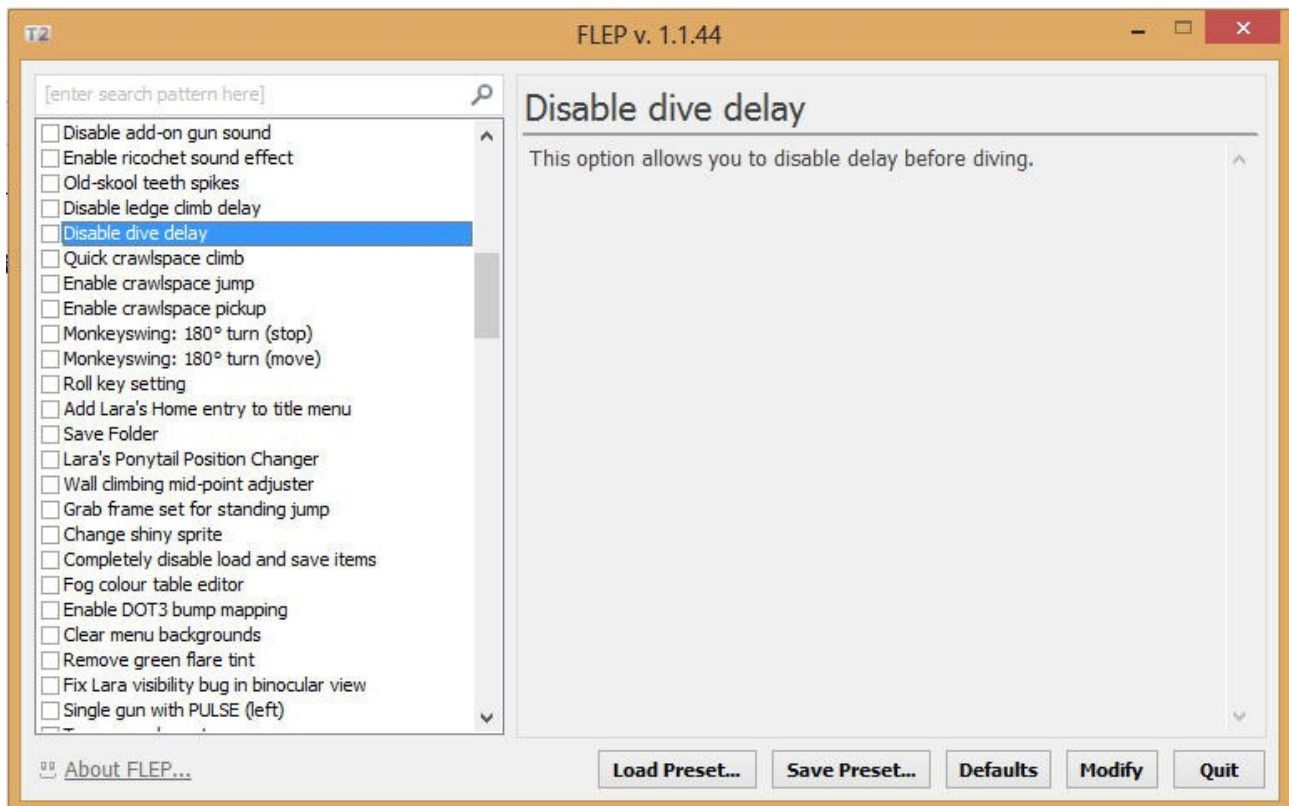


This option allows you to disable ledge hanging delay before climbing.

Does not require additional **TRNG** scripting.

TOMB IDE FLEP MANUAL

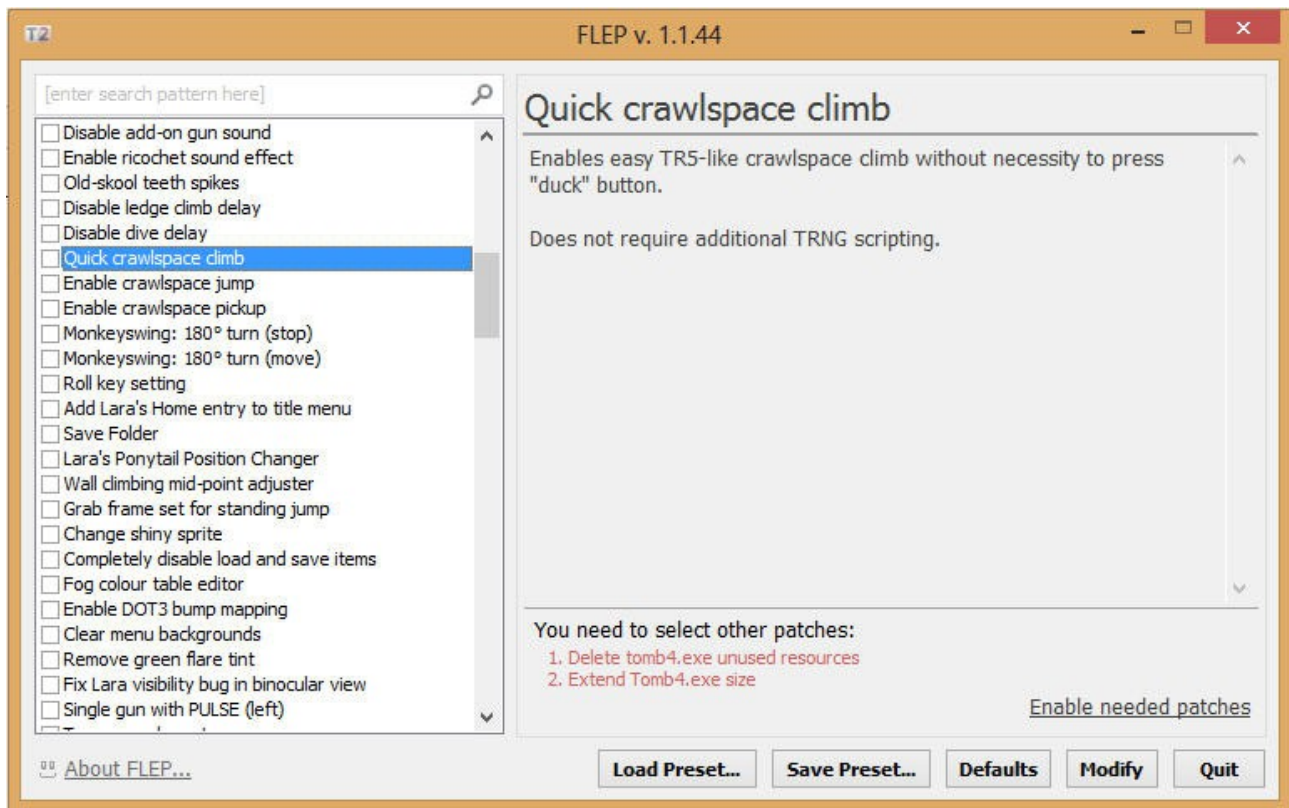
Disable Dive Delay



This option allows you to disable the delay before diving.

TOMB IDE FLEP MANUAL

Quick Crawlspace Climb



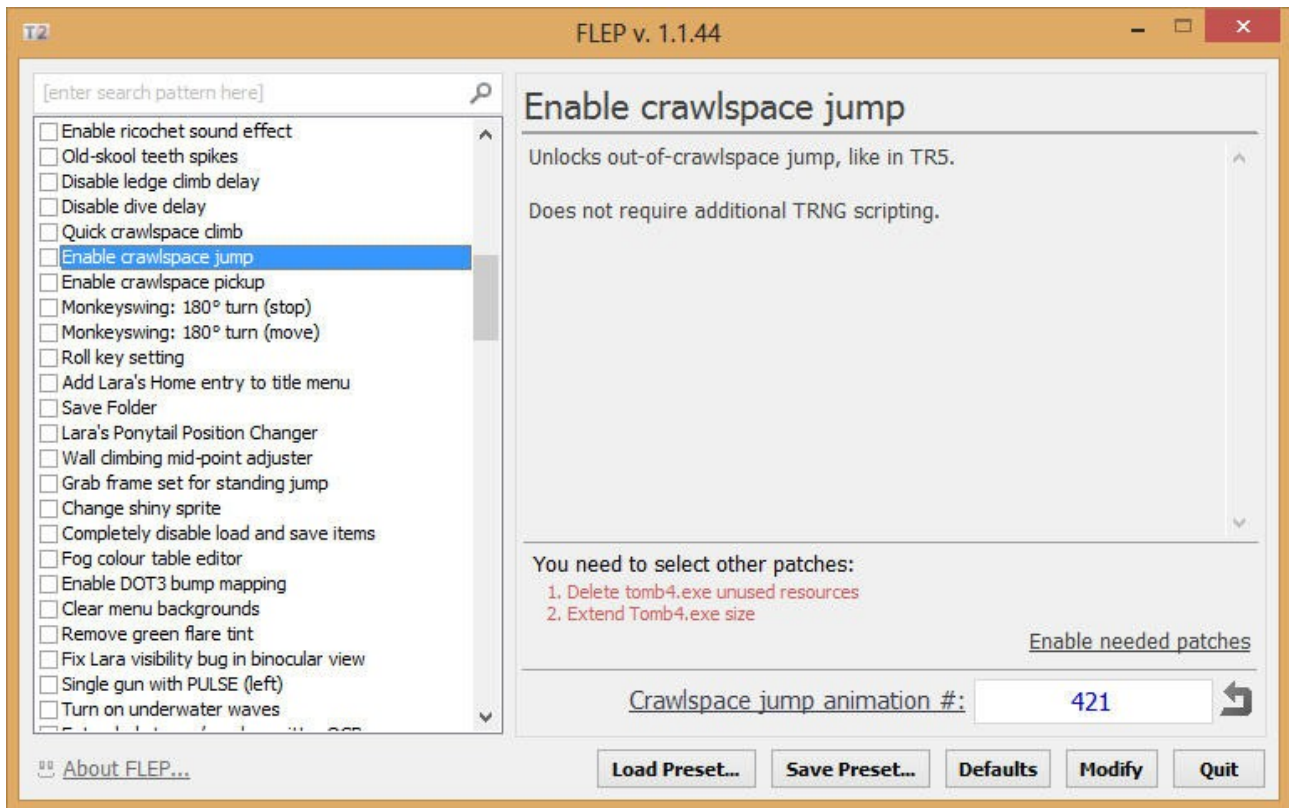
Enables easy TR5-like crawlspace climb without necessity to press "duck" button.

Does not require additional **TRNG** scripting.

Select **Enable needed patches**.

TOMB IDE FLEP MANUAL

Enable Crawlspace Jump



Unlocks the out-of-crawlspace jump, like in TR5.

Does not require additional **TRNG** scripting.

This is a TR5 move jumping out from the crawlspace facing a deep pit. All revised TR4 wads already contain this animation as #421. This patch will enable this trick and Lara will be able to flip forward from the crawlspace with the jump key.



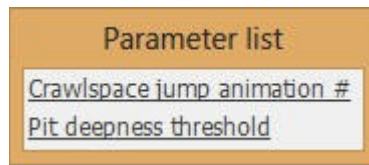
Crawlspace jump in Horus' Neon God.

Note that you can use this patch with **ALREADY EXISTING CUSTOM LEVELS** which contain unmodified animation #421 and therefore enjoy this new move without altering level files.

Select **Enable needed patches**.

TOMB IDE FLEP MANUAL

The parameters that can be changed are as follows:



Parameter list:

Crawlspace jump animation #

Default value: 421

Pit deepness threshold

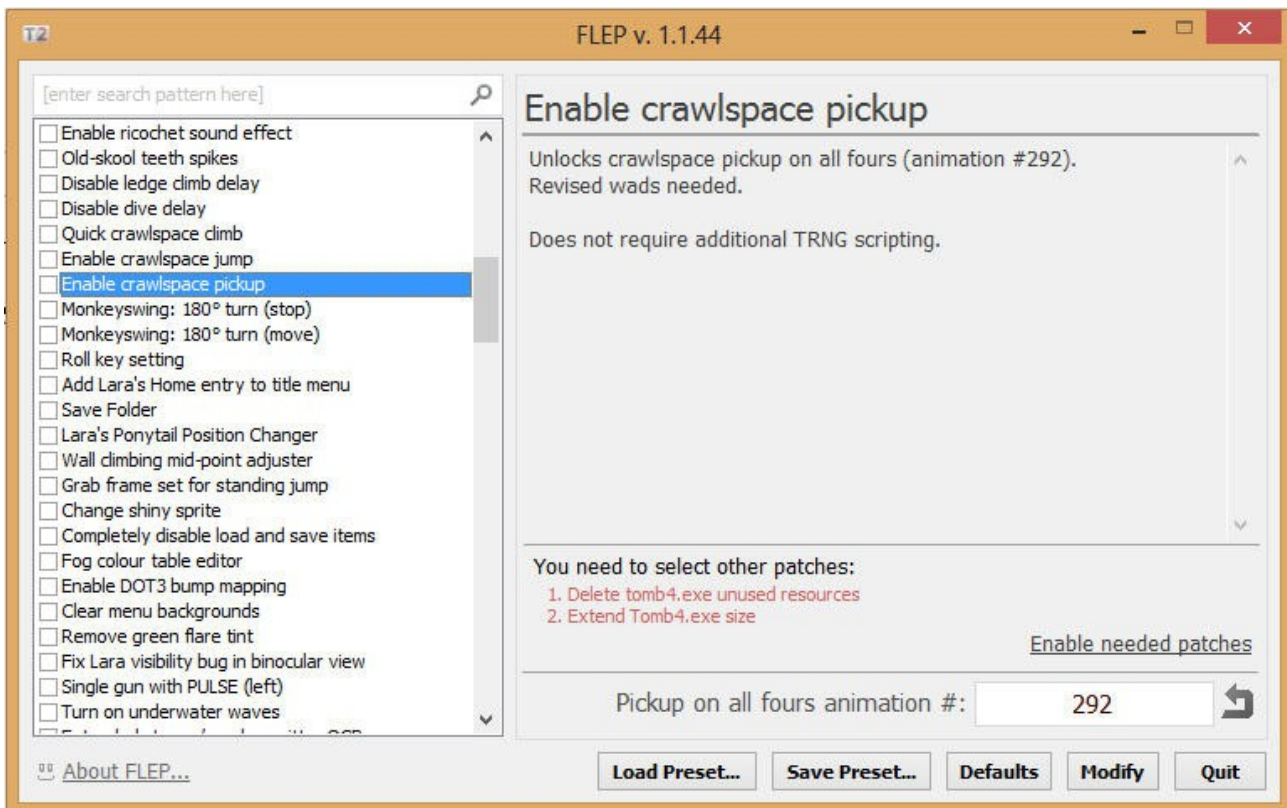
Pit deepness threshold: specifies minimum pit deepness to perform this action.

Minimum is 512 (2 clicks).

Default value: 768

TOMB IDE FLEP MANUAL

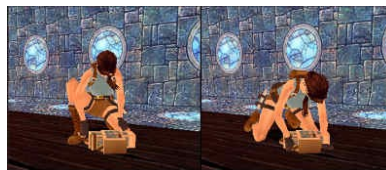
Enable Crawlspace Pickup



Unlocks crawlspace pickup on all fours (animation #292).
Revised wads needed.

One more unused action in the TR4 engine picking up items when crouching on all fours. Once again, this animation was already included into all TRLE revised wads so there is no need of a custom animation. Just enable this patch and Lara will be able to pick up items without changing her crouch state.

LEFT: standard pickup animation.



RIGHT: crawl pickup animation on all fours.

Does not require additional **TRNG** scripting.

Select **Enable needed patches**.

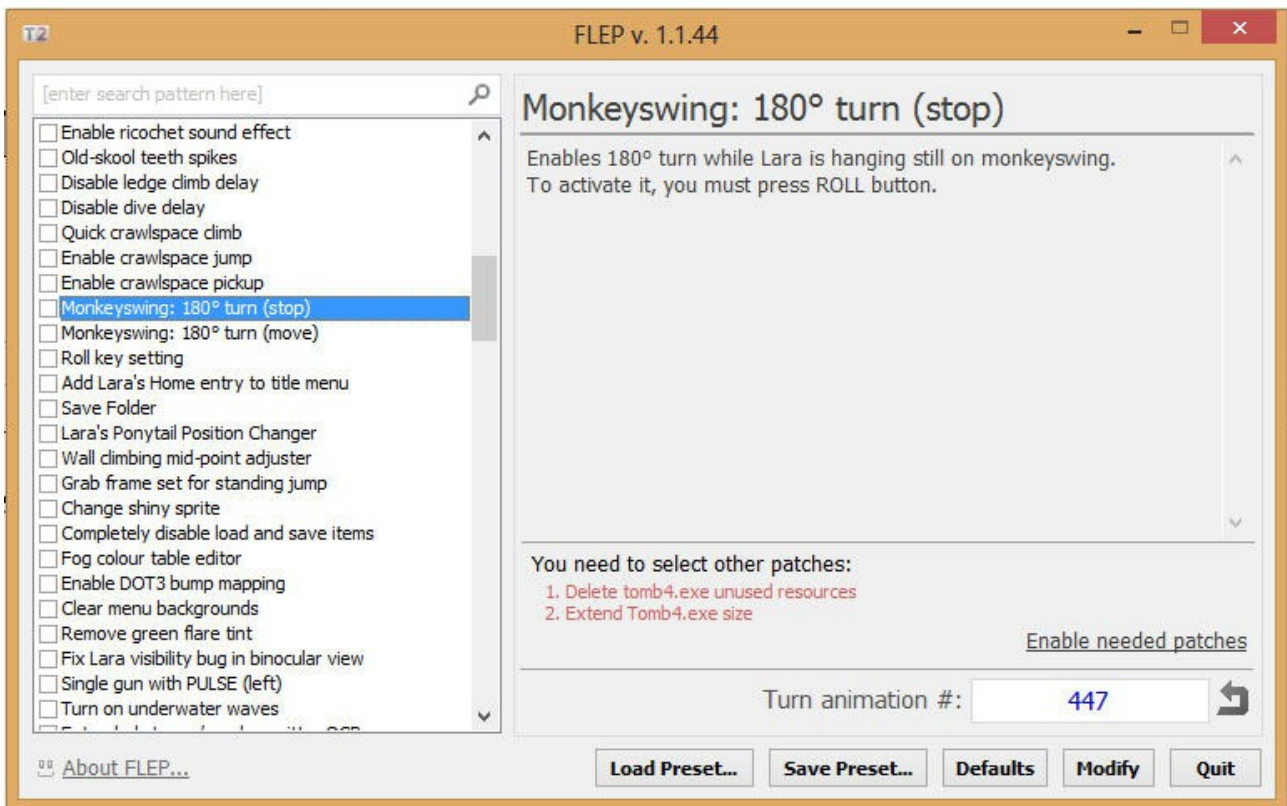
Parameter list:

Pickup on all fours animation

Default value: 292

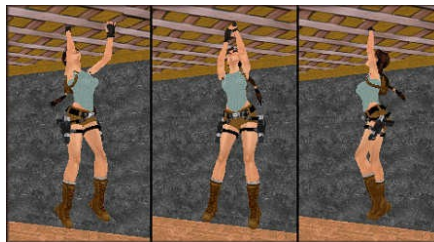
TOMB IDE FLEP MANUAL

Monkey swing: 180 degree turn (Stop)



Enables 180° turn while Lara is hanging still on the monkey swing.
To activate it, press the **ROLL** button.

Enables use of **ROLL** key when Lara is **hanging still** on the monkey bars.
When the ROLL key is pressed, specified custom animation # will play,
allowing you to create a fast 180-degree turn on the monkey bars.



180-degree monkey bars turn by Titak

Select **Enable needed patches**.

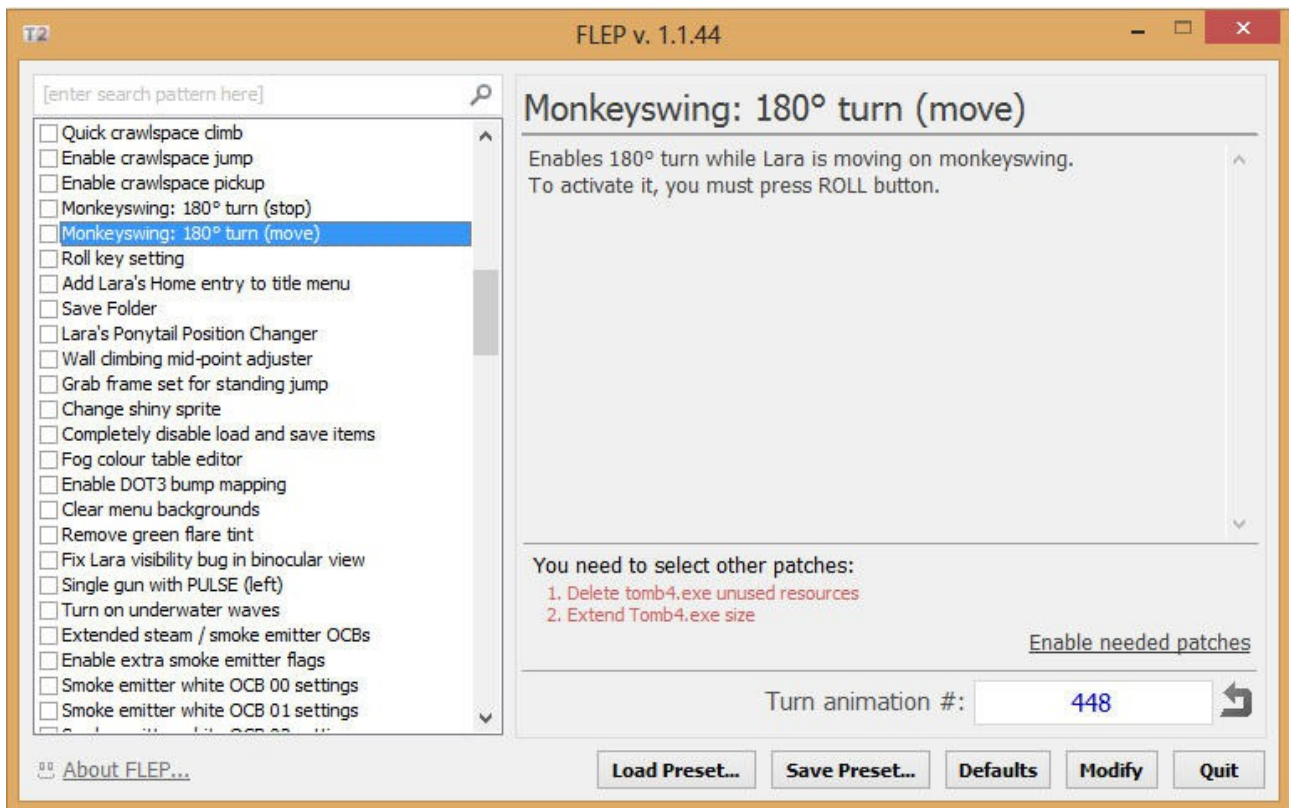
Parameter list:

Turn animation

Default value: 447

TOMB IDE FLEP MANUAL

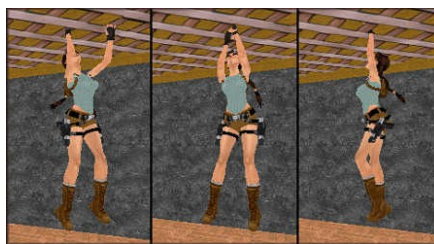
Monkey swing: 180 degree turn (Move)



Enables 180° turn while Lara is moving on the monkey swing.

To activate it, press the **ROLL** button.

Enables use of the **ROLL** key when Lara is **moving forward** on the monkey bars. Similar to **Monkey swing: 180 degree turn (Stop)** but you can specify other animation # and therefore create two different animations for stop and move monkey swing states.



180-degree monkey bars turn by Titak

Select **Enable needed patches**.

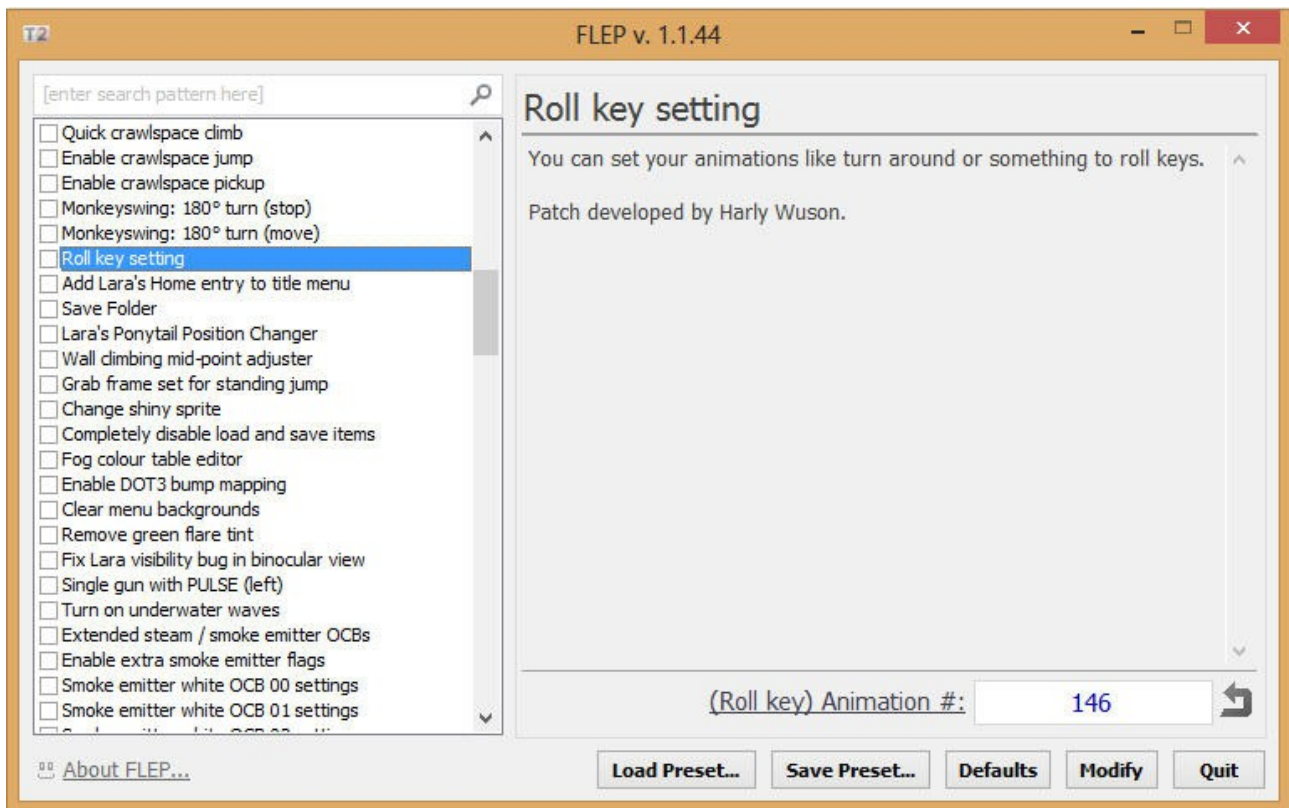
Parameter list:

Turn animation

Default value: 448

TOMB IDE FLEP MANUAL

Roll Key Setting



You can set your animations like turn around or something to Roll keys.

Patch developed by Harly Wuson.

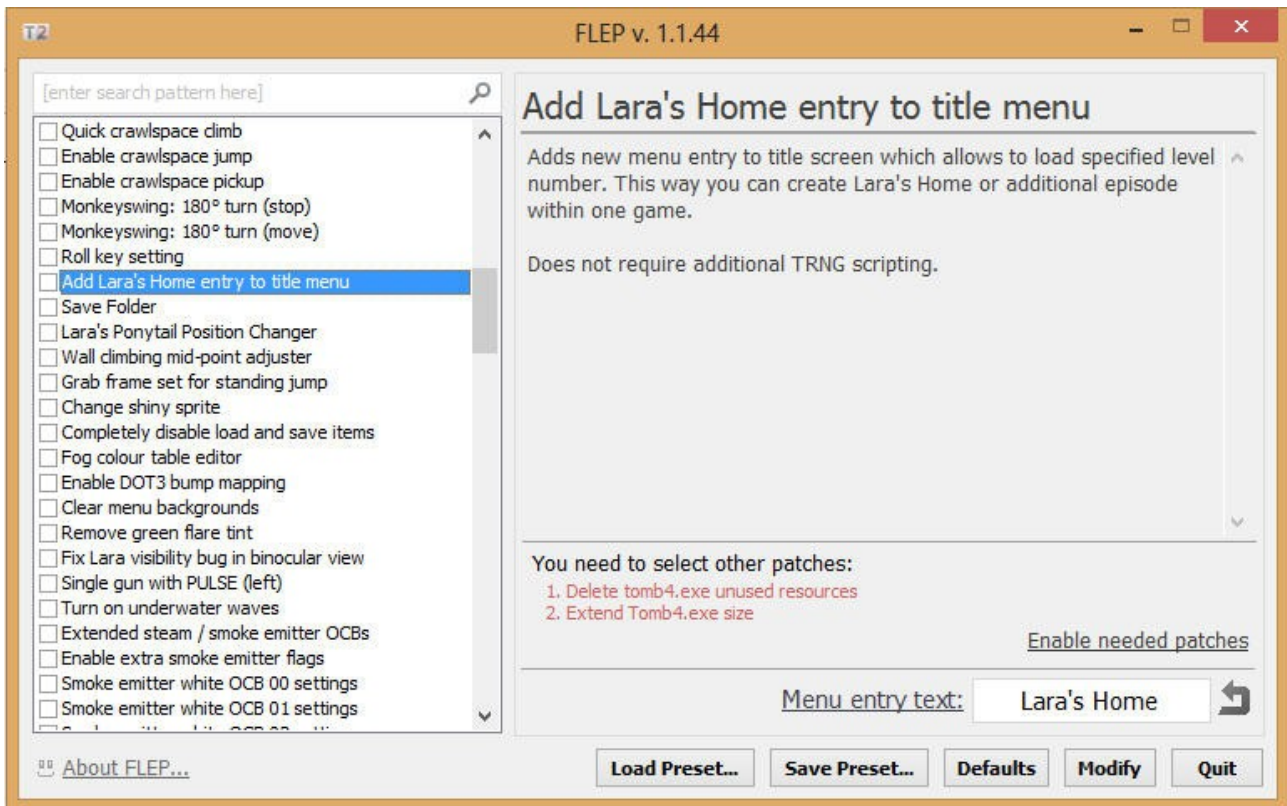
Parameter list:

(Roll key) animation #

Default value: 146

TOMB IDE FLEP MANUAL

Add Lara's Home Entry to the Menu



Adds new menu entry to title screen which allows to load a specified level number. This way you can create Lara's Home or an additional episode within one game. Does not require additional **TRNG** scripting.

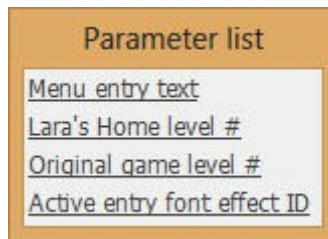
Select **Enable needed patches**.

Core Design removed Lara's home from both **TR4** and **TR5** integrating the tutorial into the main game (Cambodia in TR4 and Opera Backstage in TR5). Sometimes you want to bring back a TR1-3-like Lara's Home independent menu entry or create a game with two independent scenarios.



TOMB IDE FLEP MANUAL

The parameters that can be changed are as follows:



Parameter list:

Menu entry text

Default value: Lara's Home

Lara's Home level #

Default value: 2

Original Game level #

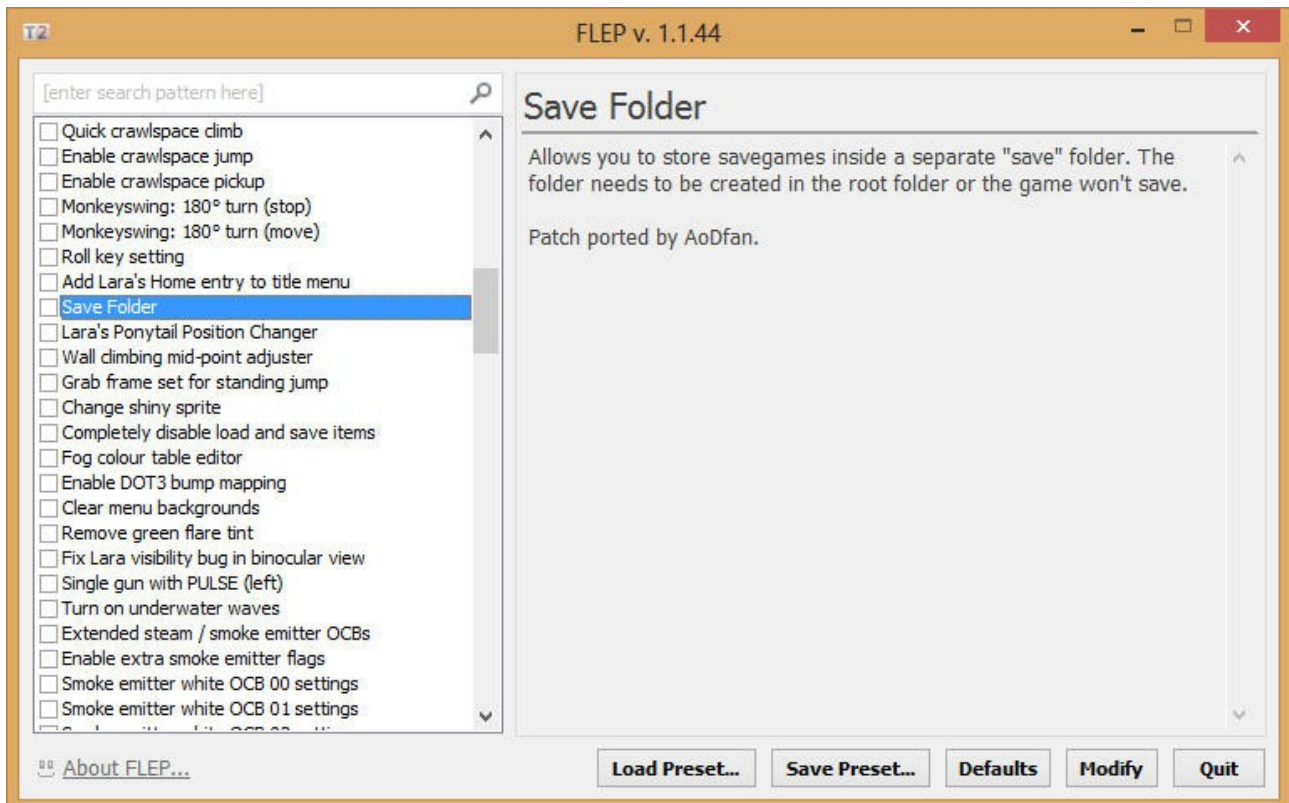
Default value: 1

Active entry font effect ID

Default value: 1

TOMB IDE FLEP MANUAL

Save Folder



Allows you to store save games inside a separate "save" folder.

The patch also requires :

1. **Delete tomb4.exe unused resources**
2. **Extend tomb4.exe size**

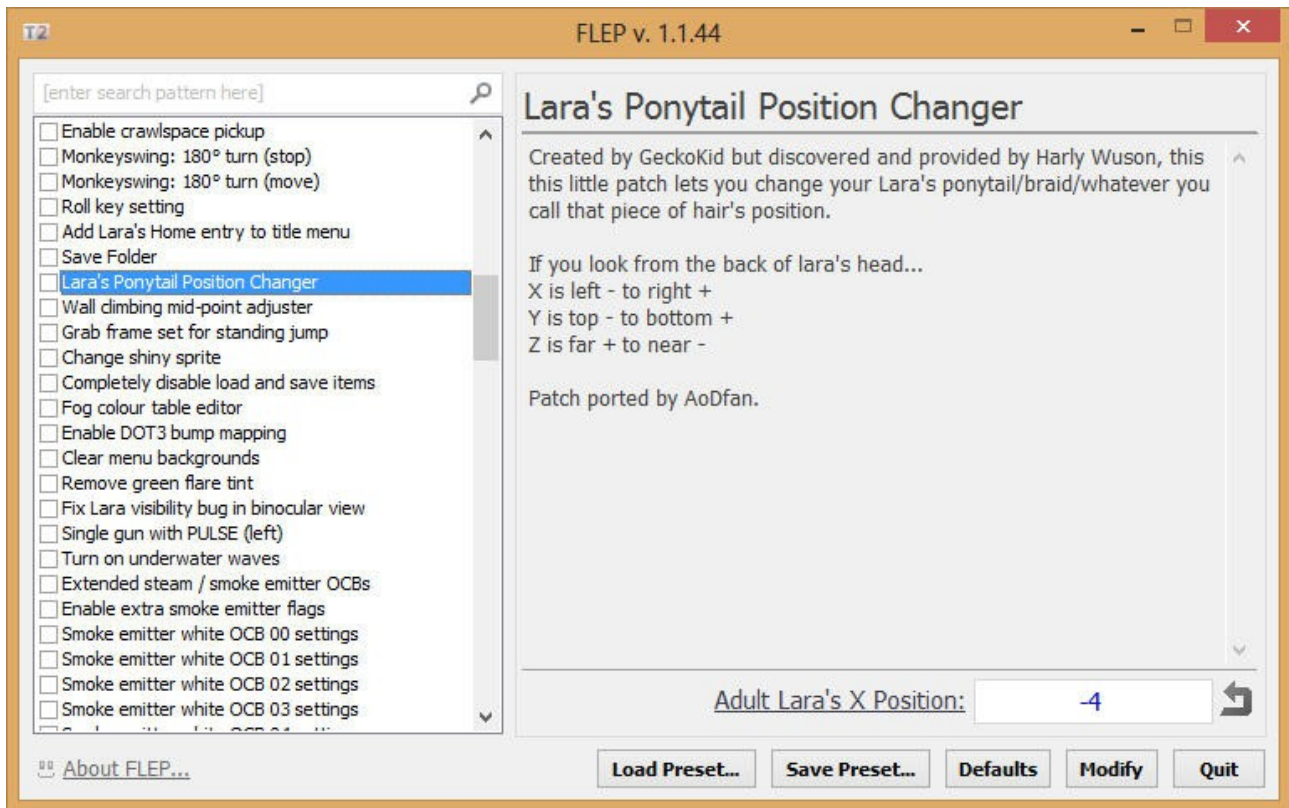
The folder needs to be created in the root folder or the game will not save.
For the **Tomb Editor** this will be in the **project Engine** folder.

Follow a similar format as the Back to Basics 2011 and later.

Patch ported by AoDfan.

TOMB IDE FLEP MANUAL

Lara's Ponytail Position Changer



Created by GeckoKid but discovered and provided by Harly Wuson.

This patch lets you change Lara's ponytail/braid position.

If you look from the back of Lara's head:

X is left to right
Y is top to bottom
Z is far + to near -

Patch ported by AoDfan.

TOMB IDE FLEP MANUAL

The parameters that can be changed are as follows:

Parameter list
<u>Adult Lara's X Position</u>
<u>Adult Lara's Y Position</u>
<u>Adult Lara's Z Position</u>
<u>Young Lara's (left) X position</u>
<u>Young Lara's (left) Y position</u>
<u>Young Lara's (left) Z position</u>
<u>Young Lara's (right) X position</u>
<u>Young Lara's (right) Y position</u>
<u>Young Lara's (right) Z position</u>

Parameter list:

Adult Lara's X position

Default value: -4

Adult Lara's Y position

Default value: -4

Adult Lara's Z position

Default value: -48

Young Lara's (left) X position

Default value: -52

Young Lara's (left) Y position

Default value: -48

Young Lara's (left) Z position

Default value: -50

Young Lara's (right) X position

Default value: 44

Young Lara's (right) Y position

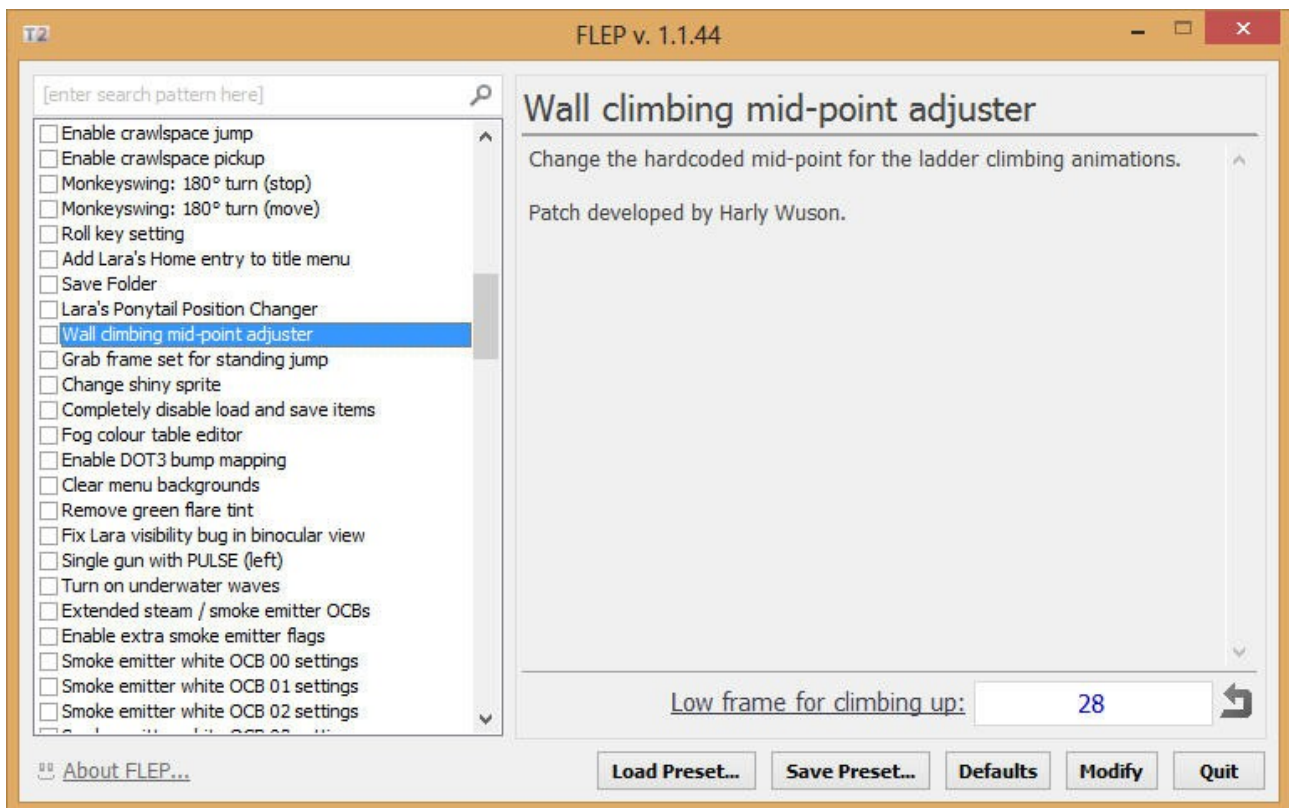
Default value: -48

Young Lara's (right) Z position

Default value: -50

TOMB IDE FLEP MANUAL

Wall Climbing Mid-point Adjuster

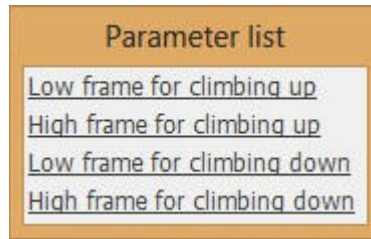


Change the hard coded mid-point for the ladder climbing animations.

Patch developed by Harly Wuson.

TOMB IDE FLEP MANUAL

The parameters that can be changed are as follows:



Parameter list:

Low frame for climbing up

Default value: 28

High frame for climbing up

Default value: 29

Low frame for climbing down

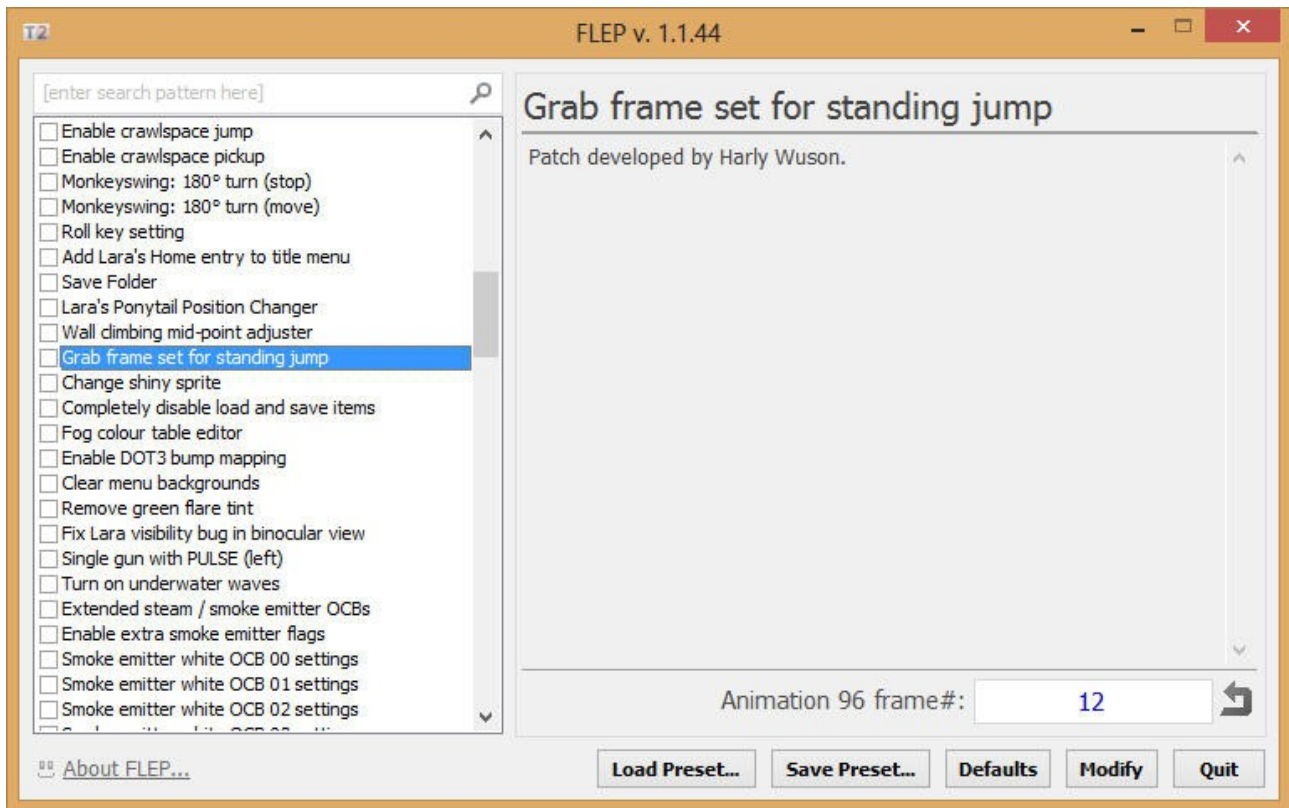
Default value: 28

High frame for climbing down

Default value: 29

TOMB IDE FLEP MANUAL

Grab Frame set for Standing Jump



Patch developed by Harly Wuson.

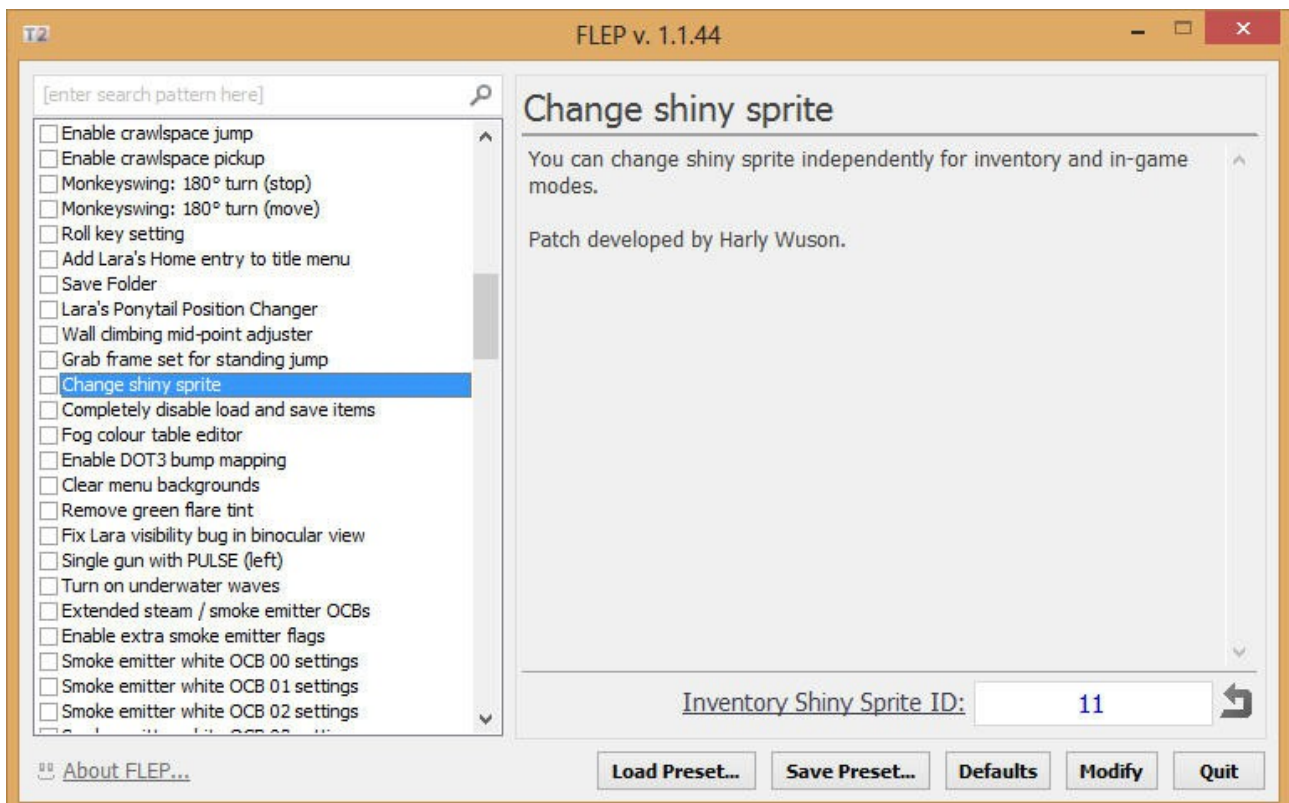
Parameter list:

Animation 96 frame #

Default value: 12

TOMB IDE FLEP MANUAL

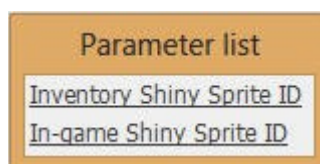
Change Shiny Sprite



You can change the shiny sprite independently for inventory and in-game modes.

Patch developed by Harly Wuson.

The parameters that can be changed are as follows:



Parameter list:

Inventory Shiny Sprite ID

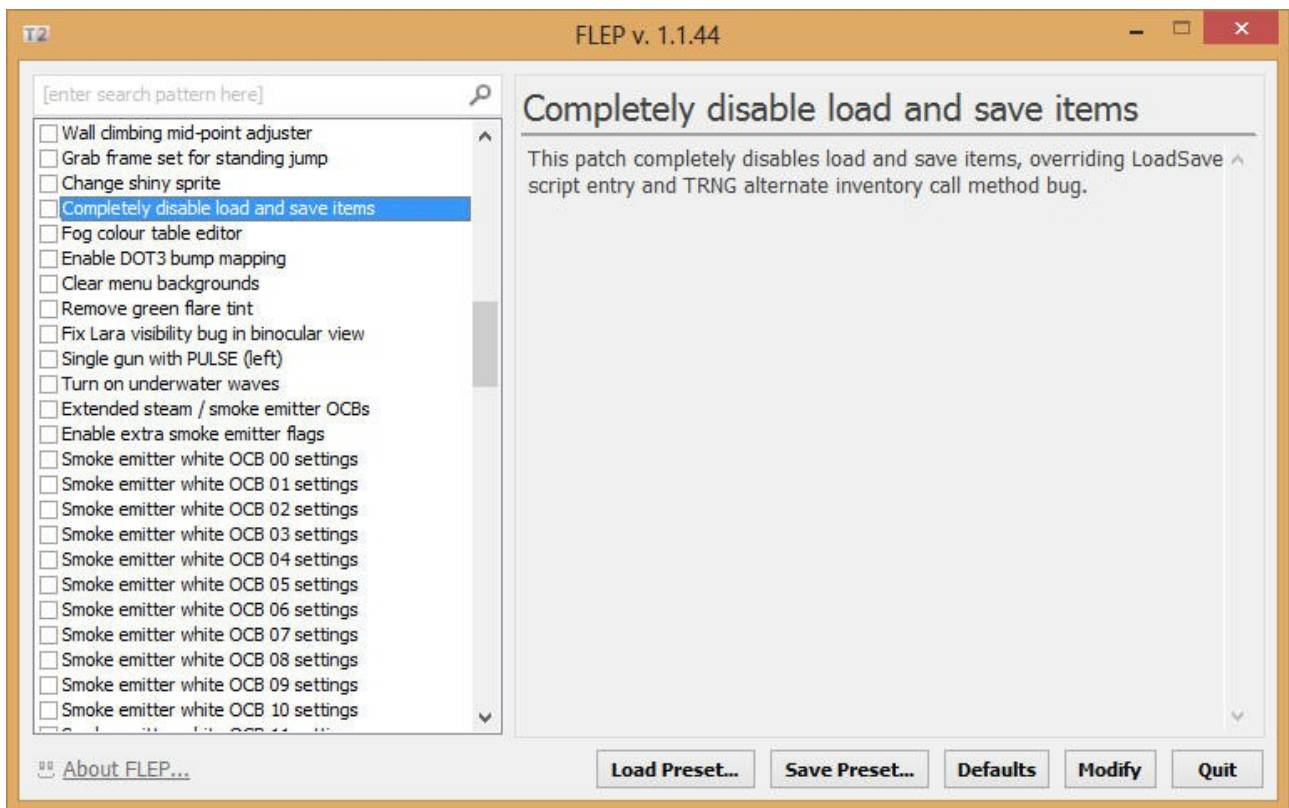
Default value: 11

In-game Shiny Sprite ID

Default value: 11

TOMB IDE FLEP MANUAL

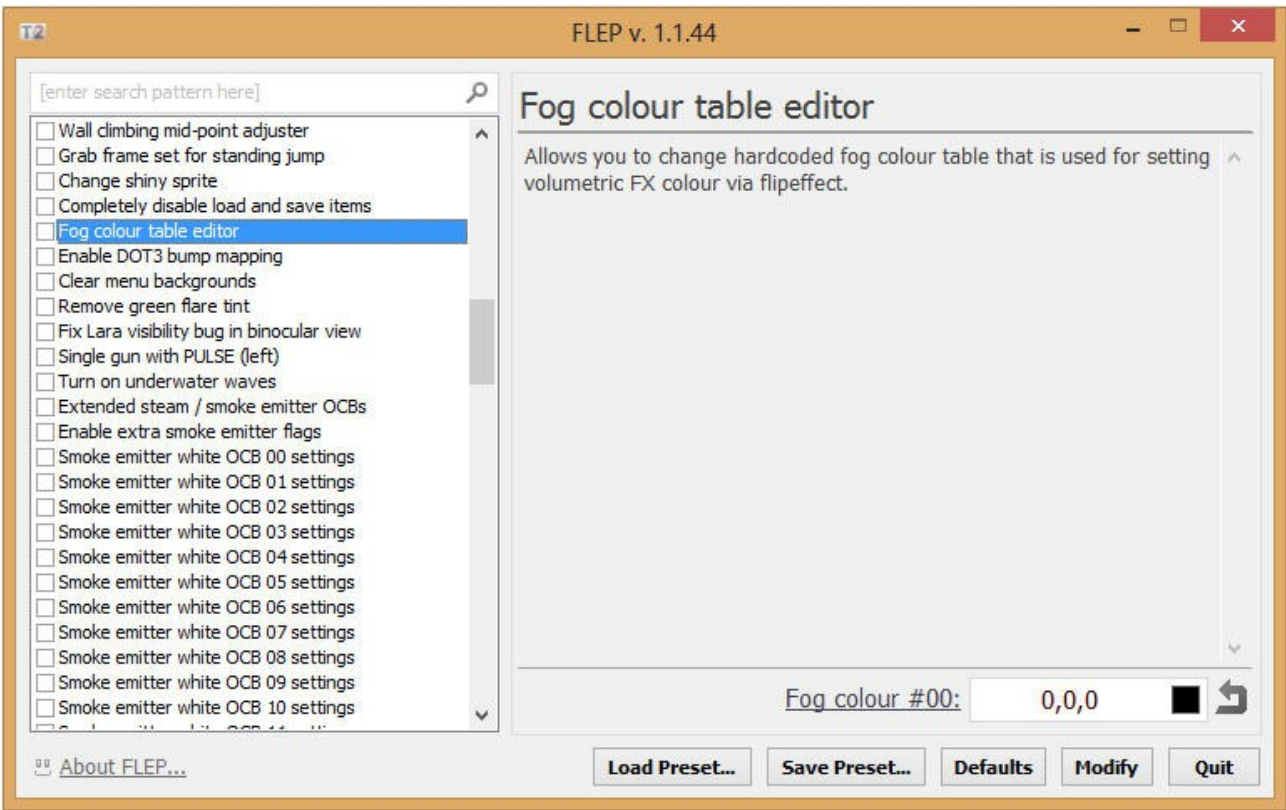
Completely Disable Load and Save Items



This patch completely disables load and save items, overriding the LoadSave script entry and **TRNG** alternate inventory call method bug.

TOMB IDE FLEP MANUAL

Fog Colour Table Editor



Allows you to change the hard coded fog colour table that is used for setting the volumetric FX colour via a flip effect. (F224)

Weather. Fog. Set the <&> color for Distance Fog (F224)

The parameters that can be changed are as follows:

Parameter list	
Fog colour #00	Fog colour #16
Fog colour #01	Fog colour #17
Fog colour #02	Fog colour #18
Fog colour #03	Fog colour #19
Fog colour #04	Fog colour #20
Fog colour #05	Fog colour #21
Fog colour #06	Fog colour #22
Fog colour #07	Fog colour #23
Fog colour #08	Fog colour #24
Fog colour #09	Fog colour #25
Fog colour #10	Fog colour #26
Fog colour #11	Fog colour #27
Fog colour #12	
Fog colour #13	
Fog colour #14	
Fog colour #15	

TOMB IDE FLEP MANUAL

Parameter list:

Fog colour #00

Default value: 0, 0, 0

Fog colour #00: 0,0,0 


Fog colour #01

Default value: 245, 200, 60

Fog colour #01: 245,200,60 

Fog colour #02

Default value: 120, 196, 112

Fog colour #02: 120,196,112 

Fog colour #03

Default value: 202, 204, 230

Fog colour #03: 202,204,230 

Fog colour #04

Default value: 128, 64, 0

Fog colour #04: 128,64,0 

Fog colour #05

Default value: 64, 64, 64

Fog colour #05: 64,64,64 

Fog colour #06

Default value: 243, 232, 236

Fog colour #06: 243,232,236 

Fog colour #07

Default value: 0, 64, 192

Fog colour #07: 0,64,192 

Fog colour #08

Default value: 0, 128, 0

Fog colour #08: 0,128,0 

Fog colour #09

Default value: 150, 172, 157

Fog colour #09: 150,172,157 


Fog colour #10

Default value: 128, 128, 128

Fog colour #10: 128,128,128 


Fog colour #11

Default value: 204, 163, 123

Fog colour #11: 204,163,123 

Fog colour #12

Default value: 177, 162, 140

Fog colour #12: 177,162,140 

Fog colour #13

Default value: 0, 223, 191

Fog colour #13: 0,223,191 

Fog colour #14

Default value: 111, 255, 223

Fog colour #14: 111,255,223 

TOMB IDE FLEP MANUAL

Fog colour #15

Default value: 244, 216, 152

Fog colour #15: 244,216,152 

Fog colour #16

Default value: 248, 192, 60

Fog colour #16: 248,192,60 

Fog colour #17

Default value: 252, 0, 0

Fog colour #17: 252,0,0 

Fog colour #18

Default value: 198, 95, 87

Fog colour #18: 198,95,87 

Fog colour #19

Default value: 226, 151, 118

Fog colour #19: 226,151,118 

Fog colour #20

Default value: 248, 235, 206

Fog colour #20: 248,235,206 


Fog colour #21

Default value: 0, 30, 16

Fog colour #21: 0,30,016 

Fog colour #22

Default value: 250, 222, 167

Fog colour #22: 250,222,167 

Fog colour #23

Default value: 218, 175, 117

Fog colour #23: 218,175,117 

Fog colour #24

Default value: 225, 191, 78

Fog colour #24: 225,191,78 

Fog colour #25

Default value: 77, 140, 141

Fog colour #25: 77,140,141 


Fog colour #26

Default value: 4, 181, 154

Fog colour #26: 4,181,154 

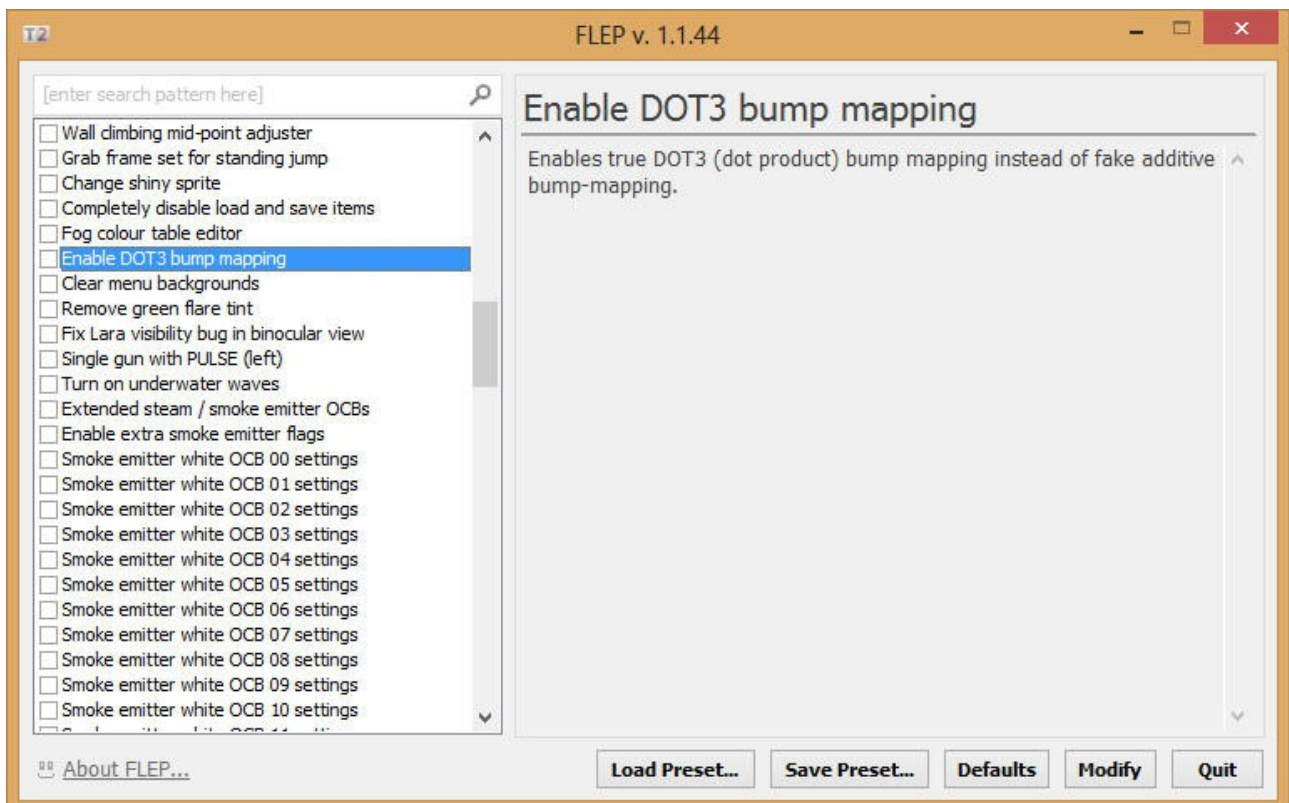
Fog colour #27

Default value: 255, 174, 0

Fog colour #27: 255,174,0 

TOMB IDE FLEP MANUAL

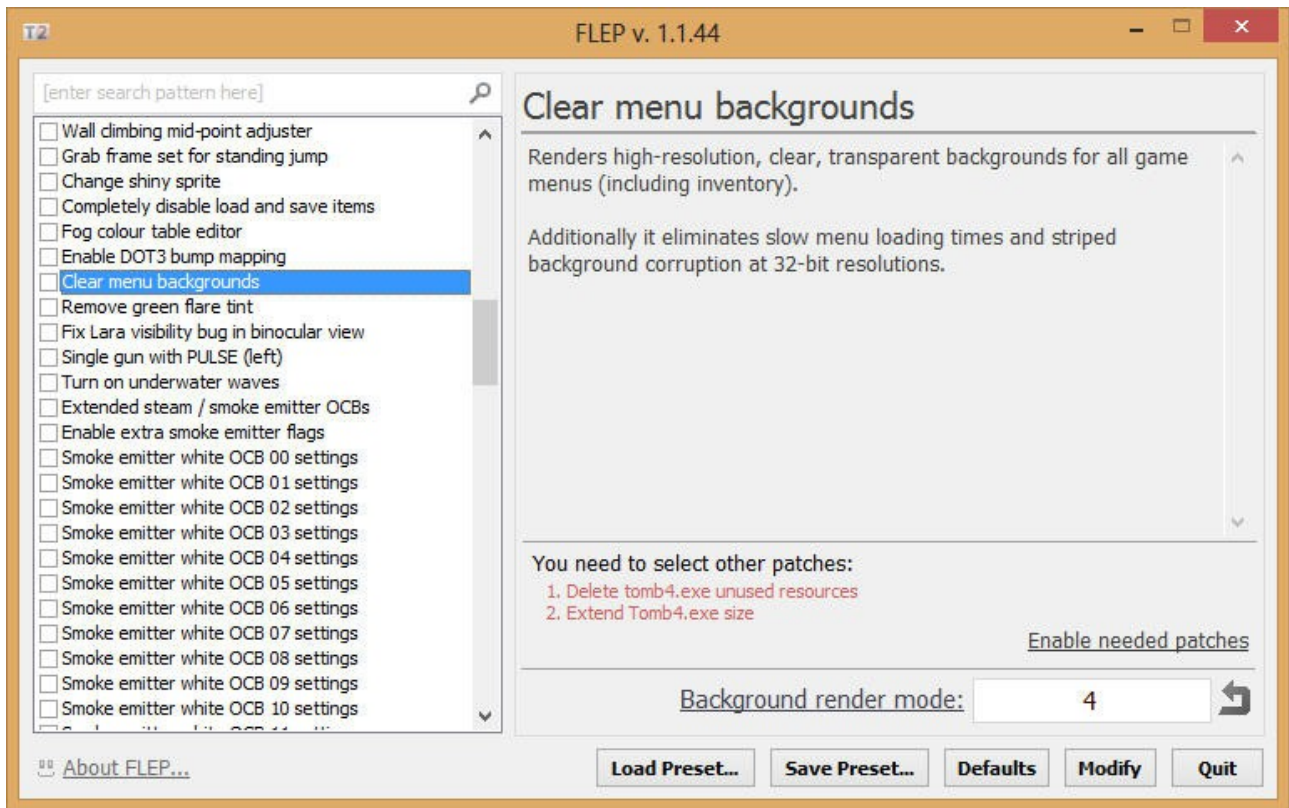
Enable DOT3 Bump Mapping



Enables true DOT3 (dot product) bump mapping instead of fake additive bump-mapping.

TOMB IDE FLEP MANUAL

Clear Menu Backgrounds



Renders high-resolution, clear, transparent backgrounds for all game menus (including inventory).

Additionally it eliminates slow menu loading times and striped background corruption at 32-bit resolutions.

TOMB IDE FLEP MANUAL

The parameters that can be changed are as follows:



Parameter list:

Background render mode

Default value: 4

Background colour

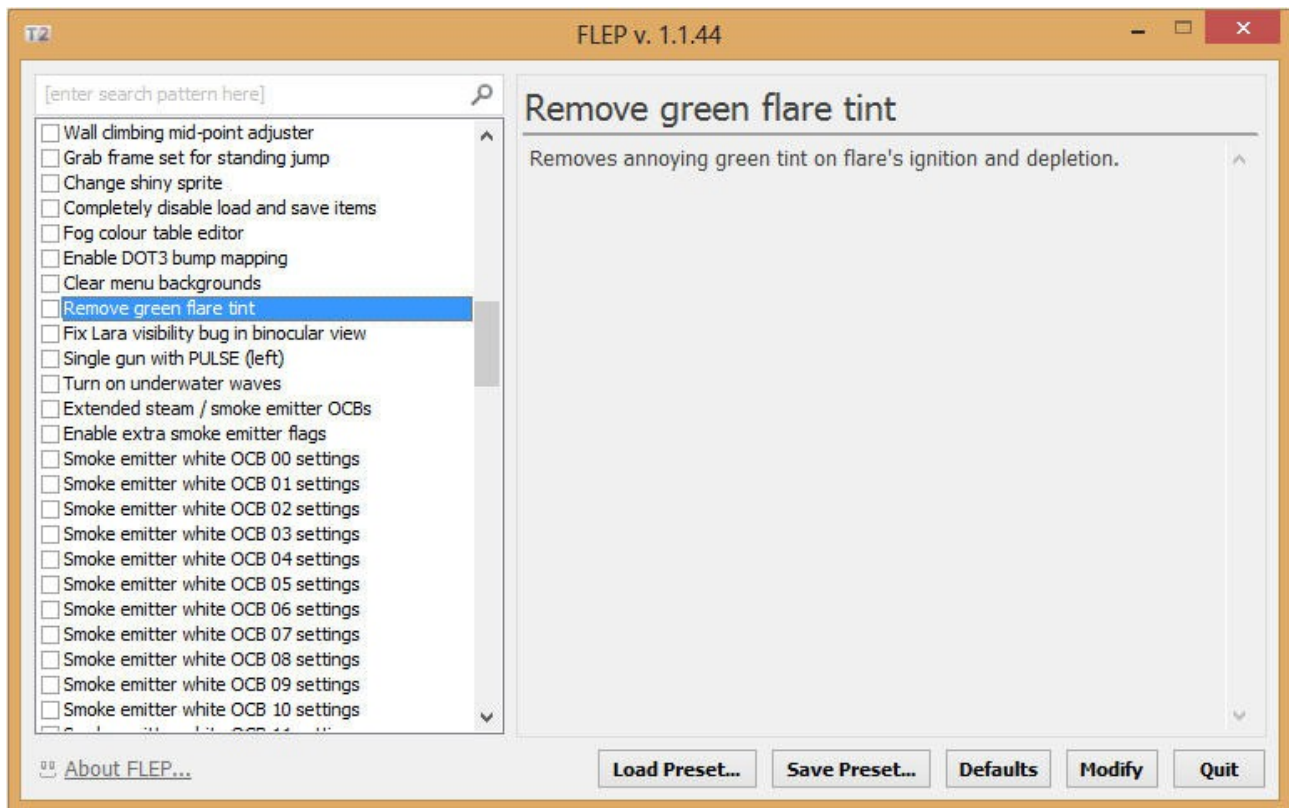
Default value: 0, 0, 0

Background transparency

Default value: 200

TOMB IDE FLEP MANUAL

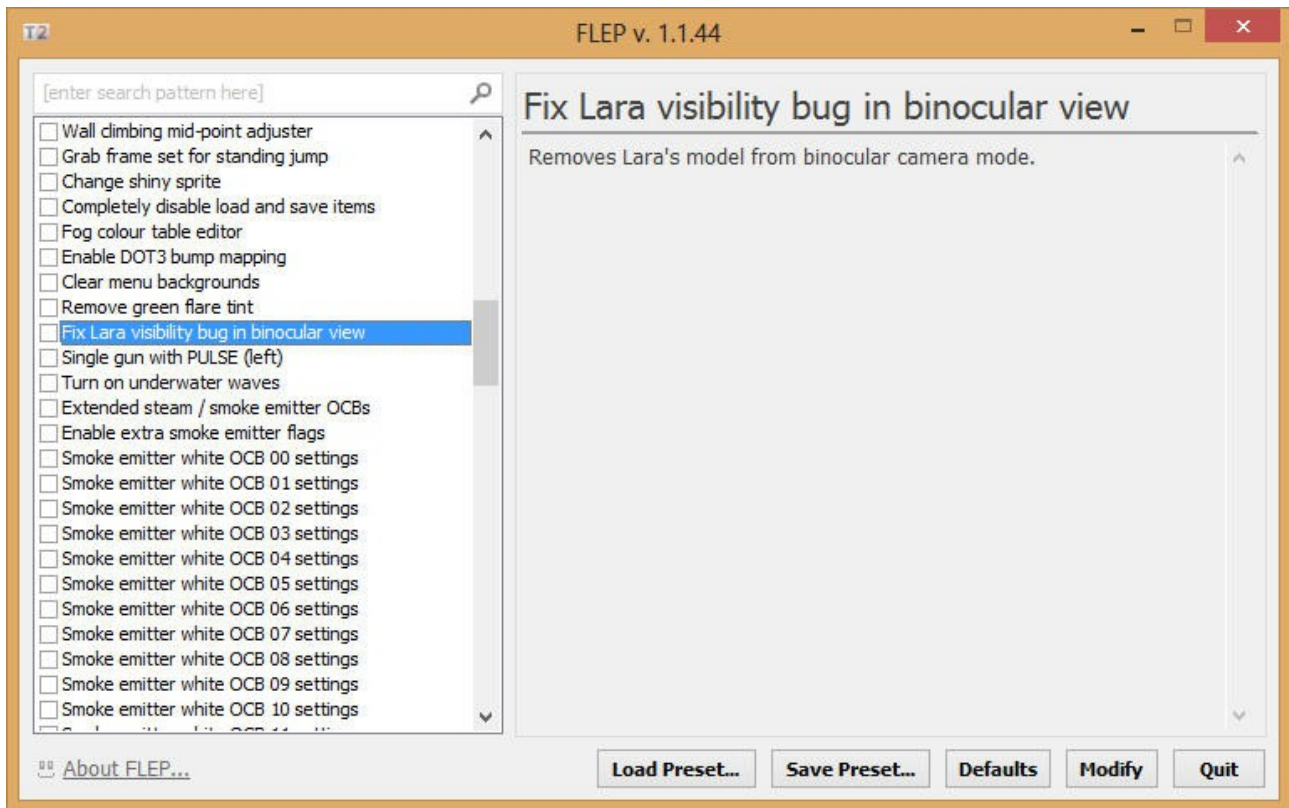
Remove Green Flare Tint



Removes annoying green tint on flare's ignition and depletion.

TOMB IDE FLEP MANUAL

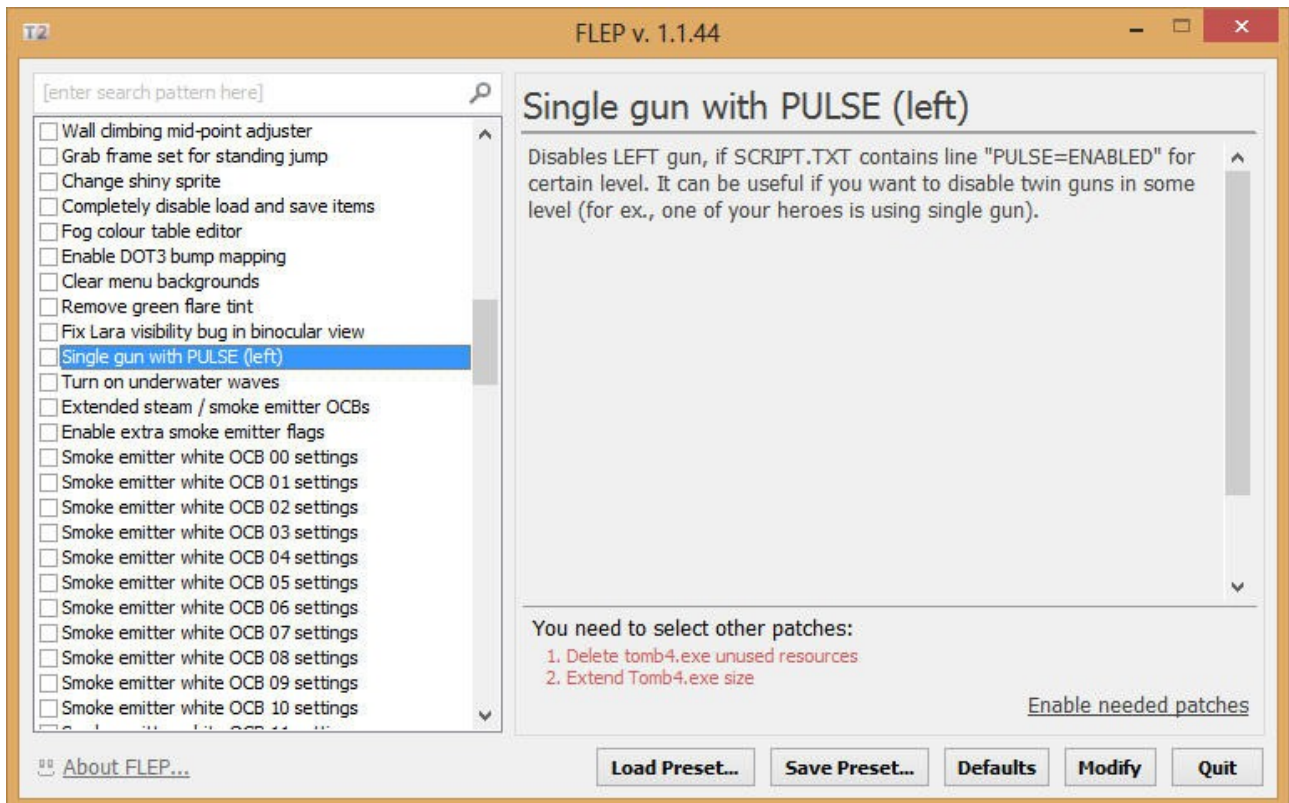
Fix Lara Visibility Bug in Binocular View



Removes Lara's model from binocular camera mode.

TOMB IDE FLEP MANUAL

Single Gun with PULSE (Left)



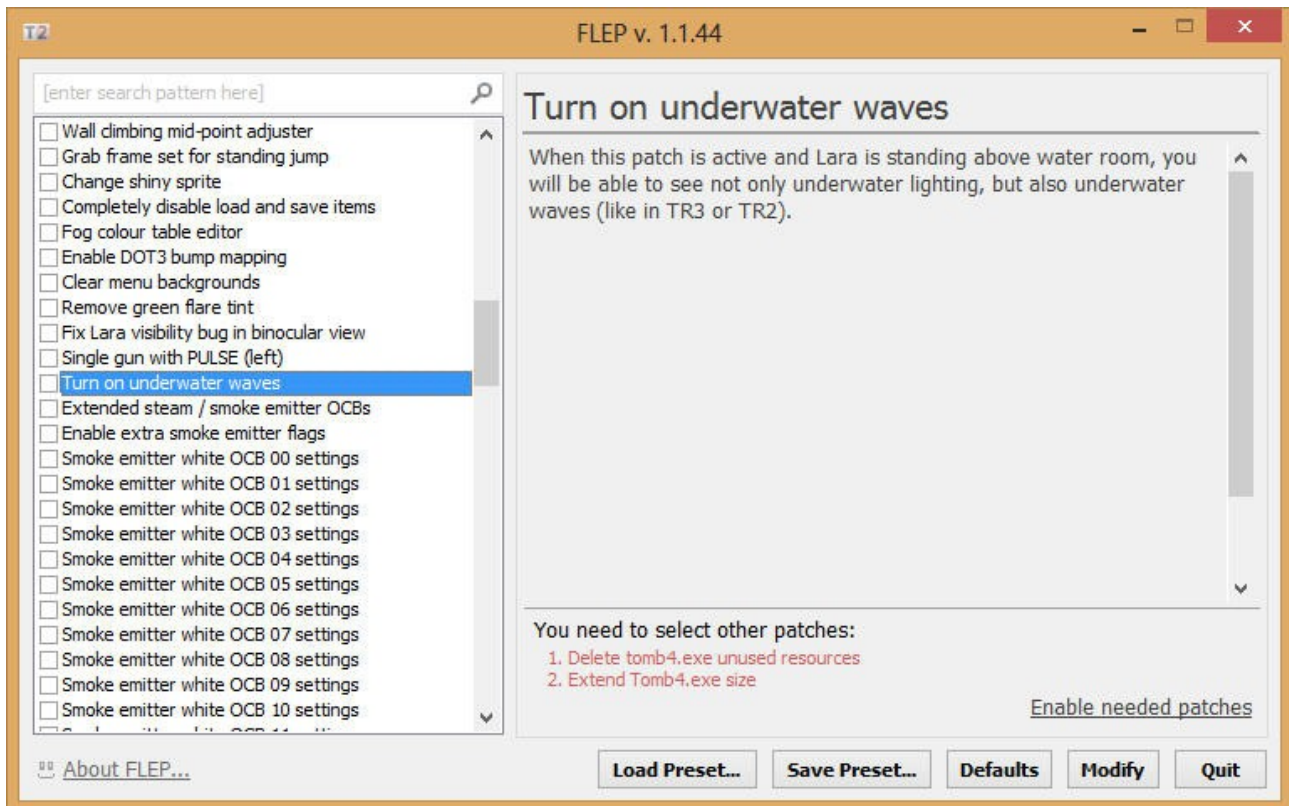
Disables LEFT gun, if SCRIPT.TXT contains the line "PULSE=ENABLED" for a certain level.

It can be useful if you want to disable twin guns in some level (for example one of your heroes is using a single gun).

Select **Enable needed patches**.

TOMB IDE FLEP MANUAL

Turn on Underwater Waves

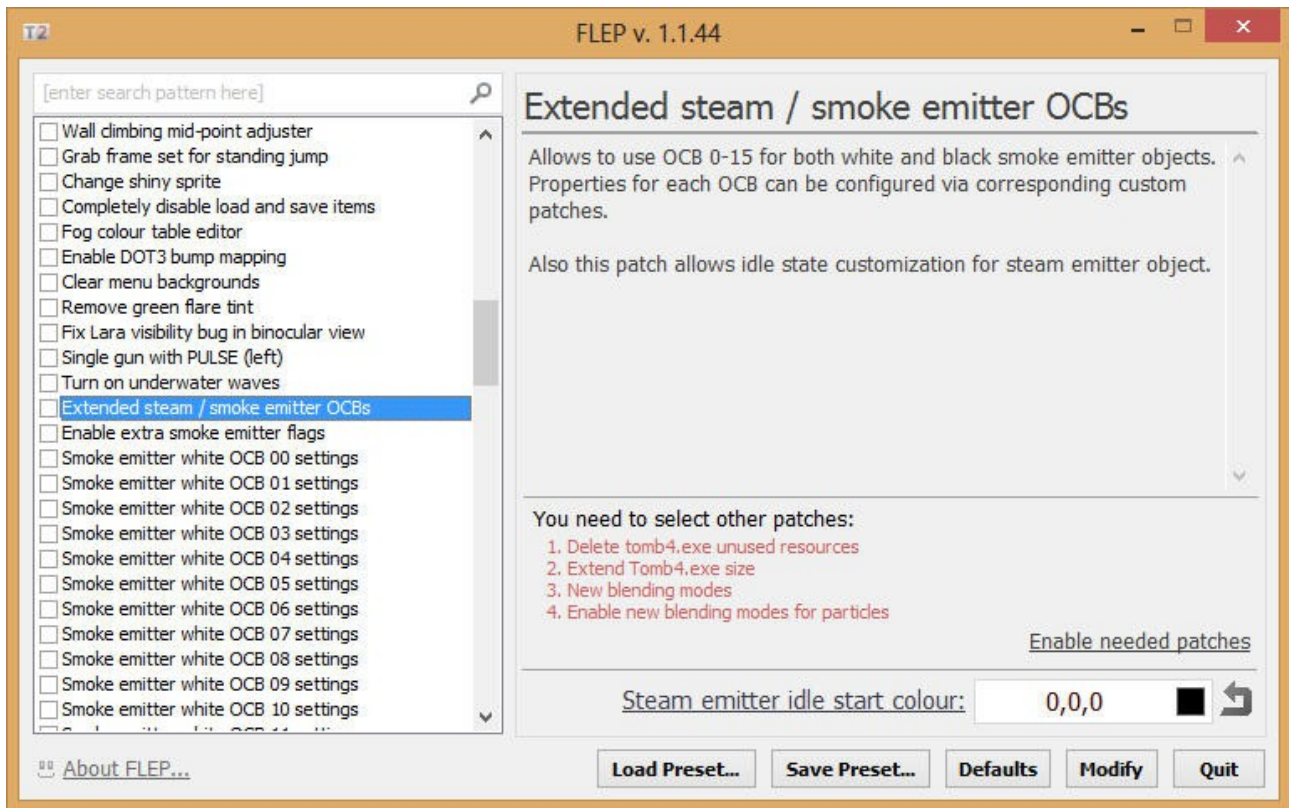


When this patch is active and Lara is standing above a water room, you will be able to see not only the underwater lighting but also the underwater waves (like in TR3 or TR2).

Select **Enable needed patches**.

TOMB IDE FLEP MANUAL

Extended Steam / Smoke Emitter OCBs



Allows to use **OCB** 0 to 15 for both white and black smoke emitter objects.
Properties for each **OCB** can be configured via corresponding custom patches.
This patch allows the idle state customization for the steam emitter object.

TOMB IDE FLEP MANUAL

The parameters that can be changed are as follows:

Parameter list	
<u>Steam emitter idle start colour</u>	<u>Steam emitter particle sprite ID</u>
<u>Steam emitter idle start time</u>	
<u>Steam emitter idle end colour</u>	
<u>Steam emitter idle end time</u>	
<u>Steam emitter idle blending mode</u>	
<u>Steam emitter idle lifetime</u>	
<u>Steam emitter idle size variation lower byte</u>	
<u>Steam emitter idle size variation higher byte</u>	
<u>Steam emitter idle size multiplier</u>	
<u>Steam emitter idle rotation</u>	
<u>Steam emitter idle flags</u>	
<u>Steam emitter idle horizontal speed</u>	
<u>Steam emitter idle horizontal curve</u>	
<u>Steam emitter idle vertical speed 1</u>	
<u>Steam emitter idle vertical speed 2</u>	
<u>Steam emitter particle spawn interval</u>	

Parameter list:

Steam emitter idle start colour

Default value: 0, 0, 0

Steam emitter idle start time

Default value: 8

Steam emitter idle end colour

Default value: 64, 64, 64

Steam emitter idle end time

Default value: 10

Steam emitter idle blending mode

Default value: 2

Steam emitter idle lifetime

Default value: 28

TOMB IDE FLEP MANUAL

Steam emitter idle size variation lower byte

Default value: 128

Steam emitter idle size variation higher byte

Default value: 0

Steam emitter idle size multiplier

Default value: 2

Steam emitter idle rotation

Default value: 8

Steam emitter idle flags

Default value: 0000001000011010

Steam emitter idle horizontal speed

Default value: 2

Steam emitter idle horizontal curve

Default value: 3

Steam emitter idle vertical speed 1

Default value: -8

Steam emitter idle vertical speed 2

Default value: -8

Steam emitter particle spawn interval

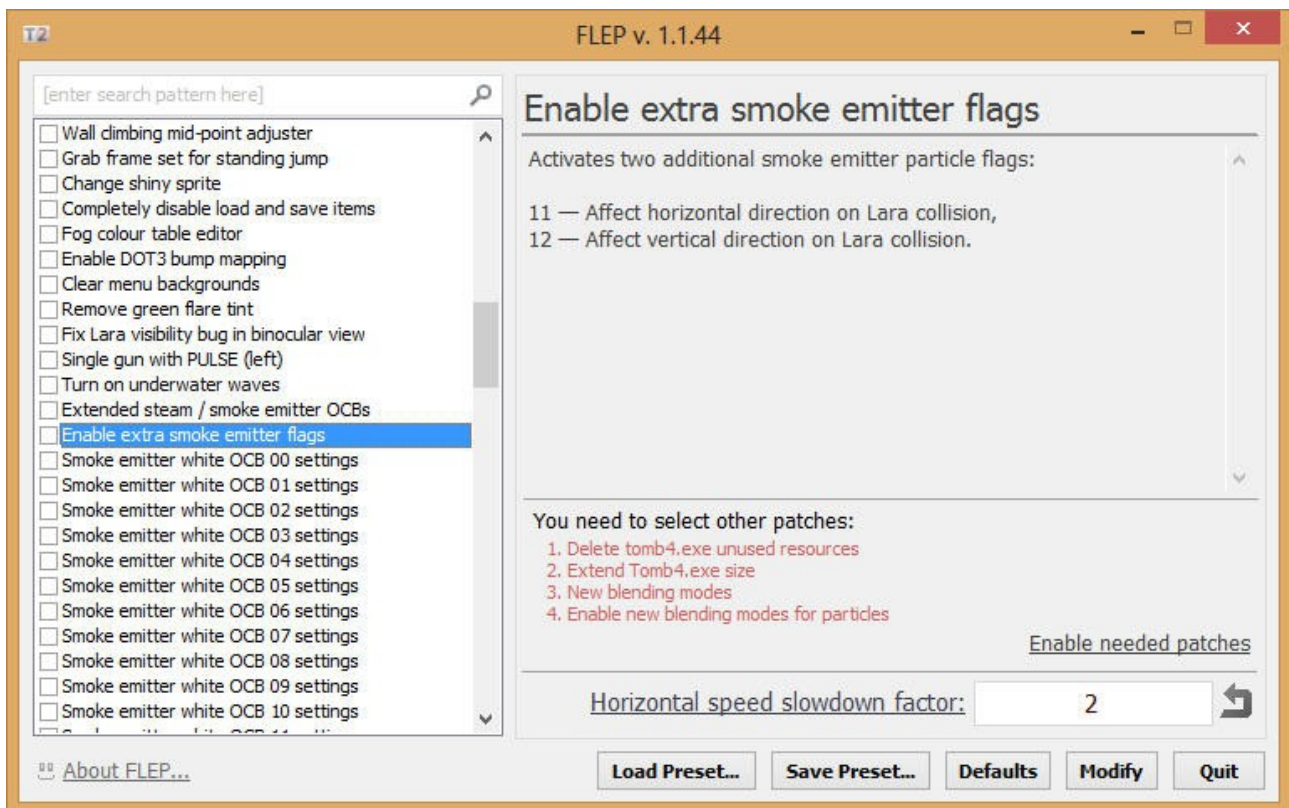
Default value: 15

Steam emitter particle sprite ID

Default value: 0

TOMB IDE FLEP MANUAL

Enable Extra Smoke Emitter Flags



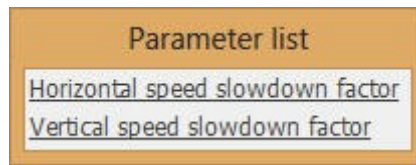
Activates two additional smoke emitter particle flags:

- 11 Affect horizontal direction on Lara collision
- 12 Affect vertical direction on Lara collision.

Select **Enable needed patches**.

TOMB IDE FLEP MANUAL

The parameters that can be changed are as follows:



Parameter list:

Horizontal speed slowdown factor

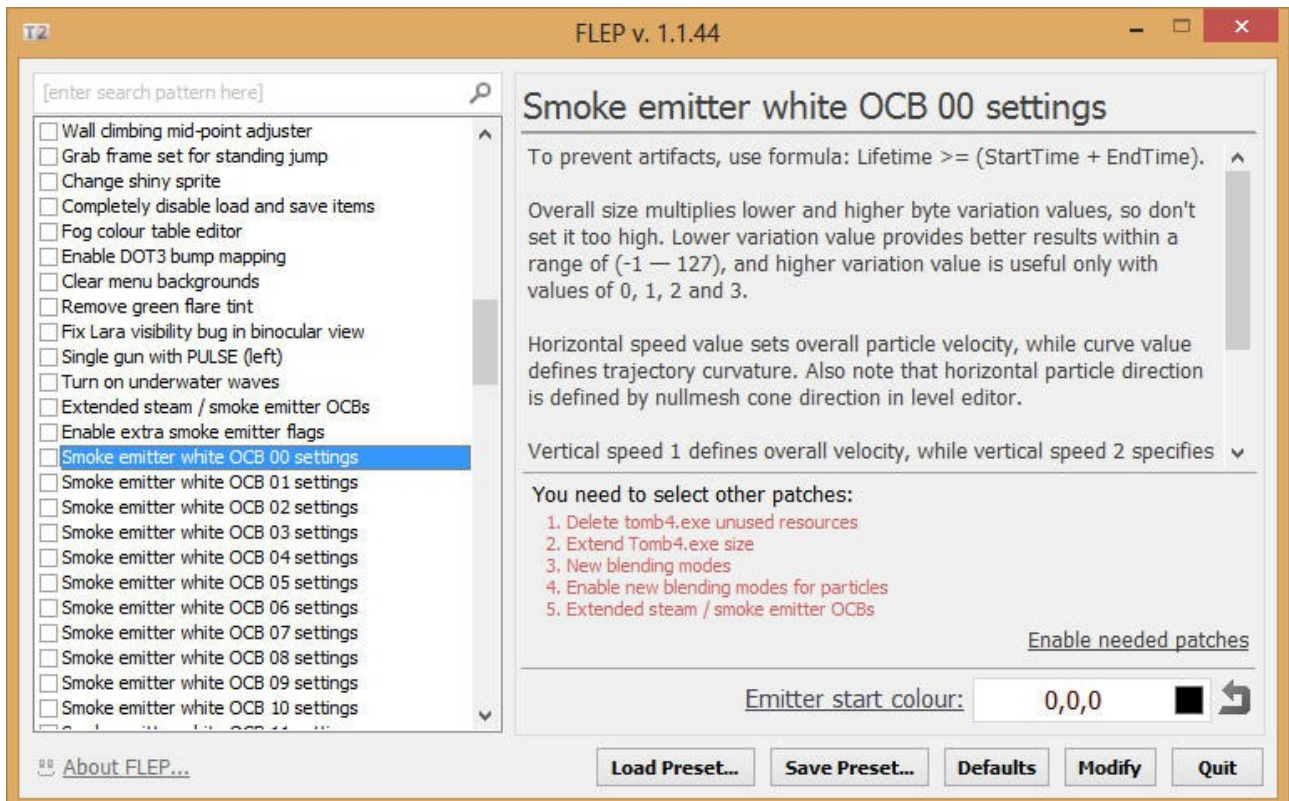
Default value: 2

Vertical speed slowdown factor

Default value: 2

TOMB IDE FLEP MANUAL

Smoke Emitter White OCB 00 Settings



To prevent artefacts, use formula: $\text{Lifetime} \geq (\text{StartTime} + \text{EndTime})$.

Overall size multiplies lower and higher byte variation values.

So do not set it too high.

Lower variation value provides better results within a range of (1 to 127)

The higher variation value is useful only with values of 0, 1, 2 and 3.

Horizontal speed value sets overall particle velocity.

A curve value defines trajectory curvature.

Horizontal particle direction is defined by the null mesh cone direction in the level editor.

Vertical speed 1 defines overall velocity.

Vertical speed 2 specifies particle speed-up that happens with the lapse of time.

TOMB IDE FLEP MANUAL

Flags bit reference:

0	set Lara on fire,
1	perspective correction
3	line or sprite
4	rotates or not
7	visible or not
8	reacts to wind
10	causes damage
11	horizontal Lara collision
12	vertical Lara collision

Select **Enable needed patches**.

TOMB IDE FLEP MANUAL

The parameters that can be changed are as follows:

Parameter list	
<u>Emitter start colour</u>	<u>Emitter sprite ID</u>
<u>Emitter start time</u>	
<u>Emitter end colour</u>	
<u>Emitter end time</u>	
<u>Emitter blending mode</u>	
<u>Emitter lifetime</u>	
<u>Emitter size variation lower byte</u>	
<u>Emitter size variation higher byte</u>	
<u>Emitter size multiplier</u>	
<u>Emitter rotation</u>	
<u>Emitter flags</u>	
<u>Emitter horizontal speed</u>	
<u>Emitter horizontal curve</u>	
<u>Emitter vertical speed 1</u>	
<u>Emitter vertical speed 2</u>	
<u>Emitter spawn interval</u>	

Parameter list:

Emitter start colour

Default value: 0, 0, 0

Emitter start time

Default value: 8

Emitter end colour

Default value: 64, 64, 64

Emitter end time

Default value: 10

Emitter blending mode

Default value: 2

Emitter lifetime

Default value: 28

TOMB IDE FLEP MANUAL

Emitter size variation lower byte

Default value: 128

Emitter size variation higher byte

Default value: 0

Emitter size multiplier

Default value: 2

Emitter rotation

Default value: 8

Emitter flags

Default value: 0000001000011010

Emitter horizontal speed

Default value: 2

Emitter horizontal curve

Default value: 3

Emitter vertical speed 1

Default value: -8

Emitter vertical speed 2

Default value: -8

Emitter spawn interval

Default value: 15

Emitter sprite ID

Default value: 0

Classic, unmodified TR4 engine uses 8 rendering subtypes (0 to 7) for transparent faces. (Blending Mode)

- | | |
|---------------------|--|
| 0 - Opaque: | Used for bars. |
| 1 - Transparent: | "Solid" transparency only, specified by magenta colour. |
| 2 - Translucent: | Classic translucent face, additive operation. |
| 3 - [broken]: | Has to be translucent face with inversion operation (darkness). |
| 4 - Font & skybox: | Bypasses Z test, so rendered above or behind anything else. |
| 5 - [unused]: | |
| 6 - Wireframe: | |
| 7 - "Forced" alpha: | Standard opaque face with alpha (translucency) value that is taken from global variable. |

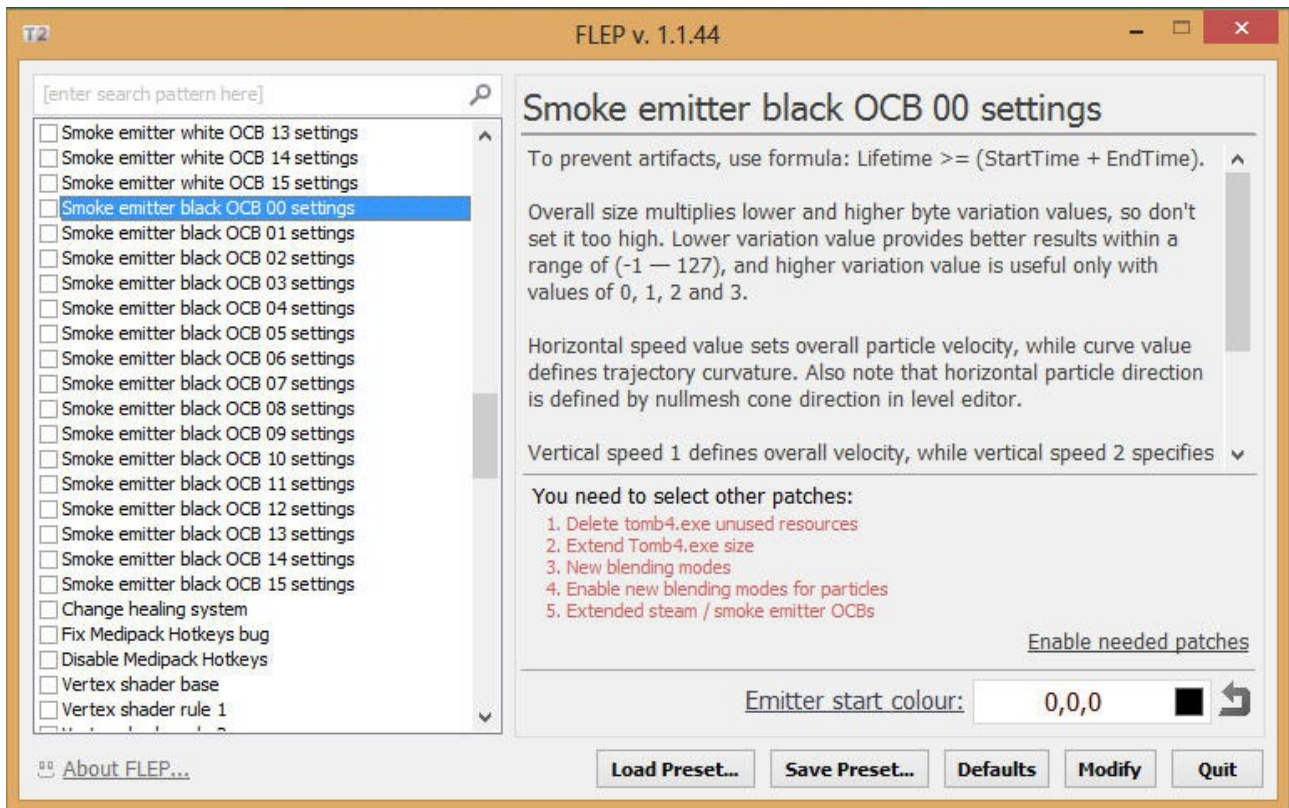
TOMB IDE FLEP MANUAL

The same format as 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

TOMB IDE FLEP MANUAL

Smoke Emitter Black OCB 00 Settings



To prevent artefacts, use formula: $\text{Lifetime} \geq (\text{StartTime} + \text{EndTime})$.

Overall size multiplies lower and higher byte variation values.

So do not set it too high.

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TOMB IDE FLEP MANUAL

Flags bit reference:

0	set Lara on fire,
1	perspective correction
3	line or sprite
4	rotates or not
7	visible or not
8	reacts to wind
10	causes damage
11	horizontal Lara collision
12	vertical Lara collision

Select **Enable needed patches**.

TOMB IDE FLEP MANUAL

The parameters that can be changed are as follows:

Parameter list	
<u>Emitter start colour</u>	<u>Emitter sprite ID</u>
<u>Emitter start time</u>	
<u>Emitter end colour</u>	
<u>Emitter end time</u>	
<u>Emitter blending mode</u>	
<u>Emitter lifetime</u>	
<u>Emitter size variation lower byte</u>	
<u>Emitter size variation higher byte</u>	
<u>Emitter size multiplier</u>	
<u>Emitter rotation</u>	
<u>Emitter flags</u>	
<u>Emitter horizontal speed</u>	
<u>Emitter horizontal curve</u>	
<u>Emitter vertical speed 1</u>	
<u>Emitter vertical speed 2</u>	
<u>Emitter spawn interval</u>	

Parameter list:

Emitter start colour

Default value: 0, 0, 0

Emitter start time

Default value: 8

Emitter end colour

Default value: 64, 64, 64

Emitter end time

Default value: 10

Emitter blending mode

Default value: 2

Emitter lifetime

Default value: 28

TOMB IDE FLEP MANUAL

Emitter size variation lower byte

Default value: 128

Emitter size variation higher byte

Default value: 0

Emitter size multiplier

Default value: 2

Emitter rotation

Default value: 8

Emitter flags

Default value: 0000001000011010

Emitter horizontal speed

Default value: 2

Emitter horizontal curve

Default value: 3

Emitter vertical speed 1

Default value: -8

Emitter vertical speed 2

Default value: -8

Emitter spawn interval

Default value: 15

Emitter sprite ID

Default value: 0

Classic, unmodified TR4 engine uses 8 rendering subtypes (0 to 7) for transparent faces. (Blending Mode)

- | | |
|---------------------|--|
| 0 - Opaque: | Used for bars. |
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| 4 - Font & skybox: | Bypasses Z test, so rendered above or behind anything else. |
| 5 - [unused]: | |
| 6 - Wireframe: | |
| 7 - "Forced" alpha: | Standard opaque face with alpha (translucency) value that is taken from global variable. |

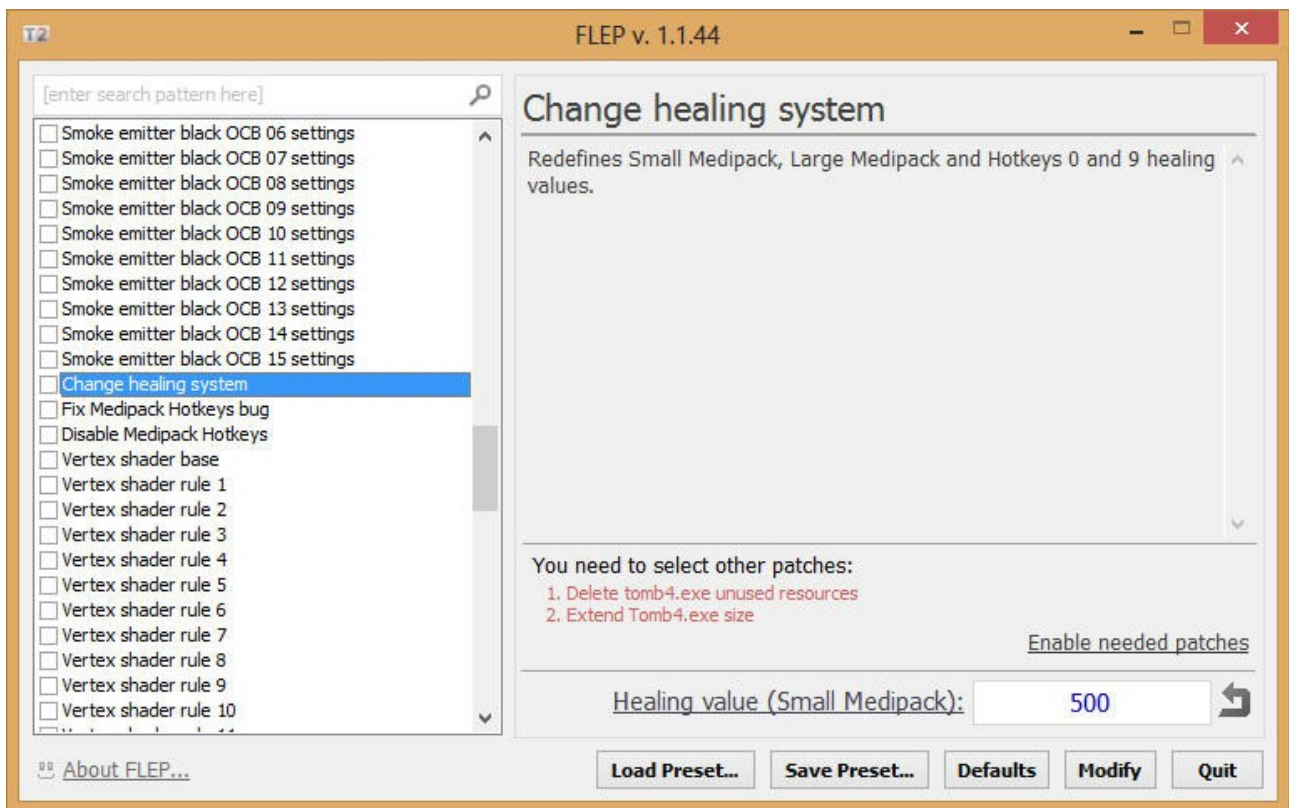
TOMB IDE FLEP MANUAL

The same format as Smoke Emitter Black OCB 00 Settings

Smoke Emitter Black OCB 01 Settings
Smoke Emitter Black OCB 02 Settings
Smoke Emitter Black OCB 03 Settings
Smoke Emitter Black OCB 04 Settings
Smoke Emitter Black OCB 05 Settings
Smoke Emitter Black OCB 06 Settings
Smoke Emitter Black OCB 07 Settings
Smoke Emitter Black OCB 08 Settings
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

TOMB IDE FLEP MANUAL

Change Healing System



Redefines Small Medipack, Large Medipack and Hotkeys 0 and 9 healing values.

Select **Enable needed patches**.

TOMB IDE FLEP MANUAL

The parameters that can be changed are as follows:



Parameter list:

Healing value (Small Medipack)

Default value: 500

Healing value (Large Medipack)

Default value: 1000

Healing value (Hotkey 0)

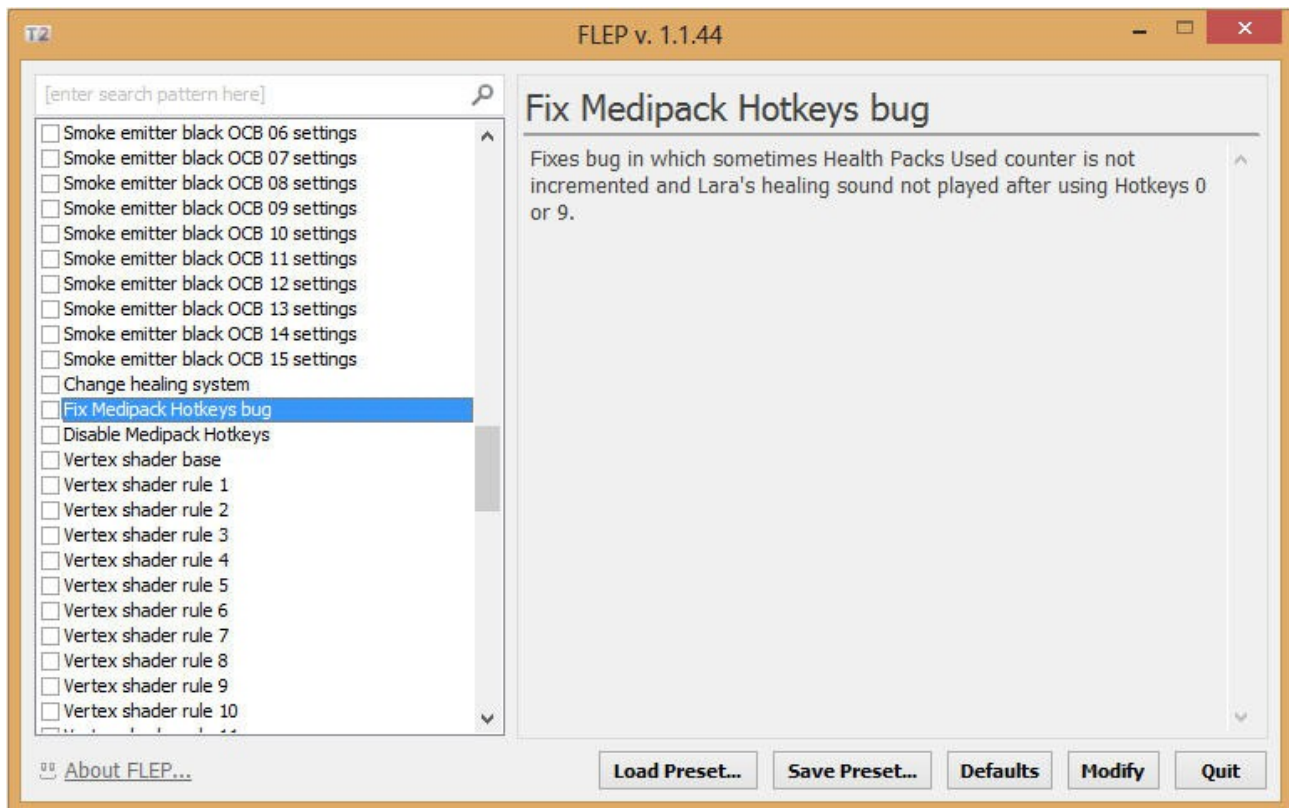
Default value: 500

Healing value (Hotkey 9)

Default value: 1000

TOMB IDE FLEP MANUAL

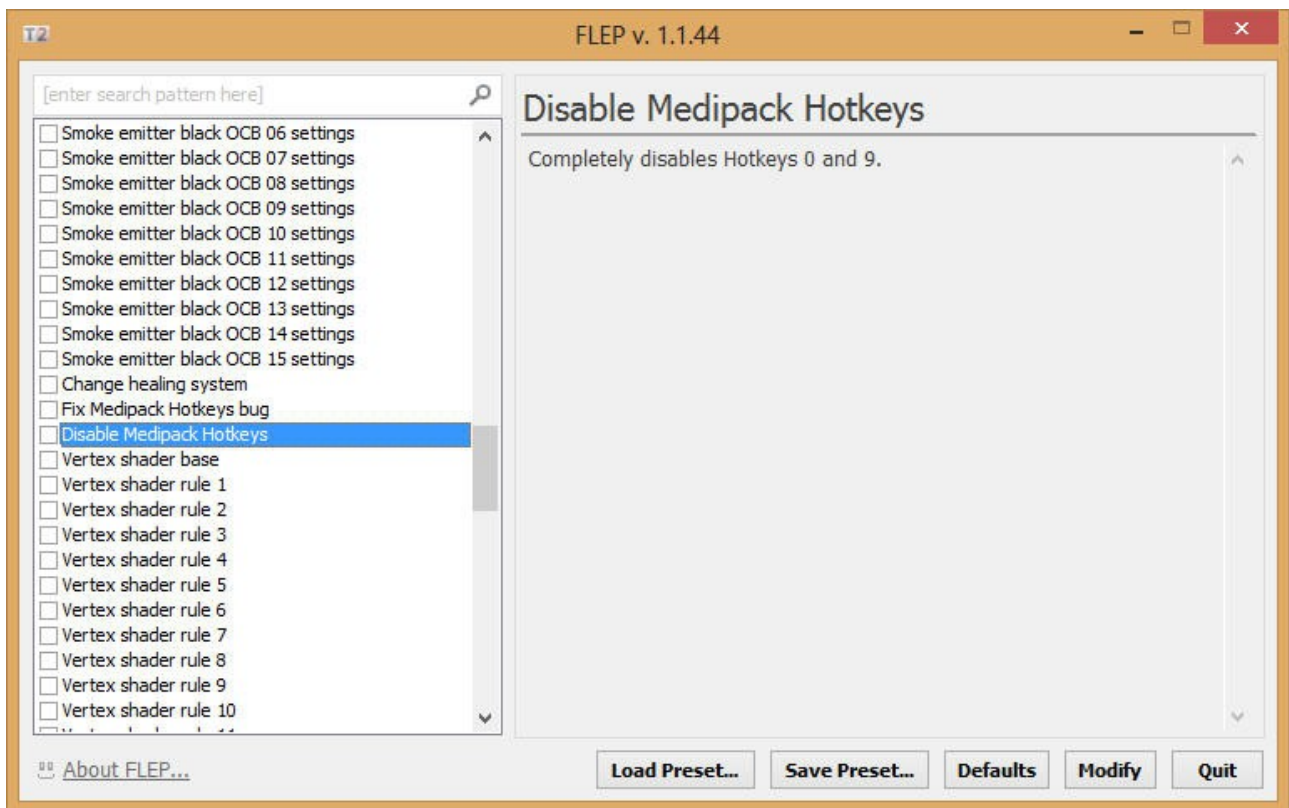
Fix Medipack Hotkeys Bug



Fixes bug in which sometimes Health Packs Used counter is not incremented and Lara's healing sound is not played after using Hotkeys 0 or 9.

TOMB IDE FLEP MANUAL

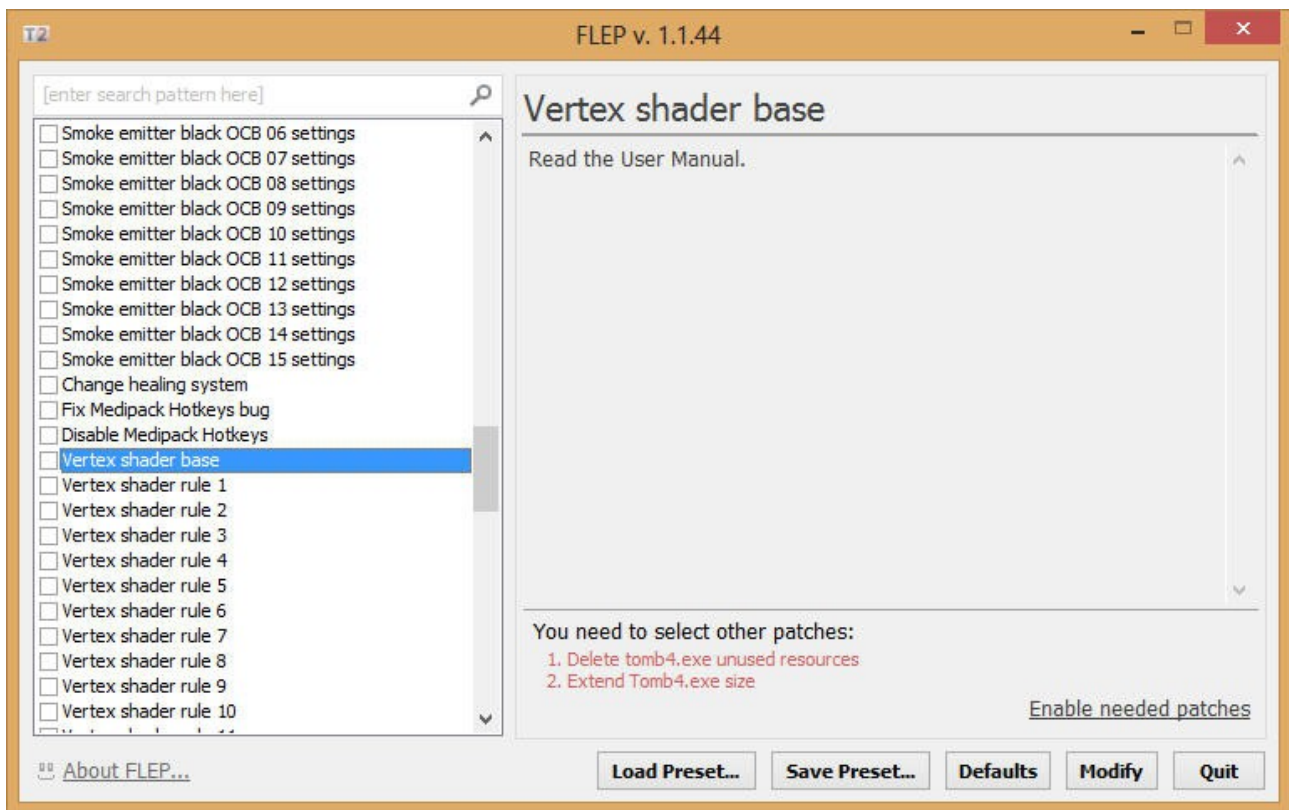
Disable Medipack Hotkeys



Completely disables Hotkeys 0 and 9.

TOMB IDE FLEP MANUAL

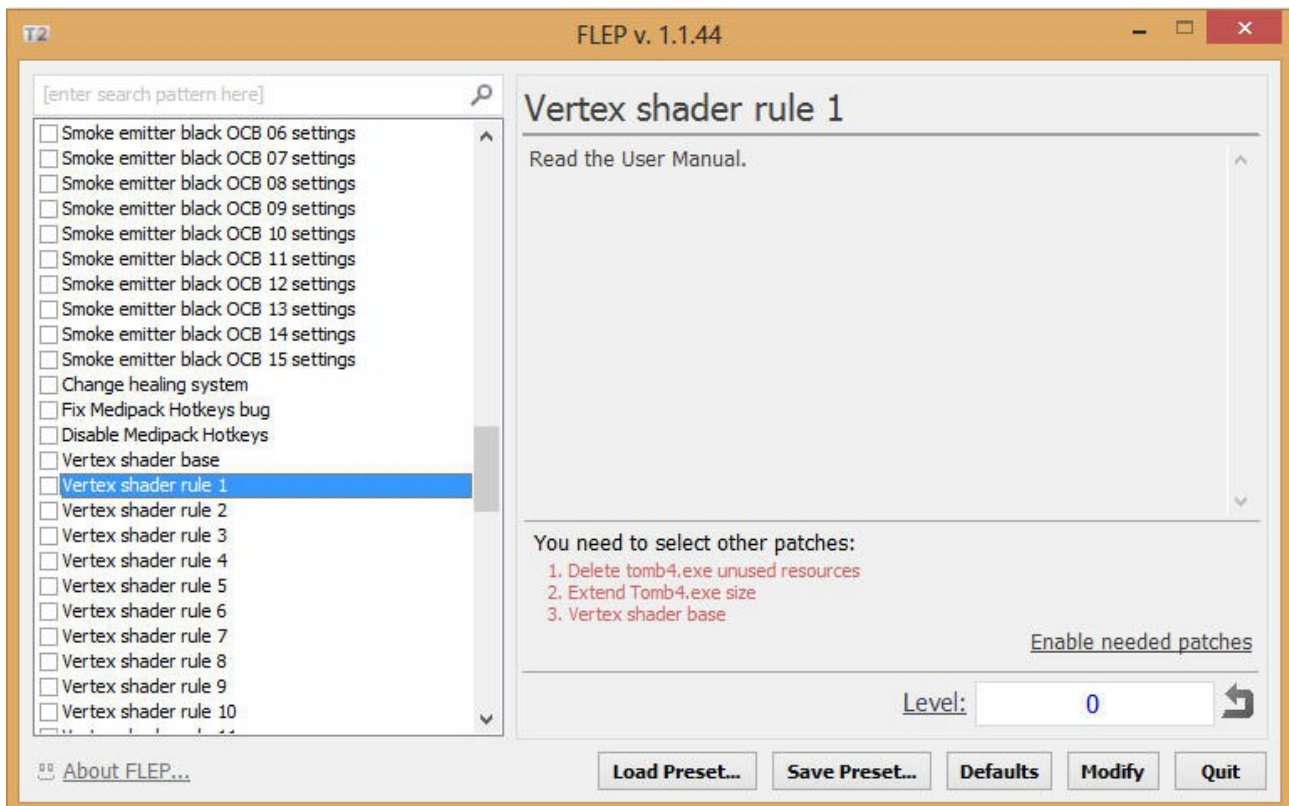
Vertex Shader Base



Select **Enable needed patches**.

TOMB IDE FLEP MANUAL

Vertex Shader Rule 1



Select **Enable needed patches**.

By default, the vertex shader patch removes the hard coded bluish water effect and the water becomes totally transparent.

To restore it, the first step is to install **Plugin_AkyVMix02**.

You will need three rules:

Code:

```
patchpreset=Vertex shader rule 1,1,-1|2000|1|-1|-1|1|128,224,255|-1|0,0,0|0
```

```
patchpreset=Vertex shader rule 2,1,-1|2000|3|-1|-1|1|128,224,255|-1|0,0,0|0
```

```
patchpreset=Vertex shader rule 3,1,-1|2000|4|-1| 0|1|128,224,255|-1|0,0,0|0
```

TOMB IDE FLEP MANUAL

Since these rules can be applied in any level, you will have to type these commands in all of them:

Code:

```
; Set Trigger Type - CONDITION 112
; Exporting: CONDITION(112:0) for PARAMETER(1) {Plugin_AkyVMix02}
; <#> : Parameters=PARAM_ACTUAL_CAM, 1
; <&> : Camera. The actual camera has <#> parameters
; (E) :
; WARNING:
; If you give this trigger to other people or you use it with a script.txt different than current
; you should add to the script, first of triggergroup where you use this trigger, the following line:
; #define @Plugin_AkyVMix02 1
; Values to add in script command: $018000, 1, $70
```

```
#define @Plugin_AkyVMix02 1
TriggerGroup=2000,$018000,1,$70
#define @plugins CLEAR
```

```
Parameters=PARAM_ACTUAL_CAM,1,FACTCAM_CAM_ROOM,RTYPE2_WATER,IGNORE,
IGNORE
```

Besides, you can make another set of three rules so that they will create an effect of a different colour and write another condition for them.

Keep in mind that the more restrictive rules must be before the less restrictive ones in the list.

And these rules will never change load screens because their condition is not Universe.

TOMB IDE FLEP MANUAL

The parameters that can be changed are as follows:



Parameter list:

Level

Default value: 0

Condition

Default value: 0

Subject type

Default value: 0

Subject description 1

Default value: 0

Subject description 2

Default value: 0

Blend mode 1

Default value: 0

Colour 1

Default value: 0, 0, 0

Blend mode 2

Default value: 0

Colour 2

Default value: 0, 0, 0

Operation

Default value: 0

TOMB IDE FLEP MANUAL

The same format as Vertex Shader Rule 1

Vertex Shader Rule 2
Vertex Shader Rule 4
Vertex Shader Rule 6
Vertex Shader Rule 8
Vertex Shader Rule 10
Vertex Shader Rule 12
Vertex Shader Rule 14
Vertex Shader Rule 16
Vertex Shader Rule 18
Vertex Shader Rule 20
Vertex Shader Rule 22
Vertex Shader Rule 24
Vertex Shader Rule 26
Vertex Shader Rule 28
Vertex Shader Rule 30
Vertex Shader Rule 32
Vertex Shader Rule 34
Vertex Shader Rule 36
Vertex Shader Rule 38
Vertex Shader Rule 40
Vertex Shader Rule 42
Vertex Shader Rule 44
Vertex Shader Rule 46
Vertex Shader Rule 48
Vertex Shader Rule 50
Vertex Shader Rule 52
Vertex Shader Rule 54
Vertex Shader Rule 56
Vertex Shader Rule 58
Vertex Shader Rule 60
Vertex Shader Rule 62
Vertex Shader Rule 64

Vertex Shader Rule 3
Vertex Shader Rule 5
Vertex Shader Rule 7
Vertex Shader Rule 9
Vertex Shader Rule 11
Vertex Shader Rule 13
Vertex Shader Rule 15
Vertex Shader Rule 17
Vertex Shader Rule 19
Vertex Shader Rule 21
Vertex Shader Rule 23
Vertex Shader Rule 25
Vertex Shader Rule 27
Vertex Shader Rule 29
Vertex Shader Rule 31
Vertex Shader Rule 33
Vertex Shader Rule 35
Vertex Shader Rule 37
Vertex Shader Rule 39
Vertex Shader Rule 41
Vertex Shader Rule 43
Vertex Shader Rule 45
Vertex Shader Rule 47
Vertex Shader Rule 49
Vertex Shader Rule 51
Vertex Shader Rule 53
Vertex Shader Rule 55
Vertex Shader Rule 57
Vertex Shader Rule 59
Vertex Shader Rule 61
Vertex Shader Rule 63

TOMB IDE FLEP MANUAL

