

TOMB RAIDER NEXT GENERATION



SLOT MOVABLES

SLOT MOVABLES

0	\$0000:	LARA
1	\$0001:	PISTOLS_ANIM
2	\$0002:	UZI_ANIM
3	\$0003:	SHOTGUN_ANIM
4	\$0004:	CROSSBOW_ANIM
5	\$0005:	GRENADE_GUN_ANIM
6	\$0006:	SIXSHOOTER_ANIM
7	\$0007:	FLARE_ANIM
8	\$0008:	LARA_SKIN
9	\$0009:	LARA_SKIN_JOINTS
10	\$000A:	LARA_SCREAM
11	\$000B:	LARA_CROSSBOW_LASER
12	\$000C:	LARA_REVOLVER_LASER
13	\$000D:	LARA_HOLSTERS
14	\$000E:	LARA_HOLSTERS_PISTOLS
15	\$000F:	LARA_HOLSTERS_UZIS
16	\$0010:	LARA_HOLSTERS_SIXSHOOTER
17	\$0011:	LARA_SPEECH_HEAD1
18	\$0012:	LARA_SPEECH_HEAD2
19	\$0013:	LARA_SPEECH_HEAD3
20	\$0014:	LARA_SPEECH_HEAD4
21	\$0015:	ACTOR1_SPEECH_HEAD1
22	\$0016:	ACTOR1_SPEECH_HEAD2
23	\$0017:	ACTOR2_SPEECH_HEAD1
24	\$0018:	ACTOR2_SPEECH_HEAD2
25	\$0019:	LARA_WATER_MESH
26	\$001A:	LARA_PETROL_MESH
27	\$001B:	LARA_DIRT_MESH
28	\$001C:	CROWBAR_ANIM
29	\$001D:	TORCH_ANIM
30	\$001E:	HAIR
31	\$001F:	MOTORBIKE
32	\$0020:	JEEP
33	\$0021:	VEHICLE_EXTRA
34	\$0022:	ENEMY_JEEP
35	\$0023:	SKELETON
36	\$0024:	SKELETON_MIP
37	\$0025:	GUIDE
38	\$0026:	GUIDE_MIP
39	\$0027:	VON_CROY
40	\$0028:	VON_CROY_MIP

SLOT MOVABLES

41	\$0029:	BADDY_1
42	\$002A:	BADDY_1_MIP
43	\$002B:	BADDY_2
44	\$002C:	BADDY_2_MIP
45	\$002D:	SETHA
46	\$002E:	SETHA_MIP
47	\$002F:	MUMMY
48	\$0030:	MUMMY_MIP
49	\$0031:	SPHINX
50	\$0032:	SPHINX_MIP
51	\$0033:	CROCODILE
52	\$0034:	CROCODILE_MIP
53	\$0035:	HORSEMAN
54	\$0036:	HORSEMAN_MIP
55	\$0037:	SCORPION
56	\$0038:	SCORPION_MIP
57	\$0039:	JEAN_YVES
58	\$003A:	JEAN_YVES_MIP
59	\$003B:	TROOPS
60	\$003C:	TROOPS_MIP
61	\$003D:	KNIGHTS_TEMPLAR
62	\$003E:	KNIGHTS_TEMPLAR_MIP
63	\$003F:	MUTANT
64	\$0040:	MUTANT_MIP
65	\$0041:	HORSE
66	\$0042:	HORSE_MIP
67	\$0043:	BABOON_NORMAL
68	\$0044:	BABOON_NORMAL_MIP
69	\$0045:	BABOON_INV
70	\$0046:	BABOON_INV_MIP
71	\$0047:	BABOON_SILENT
72	\$0048:	BABOON_SILENT_MIP
73	\$0049:	WILD_BOAR
74	\$004A:	WILD_BOAR_MIP
75	\$004B:	HARPY
76	\$004C:	HARPY_MIP
77	\$004D:	DEMIGOD1
78	\$004E:	DEMIGOD1_MIP
79	\$004F:	DEMIGOD2
80	\$0050:	DEMIGOD2_MIP
81	\$0051:	DEMIGOD3
82	\$0052:	DEMIGOD3_MIP

SLOT MOVABLES

83	\$0053:	LITTLE_BEETLE
84	\$0054:	BIG_BEETLE
85	\$0055:	BIG_BEETLE_MIP
86	\$0056:	WRAITH1
87	\$0057:	WRAITH2
88	\$0058:	WRAITH3
89	\$0059:	WRAITH4
90	\$005A:	BAT
91	\$005B:	DOG
92	\$005C:	DOG_MIP
93	\$005D:	HAMMERHEAD
94	\$005E:	HAMMERHEAD_MIP
95	\$005F:	SAS
96	\$0060:	SAS_MIP
97	\$0061:	SAS_DYING
98	\$0062:	SAS_DYING_MIP
99	\$0063:	SAS_CAPTAIN
100	\$0064:	SAS_CAPTAIN_MIP
101	\$0065:	SAS_DRAG_BLOKE
102	\$0066:	AHMET
103	\$0067:	AHMET_MIP
104	\$0068:	LARA_DOUBLE
105	\$0069:	LARA_DOUBLE_MIP
106	\$006A:	SMALL_SCORPION
107	\$006B:	LOCUST_EMITTER
108	\$006C:	GAME_PIECE1
109	\$006D:	GAME_PIECE2
110	\$006E:	GAME_PIECE3
111	\$006F:	ENEMY_PIECE
112	\$0070:	WHEEL_OF_FORTUNE
113	\$0071:	SCALES
114	\$0072:	DARTS
115	\$0073:	DART_EMITTER
116	\$0074:	HOMING_DART_EMITTER
117	\$0075:	FALLING_CEILING
118	\$0076:	FALLING_BLOCK
119	\$0077:	FALLING_BLOCK2
120	\$0078:	SMASHABLE_BIKE_WALL
121	\$0079:	SMASHABLE_BIKE_FLOOR
122	\$007A:	TRAPDOOR1
123	\$007B:	TRAPDOOR2
124	\$007C:	TRAPDOOR3

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125	\$007D:	FLOOR_TRAPDOOR1
126	\$007E:	FLOOR_TRAPDOOR2
127	\$007F:	CEILING_TRAPDOOR1
128	\$0080:	CEILING_TRAPDOOR2
129	\$0081:	SCALING_TRAPDOOR
130	\$0082:	ROLLINGBALL
131	\$0083:	SPIKEY_FLOOR
132	\$0084:	TEETH_SPIKES
133	\$0085:	JOBY_SPIKES
134	\$0086:	SLICER_DICER
135	\$0087:	CHAIN
136	\$0088:	PLOUGH
137	\$0089:	STARGATE
138	\$008A:	HAMMER
139	\$008B:	BURNING_FLOOR
140	\$008C:	COG
141	\$008D:	SPIKEBALL
142	\$008E:	FLAME
143	\$008F:	FLAME_EMITTER
144	\$0090:	FLAME_EMITTER2
145	\$0091:	FLAME_EMITTER3
146	\$0092:	ROPE
147	\$0093:	FIREROPE
148	\$0094:	POLEROPE
149	\$0095:	ONEBLOCK_PLATFORM
150	\$0096:	TWOBLOCK_PLATFORM
151	\$0097:	RAISING_BLOCK1
152	\$0098:	RAISING_BLOCK2
153	\$0099:	EXPANDING_PLATFORM
154	\$009A:	SQUISHY_BLOCK1
155	\$009B:	SQUISHY_BLOCK2
156	\$009C:	PUSHABLE_OBJECT1
157	\$009D:	PUSHABLE_OBJECT2
158	\$009E:	PUSHABLE_OBJECT3
159	\$009F:	PUSHABLE_OBJECT4
160	\$00A0:	PUSHABLE_OBJECT5
161	\$00A1:	TRIPWIRE
162	\$00A2:	SENTRY_GUN
163	\$00A3:	MINE
164	\$00A4:	MAPPER
165	\$00A5:	OBELISK

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166	\$00A6:	FLOOR_4BLADE
167	\$00A7:	ROOF_4BLADE
168	\$00A8:	BIRD_BLADE
169	\$00A9:	CATWALK_BLADE
170	\$00AA:	MOVING_BLADE
171	\$00AB:	PLINTH_BLADE
172	\$00AC:	SETH_BLADE
173	\$00AD:	LIGHTNING_CONDUCTOR
174	\$00AE:	ELEMENT_PUZZLE
175	\$00AF:	PUZZLE_ITEM1
176	\$00B0:	PUZZLE_ITEM2
177	\$00B1:	PUZZLE_ITEM3
178	\$00B2:	PUZZLE_ITEM4
179	\$00B3:	PUZZLE_ITEM5
180	\$00B4:	PUZZLE_ITEM6
181	\$00B5:	PUZZLE_ITEM7
182	\$00B6:	PUZZLE_ITEM8
183	\$00B7:	PUZZLE_ITEM9
184	\$00B8:	PUZZLE_ITEM10
185	\$00B9:	PUZZLE_ITEM11
186	\$00BA:	PUZZLE_ITEM12
187	\$00BB:	PUZZLE_ITEM1_COMBO1
188	\$00BC:	PUZZLE_ITEM1_COMBO2
189	\$00BD:	PUZZLE_ITEM2_COMBO1
190	\$00BE:	PUZZLE_ITEM2_COMBO2
191	\$00BF:	PUZZLE_ITEM3_COMBO1
192	\$00C0:	PUZZLE_ITEM3_COMBO2
193	\$00C1:	PUZZLE_ITEM4_COMBO1
194	\$00C2:	PUZZLE_ITEM4_COMBO2
195	\$00C3:	PUZZLE_ITEM5_COMBO1
196	\$00C4:	PUZZLE_ITEM5_COMBO2
197	\$00C5:	PUZZLE_ITEM6_COMBO1
198	\$00C6:	PUZZLE_ITEM6_COMBO2
199	\$00C7:	PUZZLE_ITEM7_COMBO1
200	\$00C8:	PUZZLE_ITEM7_COMBO2
201	\$00C9:	PUZZLE_ITEM8_COMBO1
202	\$00CA:	PUZZLE_ITEM8_COMBO2
203	\$00CB:	KEY_ITEM1
204	\$00CC:	KEY_ITEM2
205	\$00CD:	KEY_ITEM3
206	\$00CE:	KEY_ITEM4

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207	\$00CF:	KEY_ITEM5
208	\$00D0:	KEY_ITEM6
209	\$00D1:	KEY_ITEM7
210	\$00D2:	KEY_ITEM8
211	\$00D3:	KEY_ITEM9
212	\$00D4:	KEY_ITEM10
213	\$00D5:	KEY_ITEM11
214	\$00D6:	KEY_ITEM12
215	\$00D7:	KEY_ITEM1_COMBO1
216	\$00D8:	KEY_ITEM1_COMBO2
217	\$00D9:	KEY_ITEM2_COMBO1
218	\$00DA:	KEY_ITEM2_COMBO2
219	\$00DB:	KEY_ITEM3_COMBO1
220	\$00DC:	KEY_ITEM3_COMBO2
221	\$00DD:	KEY_ITEM4_COMBO1
222	\$00DE:	KEY_ITEM4_COMBO2
223	\$00DF:	KEY_ITEM5_COMBO1
224	\$00E0:	KEY_ITEM5_COMBO2
225	\$00E1:	KEY_ITEM6_COMBO1
226	\$00E2:	KEY_ITEM6_COMBO2
227	\$00E3:	KEY_ITEM7_COMBO1
228	\$00E4:	KEY_ITEM7_COMBO2
229	\$00E5:	KEY_ITEM8_COMBO1
230	\$00E6:	KEY_ITEM8_COMBO2
231	\$00E7:	PICKUP_ITEM1
232	\$00E8:	PICKUP_ITEM2
233	\$00E9:	PICKUP_ITEM3
234	\$00EA:	PICKUP_ITEM4
235	\$00EB:	PICKUP_ITEM1_COMBO1
236	\$00EC:	PICKUP_ITEM1_COMBO2
237	\$00ED:	PICKUP_ITEM2_COMBO1
238	\$00EE:	PICKUP_ITEM2_COMBO2
239	\$00EF:	PICKUP_ITEM3_COMBO1
240	\$00F0:	PICKUP_ITEM3_COMBO2
241	\$00F1:	PICKUP_ITEM4_COMBO1
242	\$00F2:	PICKUP_ITEM4_COMBO2
243	\$00F3:	EXAMINE1
244	\$00F4:	EXAMINE2
245	\$00F5:	EXAMINE3
246	\$00F6:	CROWBAR_ITEM
247	\$00F7:	BURNING_TORCH_ITEM

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248	\$00F8:	CLOCKWORK_BEETLE
249	\$00F9:	CLOCKWORK_BEETLE_COMBO1
250	\$00FA:	CLOCKWORK_BEETLE_COMBO2
251	\$00FB:	MINE_DETECTOR
252	\$00FC:	QUEST_ITEM1
253	\$00FD:	QUEST_ITEM2
254	\$00FE:	QUEST_ITEM3
255	\$00FF:	QUEST_ITEM4
256	\$0100:	QUEST_ITEM5
257	\$0101:	QUEST_ITEM6
258	\$0102:	MAP
259	\$0103:	SECRET_MAP
260	\$0104:	PUZZLE_HOLE1
261	\$0105:	PUZZLE_HOLE2
262	\$0106:	PUZZLE_HOLE3
263	\$0107:	PUZZLE_HOLE4
264	\$0108:	PUZZLE_HOLE5
265	\$0109:	PUZZLE_HOLE6
266	\$010A:	PUZZLE_HOLE7
267	\$010B:	PUZZLE_HOLE8
268	\$010C:	PUZZLE_HOLE9
269	\$010D:	PUZZLE_HOLE10
270	\$010E:	PUZZLE_HOLE11
271	\$010F:	PUZZLE_HOLE12
272	\$0110:	PUZZLE_DONE1
273	\$0111:	PUZZLE_DONE2
274	\$0112:	PUZZLE_DONE3
275	\$0113:	PUZZLE_DONE4
276	\$0114:	PUZZLE_DONE5
277	\$0115:	PUZZLE_DONE6
278	\$0116:	PUZZLE_DONE7
279	\$0117:	PUZZLE_DONE8
280	\$0118:	PUZZLE_DONE9
281	\$0119:	PUZZLE_DONE10
282	\$011A:	PUZZLE_DONE11
283	\$011B:	PUZZLE_DONE12
284	\$011C:	KEY_HOLE1
285	\$011D:	KEY_HOLE2
286	\$011E:	KEY_HOLE3
287	\$011F:	KEY_HOLE4
288	\$0120:	KEY_HOLE5
289	\$0121:	KEY_HOLE6

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290	\$0122:	KEY_HOLE7
291	\$0123:	KEY_HOLE8
292	\$0124:	KEY_HOLE9
293	\$0125:	KEY_HOLE10
294	\$0126:	KEY_HOLE11
295	\$0127:	KEY_HOLE12
296	\$0128:	WATERSKIN1_EMPTY
297	\$0129:	WATERSKIN1_1
298	\$012A:	WATERSKIN1_2
299	\$012B:	WATERSKIN1_3
300	\$012C:	WATERSKIN2_EMPTY
301	\$012D:	WATERSKIN2_1
302	\$012E:	WATERSKIN2_2
303	\$012F:	WATERSKIN2_3
304	\$0130:	WATERSKIN2_4
305	\$0131:	WATERSKIN2_5
306	\$0132:	SWITCH_TYPE1
307	\$0133:	SWITCH_TYPE2
308	\$0134:	SWITCH_TYPE3
309	\$0135:	SWITCH_TYPE4
310	\$0136:	SWITCH_TYPE5
311	\$0137:	SWITCH_TYPE6
312	\$0138:	SWITCH_TYPE7
313	\$0139:	SWITCH_TYPE8
314	\$013A:	UNDERWATER_SWITCH1
315	\$013B:	UNDERWATER_SWITCH2
316	\$013C:	TURN_SWITCH
317	\$013D:	COG_SWITCH
318	\$013E:	LEVER_SWITCH
319	\$013F:	JUMP_SWITCH
320	\$0140:	CROWBAR_SWITCH
321	\$0141:	PULLEY
322	\$0142:	DOOR_TYPE1
323	\$0143:	DOOR_TYPE2
324	\$0144:	DOOR_TYPE3
325	\$0145:	DOOR_TYPE4
326	\$0146:	DOOR_TYPE5
327	\$0147:	DOOR_TYPE6
328	\$0148:	DOOR_TYPE7
329	\$0149:	DOOR_TYPE8
330	\$014A:	PUSHPULL_DOOR1
331	\$014B:	PUSHPULL_DOOR2

SLOT MOVABLES

332	\$014C:	KICK_DOOR1
333	\$014D:	KICK_DOOR2
334	\$014E:	UNDERWATER_DOOR
335	\$014F:	DOUBLE_DOORS
336	\$0150:	BRIDGE_FLAT
337	\$0151:	BRIDGE_TILT1
338	\$0152:	BRIDGE_TILT2
339	\$0153:	SARCOPHAGUS
340	\$0154:	SEQUENCE_DOOR1
341	\$0155:	SEQUENCE_SWITCH1
342	\$0156:	SEQUENCE_SWITCH2
343	\$0157:	SEQUENCE_SWITCH3
344	\$0158:	SARCOPHAGUS_CUT
345	\$0159:	HORUS_STATUE
346	\$015A:	GOD_HEAD
347	\$015B:	SETH_DOOR
348	\$015C:	STATUE_PLINTH
349	\$015D:	PISTOLS_ITEM
350	\$015E:	PISTOLS_AMMO_ITEM
351	\$015F:	UZI_ITEM
352	\$0160:	UZI_AMMO_ITEM
353	\$0161:	SHOTGUN_ITEM
354	\$0162:	SHOTGUN_AMMO1_ITEM
355	\$0163:	SHOTGUN_AMMO2_ITEM
356	\$0164:	CROSSBOW_ITEM
357	\$0165:	CROSSBOW_AMMO1_ITEM
358	\$0166:	CROSSBOW_AMMO2_ITEM
359	\$0167:	CROSSBOW_AMMO3_ITEM
360	\$0168:	CROSSBOW_BOLT
361	\$0169:	GRENADE_GUN_ITEM
362	\$016A:	GRENADE_GUN_AMMO1_ITEM
363	\$016B:	GRENADE_GUN_AMMO2_ITEM
364	\$016C:	GRENADE_GUN_AMMO3_ITEM
365	\$016D:	GRENADE
366	\$016E:	SIXSHOOTER_ITEM
367	\$016F:	SIXSHOOTER_AMMO_ITEM
368	\$0170:	BIGMEDI_ITEM
369	\$0171:	SMALLMEDI_ITEM
370	\$0172:	LASERSIGHT_ITEM
371	\$0173:	BINOCULARS_ITEM
372	\$0174:	FLARE_ITEM
373	\$0175:	FLARE_INV_ITEM
374	\$0176:	DIARY_ITEM

SLOT MOVABLES

375	\$0177:	COMPASS_ITEM
376	\$0178:	MEMCARD_LOAD_INV_ITEM
377	\$0179:	MEMCARD_SAVE_INV_ITEM
378	\$017A:	PC_LOAD_INV_ITEM
379	\$017B:	PC_SAVE_INV_ITEM
380	\$017C:	SMOKE_EMITTER_WHITE
381	\$017D:	SMOKE_EMITTER_BLACK
382	\$017E:	STEAM_EMITTER
383	\$017F:	EARTHQUAKE
384	\$0180:	BUBBLES
385	\$0181:	WATERFALLMIST
386	\$0182:	GUNSHELL
387	\$0183:	SHOTGUNSHELL
388	\$0184:	GUN_FLASH
389	\$0185:	BUTTERFLY
390	\$0186:	SPRINKLER
391	\$0187:	RED_LIGHT
392	\$0188:	GREEN_LIGHT
393	\$0189:	BLUE_LIGHT
394	\$018A:	AMBER_LIGHT
395	\$018B:	WHITE_LIGHT
396	\$018C:	BLINKING_LIGHT
397	\$018D:	LENS_FLARE
398	\$018E:	AI_GUARD
399	\$018F:	AI_AMBUSH
400	\$0190:	AI_PATROL1
401	\$0191:	AI_MODIFY
402	\$0192:	AI_FOLLOW
403	\$0193:	AI_PATROL2
404	\$0194:	AI_X1
405	\$0195:	AI_X2
406	\$0196:	LARA_START_POS
407	\$0197:	KILL_ALL_TRIGGERS
408	\$0198:	TRIGGER_TRIGGERER
409	\$0199:	SMASH_OBJECT1
410	\$019A:	SMASH_OBJECT2
411	\$019B:	SMASH_OBJECT3
412	\$019C:	SMASH_OBJECT4
413	\$019D:	SMASH_OBJECT5
414	\$019E:	SMASH_OBJECT6
415	\$019F:	SMASH_OBJECT7
416	\$01A0:	SMASH_OBJECT8

SLOT MOVABLES

417	\$01A1:	MESHSWAP1
418	\$01A2:	MESHSWAP2
419	\$01A3:	MESHSWAP3
420	\$01A4:	DEATH_SLIDE
421	\$01A5:	BODY_PART
422	\$01A6:	CAMERA_TARGET
423	\$01A7:	WATERFALL1
424	\$01A8:	WATERFALL2
425	\$01A9:	WATERFALL3
426	\$01AA:	PLANET_EFFECT
427	\$01AB:	ANIMATING1
428	\$01AC:	ANIMATING1_MIP
429	\$01AD:	ANIMATING2
430	\$01AE:	ANIMATING2_MIP
431	\$01AF:	ANIMATING3
432	\$01B0:	ANIMATING3_MIP
433	\$01B1:	ANIMATING4
434	\$01B2:	ANIMATING4_MIP
435	\$01B3:	ANIMATING5
436	\$01B4:	ANIMATING5_MIP
437	\$01B5:	ANIMATING6
438	\$01B6:	ANIMATING6_MIP
439	\$01B7:	ANIMATING7
440	\$01B8:	ANIMATING7_MIP
441	\$01B9:	ANIMATING8
442	\$01BA:	ANIMATING8_MIP
443	\$01BB:	ANIMATING9
444	\$01BC:	ANIMATING9_MIP
445	\$01BD:	ANIMATING10
446	\$01BE:	ANIMATING10_MIP
447	\$01BF:	ANIMATING11
448	\$01C0:	ANIMATING11_MIP
449	\$01C1:	ANIMATING12
450	\$01C2:	ANIMATING12_MIP
451	\$01C3:	ANIMATING13
452	\$01C4:	ANIMATING13_MIP
453	\$01C5:	ANIMATING14
454	\$01C6:	ANIMATING14_MIP
455	\$01C7:	ANIMATING15
456	\$01C8:	ANIMATING15_MIP
457	\$01C9:	ANIMATING16
458	\$01CA:	ANIMATING16_MIP

SLOT MOVABLES

459	\$01CB:	HORIZON
460	\$01CC:	SKY_GRAPHICS
461	\$01CD:	BINOCULAR_GRAPHICS
462	\$01CE:	TARGET_GRAPHICS
463	\$01CF:	DEFAULT_SPRITES
464	\$01D0:	MISC_SPRITES
465	\$01D1:	MOTOR_BOAT
466	\$01D2:	MOTOR_BOAT_LARA
467	\$01D3:	RUBBER_BOAT
468	\$01D4:	RUBBER_BOAT_LARA
469	\$01D5:	MOTORBIKE_LARA
470	\$01D6:	FONT_GRAPHICS
471	\$01D7:	PARALLEL_BARS
472	\$01D8:	PANEL_BORDER
473	\$01D9:	PANEL_MIDDLE
474	\$01DA:	PANEL_CORNER
475	\$01DB:	PANEL_DIAGONAL
476	\$01DC:	PANEL_STRIP
477	\$01DD:	PANEL_HALF_BORDER1
478	\$01DE:	PANEL_HALF_BORDER2
479	\$01DF:	PANEL_MIDDLE_CORNER
480	\$01E0:	TIGHT_ROPE
481	\$01E1:	LASER_HEAD
482	\$01E2:	LASER_HEAD_BASE
483	\$01E3:	LASER_HEAD_TENTACLE
484	\$01E4:	HYDRA
485	\$01E5:	HYDRA_MISSILE
486	\$01E6:	ENEMY_SUB_MARINE
487	\$01E7:	ENEMY_SUB_MARINE_MIP
488	\$01E8:	SUB_MARINE_MISSILE
489	\$01E9:	FROG_MAN
490	\$01EA:	FROG_MAN_HARPOON
491	\$01EB:	FISH_EMITTER
492	\$01EC:	KAYAK
493	\$01ED:	KAYAK_LARA
494	\$01EE:	CUSTOM_SPRITES
495	\$01EF:	BRIDGE_TILT3
496	\$01F0:	BRIDGE_TILT4
497	\$01F1:	BRIDGE_CUSTOM

SLOT MOVABLES

498	\$01F2:	ROBOT_CLEANER
499	\$01F3:	ROBOT_STAR_WARS
500	\$01F4:	MECH_WARRIOR
501	\$01F5:	MECH_WARRIOR_LARA
502	\$01F6:	UW_PROPULSOR
503	\$01F7:	UW_PROPULSOR_LARA
504	\$01F8:	MINE_CART
505	\$01F9:	MINE_CART_LARA
506	\$01FA:	NEW_SLOT5
507	\$01FB:	NEW_SLOT6
508	\$01FC:	NEW_SLOT7
509	\$01FD:	NEW_SLOT8
510	\$01FE:	NEW_SLOT9
511	\$01FF:	NEW_SLOT10
512	\$0200:	NEW_SLOT11
513	\$0201:	NEW_SLOT12
514	\$0202:	NEW_SLOT13
515	\$0203:	NEW_SLOT14
516	\$0204:	NEW_SLOT15
517	\$0205:	NEW_SLOT16
518	\$0206:	NEW_SLOT17
519	\$0207:	NEW_SLOT18
520	\$0208:	NUMBER_OBJECTS

