

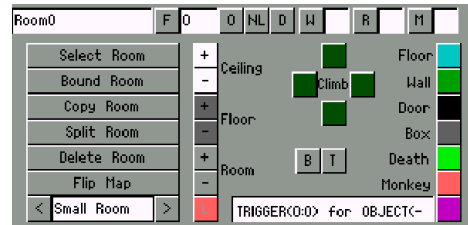
TRLE FAQ's

This data covers basic tasks, primarily aimed at the beginner.

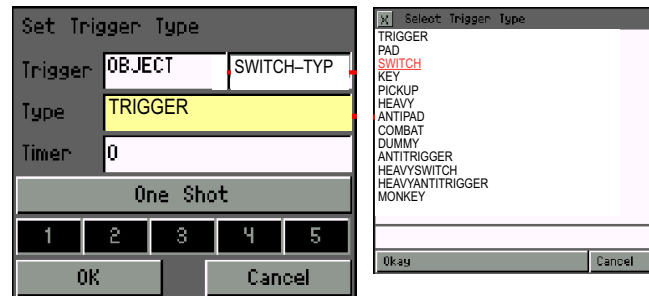
Q. How do I open a door with a switch?

A. You need to first place the door and the switch. The switch can be placed in any part of the level. The door needs, obviously to be placed in front of a portal.

Select the switch. Select the square beneath it, then click on the magenta Trigger button as shown below



The trigger type box should appear. Click in the trigger type area (highlighted in yellow on the screenshot here). In the window which appears, scroll down to 'SWITCH' and press OK.



The text in the Type window should now read SWITCH. OK the trigger box.

Now select the Door object. Click on the same square as the switch. Click on the magenta trigger button, don't make any changes to the settings and OK it.

That's it. Test it out. Pull the switch/press the button and the door will open.

Possible problems

There seems to be an invisible area in front of the door I can't walk through.

Select the door and right-click 4 times to rotate it 180 degrees, then move it back into the door hole.

Lara will not press/activate the switch.

If the floor is sloped/uneven in front of the switch, you may need to raise/lower the switch by the same amount as the floor square

Variation 1

Of course to trigger something with a switch, just select the object you want to trigger instead of a door and the procedure is exactly the same.

Variation 2

Triggering a door with a Puzzle Item or a Key.

This is similar to using a switch except for the following.

Usually the Puzzle-hole or Key-hole items are placed next to the door (but they don't have to be).

Use the same procedure as the switch except the Trigger type should be set to KEY.



When Lara stands in front of the puzzlehole or keyhole and action is pressed (assuming you have the key/puzzle item) the correct animation will be played and the door will open.

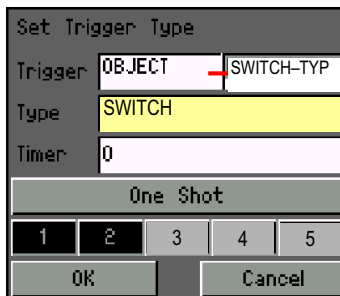
Variation 3

Multiple switches to open 1 door

To set up two switches which both have to be triggered to open a door do the following.

Position your door and two switches.

Select the first switch and set it up as previous but in the trigger window make sure that the first two buttons are on (black) and the last three are off (grey) (see picture below).



Select the second switch and set up as previously, but this time the first two switches should be off and the last three should be on. Select the door and trigger it to both of the switch trigger squares. Now both switches have to be used in order for the door to open. You can do this with a maximum of 5 switches, as long as the combination is all switches are on, for example for three switches, the first 1 and 2 are on, the second 3 and 4 are on and the third 5 is on.

Q. How can I show the player that the door is opening

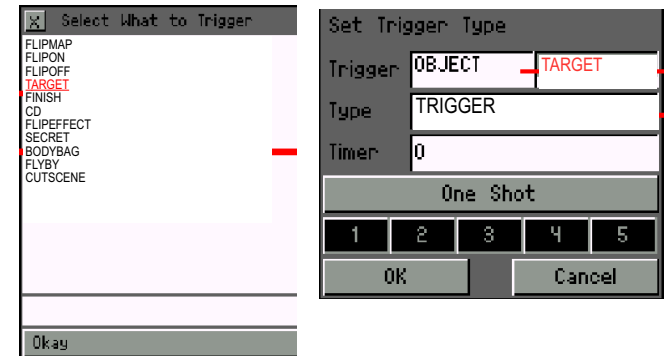
A. Place a fixed camera in an appropriate position. Select the camera, select the square with the trigger for the switch and click on the magenta Trigger button. In the trigger window click in the TIMER field and type the number of seconds you wish the camera to show the scene (3 or 4 seconds is usually OK).

Press return to make it 'stick' then OK that.

We now need to point the camera at the door otherwise it will try to point at Lara.

You can either use the door itself as a target or use the Target nullmesh.

Door. Select the door then select again the trigger square for the switch and click the magenta trigger button. In the trigger window click in the top right box. You should get a window as shown below. Select TARGET and OK it. That's it.

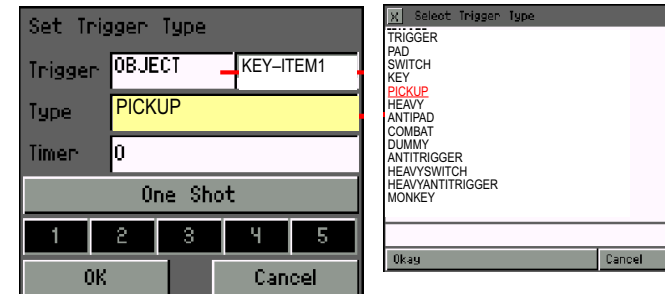


Using the TARGET nullmesh. You can use the target nullmesh if you wish. Place the target nullmesh where you want the camera to point (eg near the door). Select the target nullmesh and repeat the procedure as above with the nullmesh instead of the door.

Q. How can I trigger a door by picking something up

A. Place the item to be picked up and select it. Now click on the 'o' (o for orange) key which will open the OCB window. Type 64 in the entry box and press return to make it 'stick'. Press OK.

Select the pickup item then the square beneath it and click the magenta trigger button. Set the trigger up as below. Select the door and trigger it to the same square.



Q. How can I make Lara (the camera) look at something

A. Place a TARGET nullmesh in the room at a position where you wish Lara to look (a clue for example). Select the TARGET nullmesh then all the floor squares where Lara will walk and look. Click the magenta trigger button and in the Trigger window set the object type to TARGET as we have done previously. (or you can set an object up as a TARGET object as described previously).

Q. How can I have a fixed camera in a room rather than the Lara tracking camera

A. Place a fixed camera in an appropriate position. Select the fixed camera and select all the squares Lara will walk and you wish the fixed camera to point. Click on the Magenta target button and accept the settings and press OK in the Set trigger window. (Note using an ordinary camera Lara will be able to 'break out' by pressing the Look button or drawing her weapons.

Q. How can I set off a sequence of events by pressing only one switch or button

A. Use the famous Rolling Ball Trick.
Create a room away from all other rooms. I suggest 18 squares by 4 squares. Create a gentle slope using all the squares for the rolling ball to roll down.

Down the slope place heavy triggers for the events you wish to happen. The triggers need to be designated as Trigger Type HEAVY. Now when you trigger the rolling ball the rolling ball will in turn trigger the other events as it rolls down the slope. Remember the rolling ball can not reset itself. Do not place a trigger at the end of the slope where the rolling ball comes to rest, this causes problems with cameras and other things.

Q. How do I connect one room to another

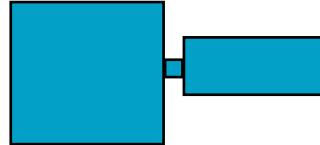
A. To make a horizontal connection.

The common mistake when connecting doors is to create one room directly to another, this creates 'wafer thin' walls. These, in my book, are to be avoided at all costs, they will make your level look very unprofessional. The way to avoid this is to make a small 'interim' room.

So, create your first room. Then create a room which is one square, 4 clicks high. Check they are aligned. Do this by referring to the info box (shown below). Notice the Floor info (in this case -16). Make sure both rooms have the floor aligned (unless you wish the door to appear half way up the wall for example) using the 'FLOOR' up and down buttons (see diagram far right, top).



Use the 2d view to align the rooms where you wish the connection to be made. Now create a third room and repeat the operations you have just done. Select the small room, click on the grey square where you wish the room to join (ie N, S, E, or W) (in the example below we are connecting east and west) then click the black Door button (see picture top right). Reselect the small room again and click on the opposite grey square to connect the other room. You should now have a correct door connection.



Note, most Door type objects are four clicks high. You will need to vary the height of the small room if you have a door object which is a different height.

To make a vertical connection.

Create your first room (lower room). Make a note of the Ceiling height from the info box. Create your second room and move the whole room up so that the floor of the second room is the height as the ceiling of the first room (ie in the info box the first room should read Ceiling: 18 and in the second room it should read Floor: 18 for example).

Now go to the second room. You can now create any ledges or areas which do not form part of the door by selecting the squares and raising them 1 click (or more). Now select ALL the squares in the upper room and click on the black Door button. Hey presto, you have your vertical connection.

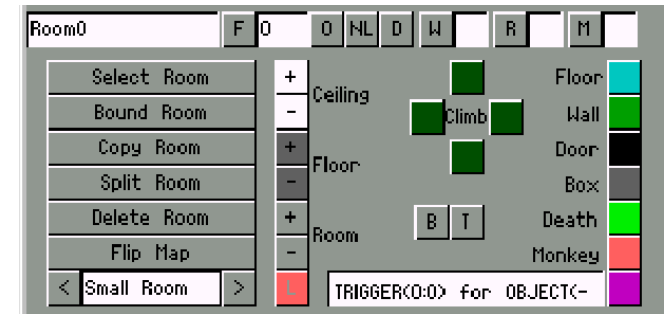
Making the bottom room a water room

To move this on a stage further. Let's make the bottom room a Water room which Lara can swim in.

So, go to the bottom room and click the W button (see diagram top right, the W button is on the top row). You can enter a figure to the right which affects the 'Waviness' of the water's surface. You now need to select the Top most room. A nice effect is to give a kind of reflective light quality to the surface of the water. To do this click on the R button, again entering a higher figure increases the intensity of the effect.

Now move to the small 2d map area (top left in the LE). Click on the black area which signifies the door, you need to click on it until it is selected (indicated by a green border). Now click on the TOGGLE OPACITY 2 button (the floor squares should all turn red), this allows Lara to be able to move through the door (TOGGLE OPACITY does not allow movement through the door). You now need to texture the squares with the water textures from your TGA. First you need to press a couple of buttons, namely the Transparent and Double sided buttons.

| | | | |
|-------------|--------------|--------------|----------------|
| 2D Map | Face Edit | Draw Doors | Preview |
| Transparent | Double Sided | No Collision | Toggle Opacity |
| Undo | Redo | Select All | Cut |



Now simply texture all the areas which are water with the water textures (at random). Finally texture all your rooms and test out your level.

Q. How do I create a flyby sequence

A. Refer to Data sheet 3 and 4 – Flyby cameras.

Q. How do I edit script

A. Refer to data sheet 6 – Script editing.

Q. How do I use flipmaps

A. Refer to Data sheet 2 – Flipmaps

This data sheet is accurate as far as I know.
Please report any errors/omissions or feedback to:

richard@spellman.co.uk

Use this data sheet at your own risk.

