

OCB Codes

General

To access the OCB window. Select an object and press the letter 'O'.

Pressing all 5 buttons in the OCB of most objects triggers the object immediately. Useful for flame emitters, waterfall mist & other emitters and raising blocks.

Pick Ups

- 1** Hand in hole pickup
- 2** Crowbar animation (prising object off wall)
- 3** Pickup off a high pedestal
- 4** Pickup off a low pedestal

Add 64 to the above to activate a pickup trigger.

Flame emitters

Flame emitter

- 53** Emits flames to the side in the direction of the cone point.
- 1** Vertical intermittent flames

Flame emitter 2

- 1** Smaller flame
- 2** Moves flame in direction of cone
- 3** Small flames (burning oil on water effect)

Flame emitter 3

- 1-4** Creates blue lightning effect
- 888** Makes flame into a lightning ball with follows Lara. Will set Lara on fire.

Doors

- 1** Prevents door opening
- 2** Invokes crowbar animation (crowbar needed)

Baddies

Baddy 1

- 1** Rolls to the right 1 square
- 2** Jumps to the left 1 square
- 3** ducks when triggered
- 4** Climbs up 4 clicks when triggered
- 1004** Climbs up 6 clicks when triggered

Sequence of baddies

- 2000** Attacks Lara after she kills 1st baddy triggered
- 3000** As above but after she kills 2nd baddy triggered
- 4000** As above but after she kills 3rd baddy triggered

etcetera until 8000

Baddy 2

- 1** Jumps to right when triggered
- 2** Rolls to left when triggered
- 3** Crouches when triggered
- 4** Climbs up 4 clicks when triggered
- 12** Rolls to the left when triggered
- 13** Crouches when triggered
- 14** Climbs up 6 clicks when triggered
- 101** Slides to the left while crouching when triggered

Mummy

- 60** Stands still with arms crossed over chest until triggered
- 2** Lays on ground until triggered and only starts moving when Lara is close

Skeleton

- none** Appears from below ground
- 1** Jumps out of ground to right
- 2** Jumps out of ground to left
- 3** Lies on the ground until triggered

Sphinx & Dog

- 1** Dog lies down/Sphinx attacks immediately when triggered

Beetles

The following numbers need to be added together to get the effect desired

- 1-128** How many Beetles (1-28)
- +1000** To make them appear from the ground
- +2000** To make them appear from the ceiling
- +4000** Appearing slowly then fast outpouring

Wraith 2

- 2** Dies on contact with water

Fish

- 1-128** Amount of damage caused (number of fish)

Objects

Twoblock Platform

OCB = Number of clicks X 16 + speed (1-15)

Raising blocks (1 and 2)

- 1** Raises with a rumbling effect

Sentry Gun

- 1** Jammed sentry gun (requires trigger)

Pulley

- 1** Requires 1 pull to activate trigger
- 2** Requires 2 pulls to activate trigger
- 3** Requires 3 pulls to activate trigger (pulling the same amount again deactivates the trigger)

Chain

- 1** Causes damage to Lara

Lightning Conductor

- 1-4** Causes damage if it hits Lara

Waterfall (antitriggering)

- 668** Will antitrigger the waterfall

Animating objects

- 666** Object will stop moving if Lara steps off trigger square

Miscellaneous

Steam Emitter

- 1** Small amount (no damage)
- 888** Constant steam in direction of cone (causes damage)
- 968** Short bursts (causes damage)
- 1448** Same as above but less frequent

Earthquake

- 333** Sounds but no shaking
- 888** Sounds + shaking gradually gets worse (infinite)

Amber Light

- 1** Causes it to explode

Trapdoor

- 1** Opens then closes (set duration in Timer of trigger)

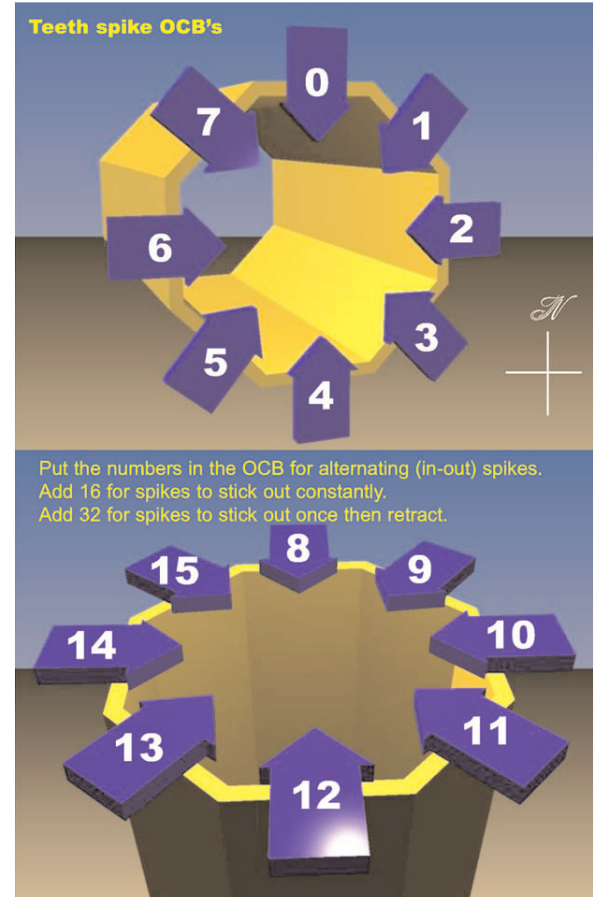
Flyby Camera

See separate data sheets 3 and 4

Lara Start Position

See separate data sheet No. 1

Teeth Spikes



The OCB codes listed have been obtained from various sources over the internet. My thanks to those sources. They have not all been tested however. Please report any errors/omissions or feedback to:

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Use this data sheet at your own risk.