

Level Jumping Using the Lara Start Position Nullmesh

See left for a diagrammatic representation of level jumping.

1. In **level 1**. Set a trigger where you want the jump to occur.
2. Set the trigger type to **FINISH** to the right of this type in a **2** (because this is the level *you want to jump to*).
3. Put the number **1** in the **TIMER** field.
4. Place a **Lara start position** nullmesh in the square **BEFORE** the trigger.
5. Open the OCB for the **Lara start position** nullmesh. Put a **1** in the box, press enter and OK that. This is where Lara will appear when she jumps back from level 2.
6. In **level 2**. Again set a trigger to jump back.
7. Set the trigger type to **FINISH** and put a **1** in the box this time.
8. Put the number **1** in the **TIMER**.
9. Place a **Lara start position** nullmesh in the square before the trigger again.
10. Again open the OCB and type a **1**.

Things to remember.

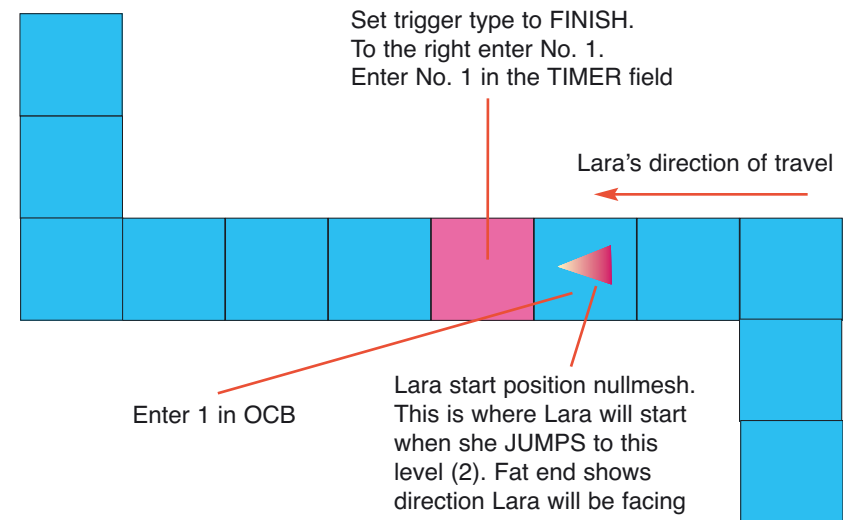
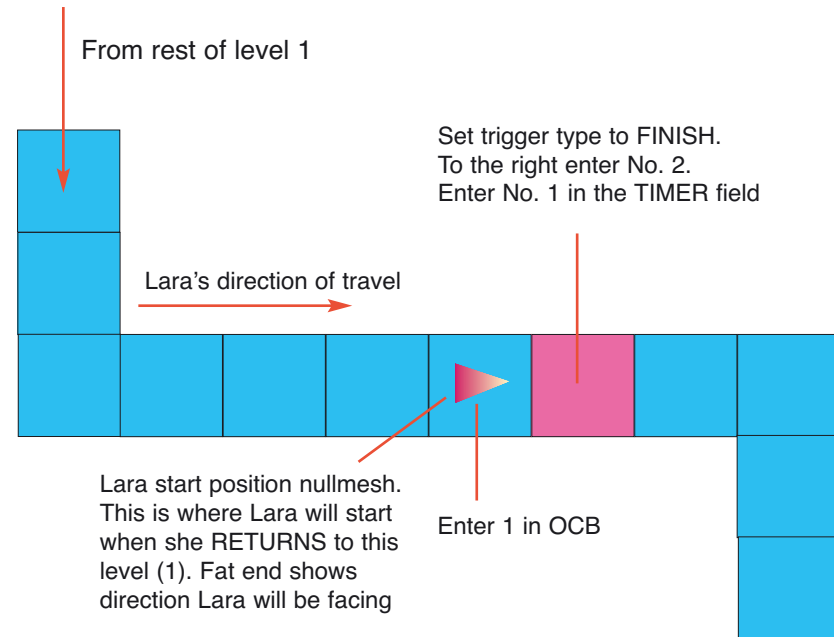
- Lara needs to be present in both levels. (can be anywhere in the level)
- You can have more than 1 'jump' in a level. If you do the TIMER fields need to be changed to 2 or more in both levels. The OCB of the lara start position needs also to be changed to 2 or more in both levels.
- The fat end of the nullmesh points to the direction Lara will be facing when she appears in the new level.
- Don't forget to set up your Load camera coordinates in both levels.

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

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Use this data sheet at your own risk.

Jumping from Level 1 to Level 2



Returning from Level 2 to Level 1