

Introduction

Most of the cutscenes were matched to the TRC files using fexinspect to find cutscene triggers.

The decompiled TRC script available on the internet does not contain many ResidentCut commands so maybe they aren't necessary or the decompilation is not correct.

A cutscene trigger for cutscene 2 is in the unused "Del's level" and actor 1 matches object ID 416 in "Del's level" but the animation is used in "The submarine" using object ID 87. Both objects have the same meshtree structure.

It seems that most 15 mesh baddies in the game use the same meshtree structure.

This structure is the same as Lara except the arms are switched.

I don't know where cutscene 3 is used. The animation is similar to cutscene 31 except at the beginning where it is similar to the chloroform animations.

The second actor in cutscene 3 has object ID 416 and 15 meshes. "Del's level" has an object that meets these two requirements.

But, as seen with cutscene 2, this animation might be used in another level with a different object with the same meshtree structure.

There is no actor data for actor 0 (Lara) in cutscenes 11, 26, 40.

- ~ Cutscene 11 does not feature Lara so she does not need to be animated.

- ~ Cutscene 26 does not feature Lara so she does not need to be animated.

- ~ Cutscene 40 uses actor 1 (object ID 44, Lara in diving suit) as Lara.

Fexinspect finds a cutscene trigger in "Deepsea dive" triggering cutscene 65. There is no such cutscene in cutseq.bin.

List of TR5 cutscenes

Cutscene #	TRC File	Level Name	Description
1	rich2	Escape with the iris	Lara using chloroform soaked cloth on guard
2	del / joby3	Del's level / The submarine	Lara hitting cook with crowbar
3	?	?	Lara fighting guard and pushing guard into pit?
4	rich1	The 13th floor	Lara using chloroform soaked cloth on guard in armoured suit
5	joby3	The submarine	Lara getting into diving suit at end of level
6	andy2	Labyrinth	Young Lara encountering ghost skeleton in chapel, ghost skeleton turns knob on pew
7	andrea2	Trajan's markets	End of Lara's gunfight with Larson, gargoyles come to life and attack Larson
8	andrea2	Trajan's markets	Lara expecting Larson's ambush after getting Venus stone
9	andy1	Gallow's tree	Young Lara enters crypt, examines stone, demon smalls approach and are destroyed by iron bell clapper, Young Lara pushes stone
10	andy1	Gallow's tree	Young Lara enters crypt, examines stone, demon smalls approach and overpower Young Lara
11	rich1	The 13th floor	Guard in VCI armoured suit getting laser guns from rack
12	joby5	Sinking submarine	Lara climbs down ladder, tries to persuade Admiral to escape with her at level end
13	joby5	Sinking submarine	Lara crouched over Admiral, he tells her to find air supply for escape pod and gives her key
14	andy1	Gallow's tree	Young Lara using slingshot to release bells
15	joby3	The submarine	Lara in ventilation duct observing Admiral and Mikhailov in control room
16	andrea1	Streets of Rome	Level end, Pierre and Larson ambush Lara and get Saturn stone, Lara knees Larson, Larson places Saturn stone
17	andrea1	Streets of Rome	Lara placing Mercury stone, Pierre and Larson on roof
18	joby3	The submarine	Lara captured at start of level
19	andy1	Gallow's tree	Young Lara walks down slope and around corner after picking up heart to see Father Patrick fight demon in deep hole
20	rich1	The 13th floor	Lara using hammer to open padlocked gate
21	andy1	Gallow's tree	Hanged corpse asking Young Lara to find it's heart
22	joby2	The base	Lara jumping onto submarine, fighting dock worker then running down ramp into submarine
23	rich2	Escape with the iris	Lara placing HK in tray before entering X Ray corridor
24	rich1	The 13th floor	Lara forcing VCI worker to simultaneously swipe card to open door
25	joby2	The base	Lara observing Mikhailov and Admiral talking on dock below, sailors pushing crate, Admiral and Mikhailov boarding submarine
26	richcut2	Security breach	In Von Croy's office, guard informing Von Croy about intruder escaping with Iris
27	joby2	The base	Lara in control room shooting mechanical claw operator then using mechanical claw to rip an opening in wall
28	title	Title	Lara climbing shelves and jumping on bald enemy
29	title	Title	Lara evading guard in office then kicking him
30	title	Title	Lara being chased by guard and laser guard
31	title	Title	Lara dropping from ceiling and pushing guard into fire
32	joby5	Sinking submarine	Lara removing diving suit, Mikhailov capturing Lara and obtaining spearhead artefact, artefact destroying Mikhailov
33	andy2	Labyrinth	Young Lara at level end, enters coffin shaped opening, slips and falls down slope, Father Patrick helps her up
34	andy2	Labyrinth	Young Lara twists knob off pew, gets Bone dust then replaces knob
35	andy3	Old mill	Young Lara walking and talking with Father Patrick at level start
36	andy3	Old mill	Young Lara being forced back by the demon horseman near start of level
37	andy3	Old mill	Demon horseman at barn telling Young Lara he will free Father Patrick if she stops the running water
38	andy3	Old mill	Young Lara drawing chalk symbols to get past demon horseman, demon horseman takes Father Patrick
39	andy3	Old mill	Young Lara placing coin in cage and trapping demon Sea Hag, demon smalls haul cage up and devour Sea Hag
40	joby4	Deepsea dive	Lara in diving suit opening chest to get spearhead artefact, diving suit gets punctured by falling debris
41	andrea3	The Collosseum	Lara slides through chute then hangs from edge of deep pit, Pierre pulls her up, Lara let's Pierre fall into pit
42	andy2	Labyrinth	Lara looking up to see ghost skeleton far above, ghost skeleton moving through puzzle area
43	andy3	Old mill	Demon Sea Hag stopping Lara getting coin
44	andy3	Old mill	End level scene with Young Lara, demon horseman and Father Patrick, Young Lara reads names from book

List of TR5 cutscenes (level order)

Level Name	Description	Cutscene #	TRC File
Title	Lara climbing shelves and jumping on bald enemy	28	title
Title	Lara evading guard in office then kicking him	29	title
Title	Lara being chased by guard and laser guard	30	title
Title	Lara dropping from ceiling and pushing guard into fire	31	title
Streets of Rome	Lara placing Mercury stone, Pierre and Larson on roof	17	andrea1
Streets of Rome	Level end, Pierre and Larson ambush Lara and get Saturn stone, Lara knees Larson, Larson places Saturn stone	16	andrea1
Trajan's markets	Lara expecting Larson's ambush after getting Venus stone	8	andrea2
Trajan's markets	End of Lara's gunfight with Larson, gargoyles come to life and attack Larson	7	andrea2
The Colosseum	Lara slides through chute then hangs from edge of deep pit, Pierre pulls her up, Lara let's Pierre fall into pit	41	andrea3
The base	Lara in control room shooting mechanical claw operator then using mechanical claw to rip an opening in wall	27	joby2
The base	Lara observing Mikhailov and Admiral talking on dock below, sailors pushing crate, Admiral and Mikhailov boarding submarine	25	joby2
The base	Lara jumping onto submarine, fighting dock worker then running down ramp into submarine	22	joby2
The submarine	Lara captured at start of level	18	joby3
The submarine	Lara in ventilation duct observing Admiral and Mikhailov in control room	15	joby3
The submarine	Lara hitting cook with crowbar	2	joby3
The submarine	Lara getting into diving suit at end of level	5	joby3
Deepsea dive	Lara in diving suit opening chest to get spearhead artefact, diving suit gets punctured by falling debris	40	joby4
Sinking submarine	Lara removing diving suit, Mikhailov capturing Lara and obtaining spearhead artefact, artefact destroying Mikhailov	32	joby5
Sinking submarine	Lara crouched over Admiral, he tells her to find air supply for escape pod and gives her key	13	joby5
Sinking submarine	Lara climbs down ladder, tries to persuade Admiral to escape with her at level end	12	joby5
Gallow's tree	Hanged corpse asking Young Lara to find it's heart	21	andy1
Gallow's tree	Young Lara using slingshot to release bells	14	andy1
Gallow's tree	Young Lara walks down slope and around corner after picking up heart to see Father Patrick fight demon in deep hole	19	andy1
Gallow's tree	Young Lara enters crypt, examines stone, demon smalls approach and are destroyed by iron bell clapper, Young Lara pushes stone	9	andy1
Gallow's tree	Young Lara enters crypt, examines stone, demon smalls approach and overpower Young Lara	10	andy1
Labyrinth	Young Lara encountering ghost skeleton in chapel, ghost skeleton turns knob on pew	6	andy2
Labyrinth	Young Lara twists knob off pew, gets Bone Dust then replaces knob	34	andy2
Labyrinth	Lara looking up to see ghost skeleton far above, ghost skeleton moving through puzzle area	42	andy2
Labyrinth	Young Lara at level end, enters coffin shaped opening, slips and falls down slope, Father Patrick helps her up	33	andy2
Old mill	Young Lara walking and talking with Father Patrick at level start	35	andy3
Old mill	Young Lara being forced back by the demon horseman near start of level	36	andy3
Old mill	Young Lara drawing chalk symbols to get past demon horseman, demon horseman takes Father Patrick	38	andy3
Old mill	Demon horseman at barn telling Young Lara he will free Father Patrick if she stops the running water	37	andy3
Old mill	Demon Sea Hag stopping Lara getting coin	43	andy3
Old mill	Young Lara placing coin in cage and trapping demon Sea Hag, demon smalls haul cage up and devour Sea Hag	39	andy3
Old mill	End level scene with Young Lara, demon horseman and Father Patrick, Young Lara reads names from book	44	andy3
The 13th floor	Guard in VCI armoured suit getting laser guns from rack	11	rich1
The 13th floor	Lara using hammer to open padlocked gate	20	rich1
The 13th floor	Lara using chloroform soaked cloth on guard in armoured suit	4	rich1
The 13th floor	Lara forcing VCI worker to simultaneously swipe card to open door	24	rich1
Escape with the iris	Lara placing HK in tray before entering X Ray corridor	23	rich2
Escape with the iris	Lara using chloroform soaked cloth on guard	1	rich2
Security breach	In Von Croy's office, guard informing Von Croy about intruder escaping with Iris	26	richcut2
?	Lara fighting guard and pushing guard into pit?	3	?

Actors

TR5 object ID number/object description for the actors in each cutscene.

There is no actor data for actor 0 (Lara) in cutscenes 11, 26, 40.

Substituted cook object ID for cutscene 2.

Cutscene #	TRC File	Actor0	Actor1	Actor2	Actor3	Actor4	Actor5	Actor6	Actor7	Actor8	Actor9
1	rich2	Lara	37 / guard								
2	joby3	Lara	87 / cook								
3	del?	Lara	416 / guard								
4	rich1	Lara	39 / laser guard								
5	joby3	Lara	36 / lara in dive suit	42 / dive suit top	60 / dive suit bottom	54 / bars	48 / door				
6	andy2	Lara	32 / skeleton ghost	34 / pew knob1							
7	andrea2	Lara	45 / larson	63 / gargoyle	63 / gargoyle	63 / gargoyle					
8	andrea2	Lara	45 / larson								
9	andy1	Lara	89 / demon small1	89 / demon small1	89 / demon small1	89 / demon small1	60 / stone	32 / iron bell clapper			
10	andy1	Lara	89 / demon small1	89 / demon small1	89 / demon small1	89 / demon small1	60 / stone				
11	rich1	Lara	39 / laser guard	56 / laser gun rack							
12	joby5	Lara	56 / admiral								
13	joby5	Lara	56 / admiral	40 / key							
14	andy1	Lara	38 / bell's anchor block	52 / bell2	34 / bell1	36 / broken wall	40 / timber1	42 / timber2	46 / timber3	48 / timber4	50 / timber5
15	joby3	Lara	37 / guard	37 / guard	56 / admiral	58 / mikhailov	420 / periscope-a	422 / persiscope-m			
16	andrea1	Lara	45 / larson	419 / pierre	433 / mercury stone						
17	andrea1	Lara	45 / larson	419 / pierre							
18	joby3	Lara	37 / guard	37 / guard	56 / admiral	32 / brig door	34 / door				
19	andy1	Lara	54 / father patrick								
20	rich1	Lara	90 / padlock	88 / door	86 / door handle						
21	andy1	Lara	84 / corpse hanging in tree								
22	joby2	Lara	439 / dock worker								
23	rich2	Lara	46 / HK								
24	rich1	Lara	69 / worker	48 / guard card	46 / worker card	50 / door					
25	joby2	Lara	439 / dock worker	439 / dock worker	427 / admiral	433 / mikhailov	429 / gangplank	431 / crate			
26	richcut2	Lara	426 / Von Croy	416 / guard	422 / old man	436 / video screen	420 / door				
27	joby2	Lara	422 / mech claw operator	424 / mech claw controls	446 / claw base	419 / claw	432 / wall section				
28	title	Lara	38 / bald baddy in suit								
29	title	Lara	34 / guard								
30	title	Lara	34 / guard	39 / laser guard							
31	title	Lara	34 / guard	32 / door							
32	joby5	Lara	58 / mikhailov	42 / dive suit top	60 / dive suit bottom	54 / bars	48 / door	49 / baddy1	51 / baddy2	62 / spear head	
33	andy2	Lara	54 / father patrick								
34	andy2	Lara	243 / pew knob2								
35	andy3	Lara	54 / father patrick								
36	andy3	Lara	48 / horse2	46 / demon horseman2							
37	andy3	Lara	34 / demon horseman1	36 / horse1	32 / barn door	54 / father patrick					
38	andy3	Lara	46 / demon horseman2	48 / horse2	54 / father patrick						
39	andy3	Lara	89 / demon small1	89 / demon small1	422 / wooden crane	79 / demon sea hag	428 / demon small2	428 / demon small2	173 / coin	424 / cage	
40	joby4	Lara	44 / lara in dive suit	32 / debris1	34 / debris2	36 / debris3	38 / debris4	40 / spear head	42 / chest		
41	andrea3	Lara	47 / pierre								
42	andy2	Lara	32 / skeleton ghost								
43	andy3	Lara	79 / demon sea hag								
44	andy3	Lara	34 / demon horseman1	36 / horse1	32 / barn door	54 / father patrick	426 / book				

Note invalid data offset for Actor 0 (Lara) in cutscene 11.

output format							
Cutscene #	Cutscene Offset	(Cutscene size)	#A : Num actors	#F: Num frames	(Origin)	Audio track	Cam data offset
Actor number	Actor data offset		(Size Actor data)	[Num meshes]	Moveable slot		
1. 0x00000800 (0x396d) #A: 2 #F: 219 (26919, -3072, 43499) : 19 : 40	0. 0x0000022c (8028) [15] : LARA						
1. 0x00002188 (6117) [15] : 37							
2. 0x00004800 (0x360a) #A: 2 #F: 219 (58880, 0, 47616) : 20 : 40	0. 0x000001ec (6060) [15] : LARA						
1. 0x00001998 (7282) [15] : 416							
3. 0x00008000 (0x734f) #A: 2 #F: 349 (26919, -3072, 43499) : 43 : 40	0. 0x00000430 (13644) [15] : LARA						
1. 0x0000397c (14803) [15] : 416							
4. 0x0000f800 (0x395c) #A: 2 #F: 218 (26919, -3072, 43499) : 30 : 40	0. 0x0000028c (7852) [15] : LARA						
1. 0x00002138 (6180) [15] : 39							
5. 0x001a7000 (0xedc4) #A: 6 #F: 2055 (52736, 4864, 79360) : 110 : 72	0. 0x0000205c (20500) [15] : LARA						
1. 0x00007070 (28492) [17] : 36							
2. 0x0000dfbc (1652) [10] : 42							
3. 0x0000e630 (1368) [7] : 60							
4. 0x0000eb88 (268) [1] : 54							
5. 0x0000ec94 (304) [1] : 48							
6. 0x0019c000 (0xa92c) #A: 3 #F: 1230 (47616, 7680, 26112) : 93 : 48	0. 0x00001360 (7568) [15] : LARA						
1. 0x000030f0 (30640) [25] : 32							
2. 0x0000a8a0 (140) [1] : 34							
7. 0x00187000 (0x14864) #A: 5 #F: 1426 (55808, 0, 30208) : 98 : 64	0. 0x000016f0 (18200) [15] : LARA						
1. 0x00005e08 (20112) [15] : 45							
2. 0x0000ac98 (15780) [12] : 63							
3. 0x0000ea3c (13352) [12] : 63							
4. 0x00011e64 (10752) [12] : 63							
8. 0x0017c000 (0xaeff6) #A: 2 #F: 1538 (55808, 0, 30208) : 102 : 40	0. 0x000017d8 (12252) [15] : LARA						
1. 0x000047b4 (26434) [15] : 45							
9. 0x0016c000 (0xfa9e) #A: 7 #F: 1143 (43520, 5376, 49664) : 89 : 80	0. 0x00001328 (29744) [15] : LARA						
1. 0x00008758 (6956) [11] : 89							
2. 0x0000a284 (7160) [11] : 89							
3. 0x0000be7c (6568) [11] : 89							
4. 0x0000d824 (7972) [11] : 89							
5. 0x0000f748 (176) [1] : 60							
6. 0x0000f7f8 (678) [1] : 32							
10. 0x00159800 (0x12412) #A: 6 #F: 1032 (43520, 5376, 49664) : 85 : 72	0. 0x00001184 (34828) [15] : LARA						
1. 0x00009990 (9108) [11] : 89							
2. 0x0000bd24 (7176) [11] : 89							
3. 0x0000d92c (9092) [11] : 89							
4. 0x0000fcb0 (9964) [11] : 89							
5. 0x0001239c (118) [1] : 60							
11. 0x00155000 (0x4174) #A: 3 #F: 630 (36352, 1792, 33280) : 68 : 48	0. 0xffffffff (-4294965515) [15] : 65535						
1. 0x000006f4 (13508) [15] : 39							
2. 0x00003bb8 (1468) [6] : 56							
12. 0x00142000 (0x12e4e) #A: 2 #F: 3455 (59904, 512, 49664) : 122 : 40	0. 0x00001fd8 (43096) [15] : LARA						
1. 0x0000c830 (26142) [23] : 56							
13. 0x00132800 (0xf1dc) #A: 3 #F: 2550 (59904, 512, 49664) : 116 : 48	0. 0x000015e4 (30572) [15] : LARA						
1. 0x00008d50 (23992) [23] : 56							
2. 0x0000eb08 (1748) [1] : 40							
14. 0x0012a800 (0x7db9) #A: 10 #F: 942 (55808, 8448, 53760) : 81 : 104	0. 0x00000c80 (24004) [15] : LARA						
1. 0x00006a44 (936) [7] : 38							
2. 0x00006dec (928) [4] : 52							
3. 0x0000718c (296) [1] : 34							
4. 0x000072b4 (412) [1] : 36							
5. 0x00007450 (424) [1] : 40							
6. 0x000075f8 (524) [1] : 42							
7. 0x00007804 (592) [1] : 46							
8. 0x00007a54 (584) [1] : 48							
9. 0x00007c9c (285) [1] : 50							

Note invalid data offset for Actor 0 (Lara) in cutscene 26.

output format							
Cutscene #	Cutscene Offset	(Cutscene size)	#A : Num actors	#F: Num frames	(Origin)	Audio track	Cam data offset
Actor number	Actor data offset	(Size Actor data)	[Num meshes]	Moveable slot			
15. 0x00111800 (0x189bf) #A: 7 #F:2406 (58880, 256, 54784) : 115 : 80							
0.	0x00001d5c (20088)	[15] : LARA					
1.	0x00006bd4 (24588)	[15] : 37					
2.	0x0000cbe0 (16352)	[15] : 37					
3.	0x00010bc0 (14860)	[23] : 56					
4.	0x000145cc (16520)	[20] : 56					
5.	0x00018654 (496)	[3] : 420					
6.	0x00018844 (379)	[3] : 422					
16. 0x000eb800 (0x25c2b) #A: 4 #F:4000 (59904, 0, 58880) : 131 : 56							
0.	0x00002984 (59640)	[15] : LARA					
1.	0x0001127c (54220)	[15] : 45					
2.	0x0001e648 (28352)	[15] : 419					
3.	0x00025508 (2339)	[1] : 433					
17. 0x000db800 (0xfcd) #A: 3 #F:2097 (59904, 0, 58880) : 108 : 48							
0.	0x000022d8 (16748)	[15] : LARA					
1.	0x00006444 (16540)	[15] : 45					
2.	0x0000a4e0 (22557)	[15] : 419					
18. 0x000c4800 (0x16f63) #A: 6 #F:2281 (53760, 1024, 42496) : 114 : 72							
0.	0x00002a80 (23052)	[15] : LARA					
1.	0x0000848c (20652)	[15] : 37					
2.	0x0000d538 (21680)	[15] : 37					
3.	0x000129e8 (17308)	[23] : 56					
4.	0x00016d84 (272)	[1] : 32					
5.	0x00016e94 (207)	[1] : 34					
19. 0x000ab000 (0x1952a) #A: 2 #F:2985 (38400, 5888, 50688) : 119 : 40							
0.	0x00003424 (48292)	[15] : LARA					
1.	0x0000f0c8 (42062)	[28] : 54					
20. 0x000a6000 (0x4cd9) #A: 4 #F:540 (11776, -3328, 58880) : 50 : 56							
0.	0x00000394 (17684)	[15] : LARA					
1.	0x00004894 (760)	[3] : 90					
2.	0x00004b8c (188)	[2] : 88					
3.	0x00004c48 (145)	[1] : 86					
21. 0x0008a800 (0x1b084) #A: 2 #F:4000 (64000, 8960, 62976) : 132 : 40							
0.	0x00002968 (25620)	[15] : LARA					
1.	0x00008d7c (74504)	[22] : 84					
22. 0x00077000 (0x1307f) #A: 2 #F:1400 (3584, -3328, 34304) : 96 : 40							
0.	0x00002090 (45424)	[15] : LARA					
1.	0x0000d200 (24191)	[15] : 439					
23. 0x00073800 (0x37f4) #A: 2 #F:505 (32256, -24064, 51712) : 58 : 40							
0.	0x0000078c (12316)	[15] : LARA					
1.	0x000037a8 (76)	[1] : 46					
24. 0x00067000 (0xc262) #A: 5 #F:1184 (34304, -1024, 57856) : 92 : 64							
0.	0x000010b0 (21284)	[15] : LARA					
1.	0x000063d4 (21176)	[15] : 69					
2.	0x0000b68c (1848)	[1] : 48					
3.	0x0000bdc4 (852)	[1] : 46					
4.	0x0000c118 (330)	[4] : 50					
25. 0x0004b800 (0x1b566) #A: 7 #F:2180 (18944, -1024, 44544) : 113 : 80							
0.	0x00002480 (13228)	[15] : LARA					
1.	0x0000585c (11792)	[15] : 439					
2.	0x0000866c (14248)	[15] : 439					
3.	0x0000be14 (35244)	[23] : 427					
4.	0x000147c0 (27088)	[20] : 433					
5.	0x0001b190 (344)	[3] : 429					
6.	0x0001b2e8 (638)	[1] : 431					
26. 0x00042000 (0x944e) #A: 6 #F:1770 (49664, 0, 67072) : 107 : 72							
0.	0xffffffff (-4294960383)	[15] : 65535					
1.	0x00001b00 (11704)	[18] : 426					
2.	0x000048b8 (10756)	[15] : 416					
3.	0x000072bc (6828)	[19] : 422					
4.	0x00008d68 (1272)	[7] : 436					
5.	0x00009260 (494)	[4] : 420					
27. 0x00034800 (0xd059) #A: 6 #F:1770 (58880, -4096, 35328) : 105 : 72							
0.	0x00001d0c (30584)	[15] : LARA					
1.	0x00009484 (10464)	[15] : 422					
2.	0x0000bd64 (568)	[5] : 424					
3.	0x0000bf9c (208)	[1] : 446					
4.	0x0000cd06 (3404)	[9] : 419					
5.	0x0000cdeb (673)	[3] : 432					
28. 0x00015800 (0x68eb) #A: 2 #F:956 (86528, 0, 9728) : 82 : 40							
0.	0x00000cfc (13140)	[15] : LARA					
1.	0x00004050 (10396)	[20] : 38					
29. 0x0001a800 (0x725b) #A: 2 #F:825 (89600, 0, 19968) : 76 : 40							
0.	0x00000a54 (16112)	[15] : LARA					
1.	0x00004944 (10519)	[15] : 34					
30. 0x00022000 (0xa0fa) #A: 3 #F:718 (79360, 0, 32256) : 73 : 48							
0.	0x00000b2c (21028)	[15] : LARA					
1.	0x00005d50 (13636)	[15] : 34					
2.	0x00009294 (3686)	[15] : 39					

Note invalid data offset for Actor 0 (Lara) in cutscene 40.

output format							
Cutscene #	Cutscene Offset	(Cutscene size)	#F: Num actors	(Origin)	Audio track	Cam data offset	
Actor number	Actor data offset	(Size Actor data)	[Num meshes]	Moveable slot			
31. 0x0002c800 (0x7ee1) #A: 3 #F: 638 (83456, -3584, 72192) : 69 : 48	0. 0x00000714 (16108) [15] : LARA						
	1. 0x00004600 (14296) [15] : 34						
	2. 0x00007dd8 (265) [1] : 32						
32. 0x001b6000 (0x220d3) #A: 9 #F: 3206 (52736, 4864, 79360) : 120 : 96	0. 0x000036d4 (49256) [15] : LARA						
	1. 0x0000f73c (24512) [20] : 58						
	2. 0x000156fc (1692) [10] : 42						
	3. 0x00015d98 (4408) [7] : 60						
	4. 0x00016ed0 (228) [1] : 54						
	5. 0x00016fb4 (280) [1] : 48						
	6. 0x000170cc (10024) [15] : 49						
	7. 0x000197f4 (28876) [15] : 51						
	8. 0x000208c0 (6163) [1] : 62						
33. 0x001d8800 (0xd84f) #A: 2 #F: 1500 (44544, 9216, 35328) : 101 : 40	0. 0x000019c4 (24340) [15] : LARA						
	1. 0x000078d8 (24439) [28] : 54						
34. 0x001e6800 (0x185e) #A: 2 #F: 170 (45568, 7680, 23040) : 5 : 40	0. 0x00000178 (5328) [15] : LARA						
	1. 0x00001648 (534) [1] : 243						
35. 0x001e8800 (0xa890) #A: 2 #F: 1418 (78336, 5376, 37376) : 97 : 40	0. 0x000010e0 (14840) [15] : LARA						
	1. 0x00004ad8 (23992) [28] : 54						
36. 0x001f3800 (0x1a18a) #A: 3 #F: 1437 (78336, 5376, 51712) : 99 : 48	0. 0x00001ecc (42280) [15] : LARA						
	1. 0x0000c3f4 (28848) [20] : 48						
	2. 0x000134a4 (27878) [16] : 46						
37. 0x0020e000 (0x2fcd) #A: 5 #F: 4839 (46592, 10752, 26112) : 134 : 64	0. 0x000042dc (17304) [15] : LARA						
	1. 0x00008674 (67900) [16] : 34						
	2. 0x00018fb0 (22832) [20] : 36						
	3. 0x0001e8e0 (1408) [5] : 32						
	4. 0x0001ee60 (69999) [28] : 54						
38. 0x0023e000 (0x32651) #A: 4 #F: 2156 (78336, 5376, 51712) : 109 : 56	0. 0x000032f8 (58812) [15] : LARA						
	1. 0x000118b4 (43532) [16] : 46						
	2. 0x0001c2c0 (41908) [20] : 48						
	3. 0x00026674 (49117) [28] : 54						
39. 0x00270800 (0x2a959) #A: 9 #F: 1781 (39424, 15360, 48640) : 106 : 96	0. 0x00002eec (24812) [15] : LARA						
	1. 0x00008fd8 (12204) [11] : 89						
	2. 0x0000bfb4 (13712) [11] : 89						
	3. 0x0000f514 (1448) [3] : 422						
	4. 0x0000fabc (66800) [29] : 79						
	5. 0x0001ffac (12760) [11] : 428						
	6. 0x00023184 (15576) [11] : 428						
	7. 0x00026e5c (4092) [1] : 173						
	8. 0x00027e58 (11009) [14] : 424						
40. 0x0029b800 (0xb910) #A: 8 #F: 1562 (31232, 19200, 69120) : 103 : 88	0. 0xffffffff (-4294960599) [15] : 65535						
	1. 0x00001a28 (30928) [17] : 44						
	2. 0x000092f8 (2220) [1] : 32						
	3. 0x00009ba4 (1176) [1] : 34						
	4. 0x0000a03c (1408) [1] : 36						
	5. 0x0000a5bc (3276) [1] : 38						
	6. 0x0000b288 (1280) [1] : 40						
	7. 0x0000b788 (392) [2] : 42						
41. 0x002a7800 (0x20e24) #A: 2 #F: 4141 (29184, 9216, 32256) : 133 : 40	0. 0x00004954 (51704) [15] : LARA						
	1. 0x0001134c (64216) [15] : 47						
42. 0x002c8800 (0x7999) #A: 2 #F: 1000 (42496, 19712, 32256) : 84 : 40	0. 0x00001aa0 (1900) [15] : LARA						
	1. 0x0000220c (22413) [25] : 32						
43. 0x002d0800 (0xaaec) #A: 2 #F: 652 (36352, 15360, 54784) : 64 : 40	0. 0x00000b14 (17832) [15] : LARA						
	1. 0x000050bc (23088) [29] : 79						
44. 0x002db800 (0x49ed2) #A: 6 #F: 6000 (46592, 10752, 26112) : 135 : 72	0. 0x00006a44 (56660) [15] : LARA						
	1. 0x00014798 (86276) [16] : 34						
	2. 0x0002989c (15892) [20] : 36						
	3. 0x0002d6b0 (1460) [5] : 32						
	4. 0x0002dc64 (110536) [28] : 54						
	5. 0x00048c2c (4774) [2] : 426						