

List of TIMES cutscenes

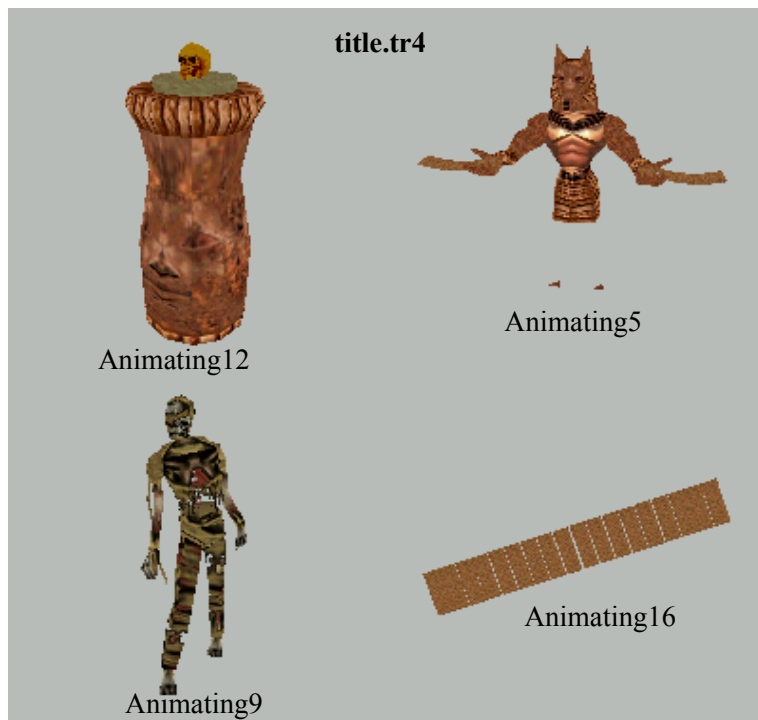
Some cutscenes have entries in the script with the command Cut or ResidentCut.

Cut is for cutscenes at the beginning of the level.

ResidentCut is for cutscenes that use a Cutscene trigger in the level.

The title animations are the same as the TR4 title anims.

Cutscene #	TR4 File	Level Name	Description	Actor0	Actor1	Actor2	Script Entry
28	title	Title	Lara revealing hidden golden skull	Lara	Animating12		ResidentCut
29	title	Title	Lara crossing falling wooden bridge	Lara	Animating16	Animating5	ResidentCut
30	title	Title	Lara fighting Mummy	Lara	Animating9		ResidentCut
31	office	The Times Office	Lara talking to TIMES CEO and then going to archive	Lara	Animating16		Cut



cutseq.pak data (TIMES)

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		
28. 0x00000800 (0x31d4) #A: 2 #F: 800 (80384, -1024, 90624) : -1 : 40	0. 0x00000b7c (9584) [15] : LARA						
	1. 0x000030ec (232) [2] : ANIMATING12						
29. 0x00004000 (0x3f80) #A: 3 #F: 650 (40448, 0, 80384) : -1 : 48	0. 0x00000964 (11036) [15] : LARA						
	1. 0x00003480 (2376) [18] : ANIMATING16						
	2. 0x00003dc8 (440) [9] : ANIMATING5						
30. 0x00008000 (0x6df5) #A: 2 #F: 750 (6656, 0, 79360) : -1 : 40	0. 0x00000aac (11468) [15] : LARA						
	1. 0x00003778 (13949) [20] : ANIMATING9						
31. 0x0000f000 (0xa717) #A: 2 #F:3142 (46592, 0, 50688) : 0 : 40	0. 0x0000368c (13600) [15] : LARA						
	1. 0x00006bac (15211) [13] : ANIMATING16						