

GameFlow

By SuiKaze Raider – Version: 1.0.0.0.

Requirements:

- Windows XP, Vista, Seven, Eight or higher.
- Microsoft Framework .NET 2.0 (Only on Windows XP)

Description:

This program is a recreation of the original Tomb Raider II GameFlow script compiler for PC. This new version adds compatibility with Tomb Raider III and PlayStation versions too, and some new features!

Main Commands:

-Compile

It compiles a script file in *.txt format into a script file in *.dat format. This is the main command by default.

-About

It shows the about information.

Option Commands:

-ScriptDAT <Script_File.dat>

Indicate a script file in *.dat format. By default: tombpc.dat for PC and tombpsx.dat for PlayStation.

-ScriptTXT <Script_File.txt>

It indicates a script file in *.txt format. By default: script.txt.

-StringsTXT <Strings_File.txt>

It indicates a strings file in *.txt format. By default: strings.txt.

-Platform [PC|PSX]

It indicates the game platform. By default: PC.
PSX: PlayStation.

-Game [2|3]

It indicates the game number. By default: 2.

2: Tomb Raider II / Tomb Raider II Gold.

3: Tomb Raider III / Tomb Raider III Gold.

-IsBeta

It indicates if a Tomb Raider II PSX Beta script. It used together:
-Platform PSX -Game 2

-Force

In Tomb Raider II for PC the command LOAD_PIC is not compiled, and in Tomb Raider III for PC the command DEMOLEVEL. This command force to compile them.

Other Commands:**-Locale <Language_Code>**

It forces to show program messages in a specific language.

EN: English.

ES: Spanish.

IT: Italian.

Special Thanks:

- IceBerg: For his initial investigation on tombpc.dat files.
- Mark James: For his icons for applications from his Website:
www.famfamfam.com.

Sincerely,

SuiKaze Raider.