

Back to Basics 2016 - Persia - Wad Object Creator Credits

LARA, additional animations - ssjwolf (Ladder-MS), EssGee (water-ladder), Geckokid/Apofyse/Magplus (ledge jump), Aya191(climb up), FreakRaider (TRA Climb up), Joey79100 (TR6 Underwater roll & TRL / TRA Jump), bashar (Stylish walk), Geckokid (Faster shimme), Fluen (other updated animations)
LARA_SKIN, Persian - Jesus C.Croft
LARA_SKIN_JOINTS, Persian - Jesus C.Croft
LARA_SCREAM, Persian - Jesus C.Croft
HAIR, Persian - Jesus C.Croft
PISTOLS_ANIM, Jesus C.Croft
PISTOLS_ITEM, - Jesus C.Croft
PISTOLS_AMMO_ITEM, - Jesus C.Croft
GUNSHELL, - Jesus C.Croft
GUN_FLASH, - Jesus C.Croft
LARA_HOLSTERS, Jesus C.Croft
LARA_HOLSTERS_PISTOLS, Jesus C.Croft
UZI_ANIM, - Po Yu
UZI_ITEM, - Po Yu
UZI_AMMO_ITEM, - Po Yu
LARA_HOLSTERS_UZIS, Po Yu => Jesus C.Croft
SHOTGUN_ANIM, - TRAngel
SHOTGUN_ITEM, - TRAngel
SHOTGUN_AMMO1_ITEM, - Jesus C.Croft
SHOTGUN_AMMO2_ITEM, - Jesus C.Croft
SHOTGUNSHELL, - Jesus C.Croft
CROSSBOW_ANIM, - Horus-Goddess
CROSSBOW_ITEM, - Horus-Goddess
LARA_CROSSBOW_LASER, - Horus-Goddess => EssGee
CROSSBOW_AMMO1_ITEM, - Horus-Goddess
CROSSBOW_AMMO2_ITEM, -Horus-Goddess
CROSSBOW_AMMO3_ITEM, - Horus-Goddess
CROSSBOW_BOLT, - Horus-Goddess
GRENADE_GUN_ANIM, Visier's Staff - Jesus C.Croft
GRENADE_GUN_ITEM, - Jesus C.Croft
GRENADE_GUN_AMMO1_ITEM, - Jesus C.Croft
GRENADE_GUN_AMMO2_ITEM, - Jesus C.Croft
GRENADE_GUN_AMMO3_ITEM, - Jesus C.Croft
GRENADE, - Jesus C.Croft
SIXSHOOTER_ANIM, - Thor

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SIXSHOOTER_ITEM, - Thor
SIXSHOOTER_AMMO_ITEM, - Jesus C.Croft
LARA_REVOLVER_LASER, - Thor => EssGee
LASERSIGHT_ITEM, - EssGee (Khmer)
LARA_HOLSTERS_SIXSHOOTER, - Thor => Jesus C.Croft
FLARE_ANIM, - Jesus C.Croft
FLARE_ITEM, - Jesus C.Croft
FLARE_INV_ITEM, - Jesus C.Croft
LARA_WATER_MESH, - Jesus C.Croft
ALL WATERSKIN OBJECTS, - Jesus C.Croft
CROWBAR_ANIM, Jesus C.Croft
CROWBAR_ITEM, Dagger of Time - Jesus C.Croft
TORCH_ANIM, Jesus C.Croft
BURNING_TORCH_ITEM, Oil Lamp - Jesus C.Croft
BIGMEDI_ITEM, - Jesus C.Croft
SMALLMEDI_ITEM, - Jesus C.Croft
BINOCULARS_ITEM, - Jesus C.Croft
COMPASS_ITEM, - Jesus C.Croft
MEMCARD_LOAD_INV_ITEM, - Jesus C.Crof
MEMCARD_SAVE_INV_ITEM, - Jesus C.Croft
JEEP, Horse - psiko
VEHICLE_EXTRA - Uranos
BADDY_2/MESHSWAP2, Turk2 - Bojrkraider
SETHA, Evil genie + BUBBLES - Jesus C.Croft/ Psiko
MUMMY_MIP, pole, no collision for Polerope - Bojrkraider
SPHINX, Manticore - Jesus C.Croft
CROCODILE, Snake - Geckokid, retextured by Bojrkraider
HORSEMAN, Chariot warrior - Psiko
SCORPION, Fulad-zereh - Jesus C.Croft
MUTANT, Phoenix + AHMET_MIP, - Jesus C.Croft
HORSE, Chariot - Psiko
DEMIGOD1, Feline Smasher (Minocat) - Axelia => Jesus C.Croft
DEMIGOD3, Evil genie 2 - Jesus C.Croft/Psiko => port into Nadine's meshtree by DJ Full
LITTLE BEETLE - Bojrkraider
WRAITH1, Daeva / Peri - Jesus C.Croft
WRAITH2/3/4, Wordplay Sprites - DJ Full
DOG, Leopard - Axelia
SMALL_SCORPION, Camel Spider - DJ Full

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JEAN_YVES, EnKiDu - DJ Full
LOCUST_EMITTER: Core
DARTS, - Core
DART_EMITTER, - Core
HOMING_DART_EMITTER, - Core
FALLING_CEILING, - Core, retextured by Bojrkraider
FALLING_BLOCK, - Core mesh, Bojrkraider
TRAPDOOR1, - Sponge, retextured by Fluen
FLOOR_TRAPDOOR1, - Fluen
CEILING_TRAPDOOR1, - Fluen
ROLLINGBALL, Brick boulder - Teme9, retextured by Bojrkraider
TEETH_SPIKES, Sabers - DJ Full
CHAIN, Swinging blade - Bojrkraider
STARGATE, - Core / remeshed by Jesus C.Croft
HAMMER, - Core / remeshed by Jesus C.Croft
COG, Bojrkraider, animation by SrDanielPonces
SCALES: Core / remeshed by Jesus C.Croft
GAME_PIECE1, wall lamp - Bojrkraider
GAME_PIECE2, Brown/Gold Serpent statue - Jesus C.Croft
FLAME, - Core
FLAME_EMITTER1/2/3 - Core
SMOKE_EMITTER_WHITE, - Core
SMOKE_EMITTER_BLACK, - Core
STEAM_EMITTER, - Core
ROPE, - Core
FIREROPE - Core
POLEROPE, - Core Invisible
EARTHQUAKE, - Core
RAISING_BLOCK1, 4 Column Tower - Jesus C.Croft
RAISING_BLOCK2, Solid effigy Block - Jesus C.Croft
SQUISHY_BLOCK1, - Fluen/Jesus C.Croft
SQUISHY_BLOCK2, - Fluen/Jesus C.Croft
PUSHABLE_OBJECT1, Horse Head Statue - Amethyste
PUSHABLE_OBJECT2, Hammerable Crystal - Jesus C.Croft
PUSHABLE_OBJECT3, Broken Gargoyle - Dutchy/Jesus C.Croft
PUSHABLE_OBJECT4, Cage - Jesus C.Croft
PUSHABLE_OBJECT5, Mirror - LGG Production,
SAS_DRAG_BLOKE, Carpet - Uranos1, retextured by Jesus C.Croft

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BIRD_BLADE, Winged Lion - Fluen/ EssGee
CATWALK_BLADE, - Bojrkraider
MOVING_BLADE, - Bojrkraider, animation by SrDanielPonces
PLINTH_BLADE, - Bojrkraider, animation by SrDanielPonces
LIGHTNING_CONDUCTOR, - Core
PUZZLE_ITEM1, Sugar Cubes (Horse "fuel") - DJ Full
PUZZLE_ITEM2, Baghdad Battery - DJ Full/Jesus C.Croft
PUZZLE_ITEM3, Persian Scimitar - Dutchy
PUZZLE_ITEM4, Flatbread Kebab - Dutchy
PUZZLE_ITEM5, Heaven Symbol - DJ Full
PUZZLE_ITEM6, Well Handle - Dutchy
PUZZLE_ITEM7, Sand Hourglass - Amethyste
PUZZLE_ITEM8, Relic Skull - Bigfoot/LGG Production
PUZZLE_ITEM9, Mosaic Puzzle - Dutchy
PUZZLE_ITEM10, Stone Prayer - Amethyste
PUZZLE_ITEM11, Star Emblem - Sponge
PUZZLE_ITEM12, Gold Emblem - Sponge
PUZZLE_ITEM2_COMBO1, - Energy Rod - DJ Full/Jesus C.Croft
PUZZLE_ITEM2_COMBO2, - Conductor Case - DJ Full/Jesus C.Croft
PUZZLE_ITEM3_COMBO1, Sword Blade - Dutchy
PUZZLE_ITEM3_COMBO2, Sword Grip - Dutchy
KEY_ITEM1, Unicorn Key - Bojrkraider
KEY_ITEM2, Ornate Key - Dutchy
KEY_ITEM3, Feather Key - Amethyste
KEY_ITEM4, Ruby Key - Amethyste
KEY_ITEM5, Stone Key - Amethyste
KEY_ITEM6, Horse Key - Amethyste
KEY_ITEM7, Markings Key - Amethyste
KEY_ITEM8, Coins - Jesus C.Croft
KEY_ITEM9, Iron Key - DJ Full
PICKUP_ITEM1, Jewel of Tigris - DJ Full
PICKUP_ITEM2, Jewel of Euphrates - DJ Full
PICKUP_ITEM3, Jewel of Indus - DJ Full
PICKUP_ITEM4, Jewel of Amu Darya - DJ Full
EXAMINE2, Assyrian Credit Roll - DJ Full
EXAMINE3, Cuneiform Plate - DJ Full
QUEST_ITEM1, Desert Rose - DJ Full
QUEST_ITEM2, Hanging Heart of Semiramis - DJ Full
QUEST_ITEM3, Immortality Algae - DJ Full
QUEST_ITEM4, Sword of Damascus - Jesus C.Croft
QUEST_ITEM5, Scapegoat Timewaster - DJ Full

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QUEST_ITEM6+JEAN_YVES, EnKiDu - DJ Full
PUZZLE_HOLE2, Battery Host - DJ Full
PUZZLE_HOLE3, Sword Place - Dutchy
PUZZLE_HOLE4, Kebab Gift Invisible - Dutchy
PUZZLE_HOLE5, Cosmic Hole - DJ Full
PUZZLE_HOLE6, Broken Well - Puzzle by Uranos1, new object meshes by Dutchy
PUZZLE_HOLE7, Hourglass Slot - Amethyste
PUZZLE_HOLE8, Skull Altar - Bigfoot
PUZZLE_HOLE9, Broken Mosaic - Dutchy
PUZZLE_HOLE10, Stone Prayer - Amethyste
PUZZLE_HOLE11, Star Emblem - Sponge
PUZZLE_HOLE12, Gold Emblem - Sponge
PUZZLE_DONE2, Battery Charged / Lantern - DJ Full
PUZZLE_DONE3, Both Swords - Dutchy
PUZZLE_DONE4, Kebab Given - Dutchy
PUZZLE_DONE5, Solar System - DJ Full
PUZZLE_DONE6, Working Well - Puzzle by Uranos1, new object meshes by Dutchy
PUZZLE_DONE7, Hourglass Placed - Amethyste
PUZZLE_DONE8, Skull Offered - Bigfoot
PUZZLE_DONE9, Mosaic Filled - Dutchy
PUZZLE_DONE10, Prayer Made - Amethyste
PUZZLE_DONE11, Star Placed - Sponge
PUZZLE_DONE12, Square Placed - Sponge
KEY_HOLE1, Unicorn Hole - Bojrkraider
KEY_HOLE2, Ornate Key Hole - Dutchy
KEY_HOLE3, Star Hole - Amethyste
KEY_HOLE4, Ruby Hole - Amethyste
KEY_HOLE5, Stone Hole - Amethyste
KEY_HOLE6, Horse Hole - Amethyste
KEY_HOLE7, Markings Hole - Amethyste
KEY_HOLE8, Invisible Key Hole for coins - Jesus C. Croft
KEY_HOLE9, Iron key keyhole - DJ Full
SWITCH_TYPE1, Wall lever - Fluen
SWITCH_TYPE2, Small brown button - Fluen
SWITCH_TYPE3, Large wooden star button - Fluen
SWITCH_TYPE4, Blue star reach-in hole - Fluen
SWITCH_TYPE5, Push button - Fluen
SWITCH_TYPE6, Valve switch - Fluen
SWITCH_TYPE7, Gargoyle with gem - Fluen/Jesus C.Croft
SWITCH_TYPE8, Shootable star and moon - Fluen
UNDERWATER SWITCH1, Wall lever - Fluen

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UNDERWATER_SWITCH2, Ceiling switch - Fluen
COG_SWITCH, - Fluen
LEVER_SWITCH, - LGG production
JUMP_SWITCH, - Fluen
CROWBAR_SWITCH, - Fluen/ LGG production
PULLEY, Shiny Chain - Fluen
DOOR_TYPE1, Ornate with flower pots R - Jesus C.Croft
DOOR_TYPE2, Ornate with flower pots L - Jesus C.Croft
DOOR_TYPE3, Ornate 8-click - Jesus C.Croft
DOOR_TYPE4, Old rusty crowbar 6-click - Jesus C.Croft
DOOR_TYPE5, Ornate shiny gold 8-click - Jesus C.Croft
DOOR_TYPE6, Brown gold 8-click - Jesus C.Croft
DOOR_TYPE7, Ornate wooden 8-click - Jesus C.Croft
DOOR_TYPE8, Concrete nude raising 5-click - Amethyste
PUSHPULL_DOOR1, Ornate - Jesus C.Croft
PUSHPULL_DOOR2, Wooden - Jesus C.Croft
KICK_DOOR1, Old wooden Kick door - Jesus C.Croft
DOUBLE_DOORS, Ornate gold - Jesus C.Croft
BRIDGE_FLAT, - Bojrkraider
BRIDGE_TILT1, - Bojrkraider
BRIDGE_TILT2, - EssGee/Bojrkraider
HORUS_STATUE, Gold Minotaur statue - Jesus C.Croft
WATERFALL1, Water for blue fountain (Extra07) - Richard Lawther, remeshed by Bojrkraider
WATERFALL2, Sandfall (matching gem Switch7) - DJ Full
WATERFALL3, Stone fountain water - Bojrkraider
PLANET_EFFECT - Bojrkraider
Nullmeshes - Core
ANIMATING1, blue tiled tap - Jesus C.Croft
ANIMATING1_MIP, Kebab stand - Dutchy
ANIMATING2, Glowing gold Crystal - Jesus C.Croft
ANIMATING2_MIP, Light beam - Bojrkraider
ANIMATING3, Moving wall trap - Dutchy, Bojrkraider
ANIMATING3_MIP, Iranian woman - Jesus C.Croft/ Bojrkraider
ANIMATING4, Wooden 4-click opening door - Sponge->DJ Full
ANIMATING4_MIP, Nebuchadnezzar statue - Jesus C. Croft
ANIMATING5, Persian flautist - Jesus C. Croft
ANIMATING5_MIP, Raising ladder - Jesus C. Croft/animation by Bojrkraider
ANIMATING6, Flautist basket - Core
ANIMATING6_MIP, Flautist rope - Core
ANIMATING7, Fawn open moving curtains - Sponge
ANIMATING7_MIP, Fawn closed moving curtains - Sponge
ANIMATING8, Old rusty grill door -opening only - Bojrkraider/EssGee
ANIMATING8_MIP, Bojrkraider/ meshes by Jesus C. Croft and Core/ animation by Core
ANIMATING9, Desert Cobra - Bojrkraider
ANIMATING9_MIP, Leaves for desert tree - LevelNextGen->DJ Full
ANIMATING10, Bright light flash - Jesus C. Croft
ANIMATING10_MIP, Sliding bridge, railing - Bojrkraider
ANIMATING11, Camel - DJ Full
ANIMATING11_MIP, Tap water - DJ Full
ANIMATING12, Alternate sandfall - Jesus C. Croft based on Core object
ANIMATING12_MIP,
ANIMATING13, Moving light shaft, tilted - Jesus C. Croft

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ANIMATING13 MIP, Moving light shaft, vertical - Jesus C. Croft
ANIMATING14, Corrugated hanging wall lamp - Bojrkraider
ANIMATING14 MIP, Blue/red hanging lamp - Bojrkraider
ANIMATING15, Sliding bridge, walkable part - Bojrkraider
ANIMATING15 MIP, Gold tornado - Jesus C.Croft
ANIMATING16, Gold chandelier - Dutchy
ANIMATING16 MIP, Gold chain - Dutchy
HORIZON, City1, City2, Dawn, Foggy, Night, - Jesus C. Croft, meshes by teme9; Sunset horizon - Jesus C.Croft; Cloudless - DJ Full; Khmer horizon - teme9, Dark Night – Jesus C.Croft, modified by EssGee
BINOCULAR GRAPHICS: Meshes: Core Design and Jesus C.Croft / Textures: Core Design
TARGET GRAPHICS, - Core
DEFAULT SPRITES, - Core
SKY GRAPHICS, - Core
GUIDE MIP, Cover plate for UW switch 2 - Fluen
VON CROY MIP, Cover plate for wall lever switch - Fluen
SPHINX MIP, Cover plate for plinth blade - Bojrkraider
ENEMY PIECE, Wall torch - Bojrkraider, retextured by DJ Full
PLANT0, High palm - Jesus C.Croft
PLANT1, Cycad - Jesus C.Croft
PLANT2, Papyrus 1 - teme9
PLANT3, Curved palm - Jesus C.Croft
PLANT4, Orange bush 1 - Bojrkraider/textures by Trinity
PLANT5, Orange bush 2 - Bojrkraider/textures by Trinity
PLANT6, Iranian bell flower - DJ Full
PLANT7, Dry grass 1unit - Bojrkraider/textures by Trinity
PLANT8, Dry grass 2unit - Bojrkraider/textures by Trinity
PLANT9, Dead grass - teme9
FURNITURE0, Arabesque ceiling - DJ Full
FURNITURE1, Gold door frame with beaded curtain - Mr. Tomb Raider
FURNITURE2, Arabesque panel - DJ Full
FURNITURE3, Persian chair - Jesus C.Croft
FURNITURE4, Cream Persian memorial - Jesus C.Croft
FURNITURE5, Low Persian table - Jesus C.Croft
FURNITURE6, 2 large baskets - usuki frenzist
FURNITURE7, Persian foot rest - Jesus C.Croft
FURNITURE8, Persian Ornate chair - Jesus C.Croft
FURNITURE9, Persian carpet - Jesus C.Croft
ROCK0, quad pillar - psiko
ROCK1, roof dome - Fluen
ROCK2, low palm - Jesus C.Croft
ROCK3, pole - Bojrkraider
ROCK4, High Palm - Jesus C.Croft
ROCK5, Cypress - Luke => DJ Full
ROCK6, Spike Hole - DJ Full
ROCK7, Rhododendron 1 - teme9/AgentXP
ROCK8, Skeleton debris - Lexx , Bigfoot, DJ Full, LGG Production
ROCK9, Rhododendron 2 - teme9/AgentXP
ARCHITECTURE0, White Angled Arch - Sponge -> Bojrkraider retexture
ARCHITECTURE1, White-blue half arch - Sponge -> Bojrkraider retexture
ARCHITECTURE2, White rounded arch - Sponge -> Bojrkraider retexture
ARCHITECTURE3, White-brown half arch - Sponge -> Bojrkraider retexture

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ARCHITECTURE4, Persian high peak roof top - Juttae -> Bojrkraider retexture
ARCHITECTURE5, Crescent moon dome - Juttae -> Bojrkraider retexture
ARCHITECTURE6, Round window and lightbeam - Trinity => DJ Full retex
ARCHITECTURE7, Blue door arch - Core, Bojrkraider retexture
ARCHITECTURE8, Blue double column - Core, Bojrkraider retexture
ARCHITECTURE9, Brick half arch - Core, Bojrkraider retexture
DEBRIS0, Ornate bell cage - Jesus C.Croft
DEBRIS1, Goblets - Jesus C.Croft
DEBRIS2, Persian High table - Jesus C.Croft
DEBRIS3, Column - Jesus C.Croft
DEBRIS4, Column - Jesus C.Croft
DEBRIS5, Hookah - Jesus C.Croft
DEBRIS6,Grill window with shadow - Jesus C.Croft
DEBRIS7, Vines - Jesus C.Croft
DEBRIS8, Pink Flowery vines - Jesus C.Croft
DEBRIS9, Red flower vines - Jesus C.Croft
SHATTER0, Persian pot - Fluen
SHATTER1, 2 brown pots - Sponge
SHATTER2, 2 orange pots - Jesus C.Croft
SHATTER3, Gold Crystal - Jesus C.Croft
SHATTER4, Tall Coffee Pot - Amethyste
SHATTER6, Wall - psiko
SHATTER7, Arch - psiko
SHATTER8, Pillar - psiko
SHATTER9, pedestal - Jesus C.Croft
EXTRA00, Orange vine - illyaine/AgentXP
EXTRA01, Cog frame - Bojrkraider
EXTRA02, Fountain - Dutchy
EXTRA03, Turkish Bath - Dutchy
EXTRA04, Ornate hanging flower pot - Yuni => Bojrkraider retexture/remesh
EXTRA05, Chains for Extra04 - Yuni => Bojrkraider retexture
EXTRA06, Marquis tent - EssGee/Jesus C.Croft
EXTRA07, Blue fountain - Richard Lawther, retextured by Bojrkraider
EXTRA08, Floor lighting star beam 1 for Extra 88 - Sponge
EXTRA09, Floor lighting star beam 2 for Extra 86 - Sponge
EXTRA10, Box for Animating Grill door - Bojrkraider
EXTRA11, Kebab machine pedestal - Dutchy
EXTRA12, Desert tree - LevelNextGen => DJ Full
EXTRA13, Spider cobwebs - teme9
EXTRA14, Brown column - Jesus C.Croft
EXTRA15, Brown Fountain - Jesus C.Croft
EXTRA16, 3x terracotta pots with plants - Jesus C.Croft
EXTRA17, Half column/arch - Jesus C.Croft
EXTRA18, Wall column - Jesus C.Croft
EXTRA19, Large terracota pot in stand - Jesus C.Croft
EXTRA20, City wall modular set 1 - Jesus C.Croft
EXTRA21, City wall modular set 2 - Jesus C.Croft
EXTRA22, City wall modular set 3 - Jesus C.Croft
EXTRA23, City wall modular set 4 - Jesus C.Croft
EXTRA24, City wall modular set 5 - Jesus C.Croft
EXTRA25, Brown roof capping - Jesus C.Croft
EXTRA26, Blue steps - Jesus C.Croft

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EXTRA27, Brown checkered steps - Jesus C.Croft
EXTRA28, Stone steps - Jesus C.Croft
EXTRA29, Ornate railing 1 curved - Bojrkraider
EXTRA30, Blue and yellow column - Amethyste
EXTRA31, Ornate railing 2 - Bojrkraider
EXTRA32, Ornate railing 3 - Bojrkraider
EXTRA33, Ornate railing 4 - Bojrkraider
EXTRA34, Ornate railing 5 - Bojrkraider
EXTRA35, Ornate railing 6 - Bojrkraider
EXTRA36, Stone Diamond gate - Core => DJ Full
EXTRA37, Long curved couch - Juttae => Bojrkraider retexture
EXTRA38, Low table with plate - retextured object from KAP
EXTRA39, Balcony - Bojrkraider
EXTRA40, Water floating plants - DJ Full
EXTRA41, Golden dome - Jutta => DJ Full
EXTRA42, Ornate floor lamp - Bojrkraider
EXTRA43, Awning market roof - Trix -> Jesus C.Croft -> Bojrkraider
EXTRA44, Wall plate for Valve switch - Fluen
EXTRA45, Store sign - Dutchy
EXTRA46, Grey Pedestal - Jesus C.Croft
EXTRA47, Awning with tassles - EssGee
EXTRA48, Invisible block for Extra47 - EssGee
EXTRA49, Persian stone window - EssGee
EXTRA50, Persian wire window - EssGee
EXTRA51, Carpeted steps - Jesus C.Croft
EXTRA52, Ladder - EssGee
EXTRA53, Water well - Dutchy (Goes with Puzzle hole 6)
EXTRA54, Gargoyle - Jesus C.Croft
EXTRA55, Water bowl - Dutchy
EXTRA56, Lamassu statue - Axelia
EXTRA57, Star switch frame 1 - Fluen
EXTRA58, Star switch frame 2 - Fluen
EXTRA59, Pulley frame - Fluen
EXTRA60, Wooden ornate door frame - Jesus C.Croft
EXTRA61, Invisible block for Extra 60 and 62 - Jesus C.Croft
EXTRA62, Red ornate door frame - Jesus C.Croft
EXTRA63, Concrete arch - Jesus C.Croft
EXTRA64, Six-sided pedestal table - Dutchy => DJ Full-optimized
EXTRA65, Quarter section column structure - Dutchy
EXTRA66, Quarter ceiling - Dutchy
EXTRA67, Quarter dome - Dutchy
EXTRA68, Halberds - Dutchy
EXTRA69, Hanging box room - Core => Bojrkraider retexture
EXTRA70, Minaret bottom - Dutchy
EXTRA71, Minaret top - Dutchy
EXTRA72, Murat picture - Dutchy
EXTRA73, Blue tile roof capping - Dutchy
EXTRA74, Cream Stone Roof capping - Dutchy
EXTRA75, Another switch frame - Jesus C.Croft
EXTRA76, Persian wall hole - Dutchy
EXTRA77, Colourful hanging lamp - Dutchy
EXTRA78, Beaded Hanging lamp - Dutchy

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EXTRA79, Cushions 1 - Jesus C.Croft
EXTRA80, Cushions 2 - Jesus C.Croft
EXTRA81, Cushion 3 - Jesus C.Croft
EXTRA82, Green shiny pot- Jesus C.Croft
EXTRA83, Green shiny pot with fern - Jesus C.Croft
EXTRA84, Fish Market Stall - Jesus C.Croft
EXTRA85, Fruit stall - Jesus C.Croft
EXTRA86, Large grey-brown pedestal - Sponge
EXTRA87, Invisible collision block for Extra 88 - Sponge
EXTRA88, Floor star - Sponge
EXTRA89, Pale green bush - Jesus C.Croft
EXTRA90, Canvas awning - Jesus C.Croft
EXTRA91, Fruit crates - Jesus C.Croft
EXTRA92, Mixed products stall - Jesus C.Croft
EXTRA93, Kebab table - Dutchy
EXTRA94, Tent - Dutchy
EXTRA95, Invisible panel for Extra94 - Dutchy
EXTRA96, Pots cushions carpet - Jesus C.Croft
EXTRA97, Persian carpet stall - Jesus C.Croft
EXTRA98, Angled fill panel for no collision areas - Dutchy/DJFull
EXTRA99, Mist - teme9

Special Thanks - Core Design - This pack contains many highly original objects credited to their creators, but the creators also acknowledge that the base source object of a number of objects originate from Core Design. For that, we are eternally thankful for the resource that they provided to the TRLE community.

Texture Pack Credits

Tomb Raider Anniversary, Tomb Raider Legend, Assassin's Creed, Tomb Raider Underworld, Legendary, Google Images, CG Textures, Cryengine and Crysis 2 ripped by Axelia, Prince of Persia the Two Thrones, CG Skies, Bless Online ripped by MoogleoutFitters, Prince of Persia Warrior Within.

Syrian Caves textures by Munin Raven

Steampunk rock/grass textures by Nadine (tinulin.de)

Additional object textures: Prince of Persia: Sands of Time

Horizons: teme9, CG Skies, Prince of Persia The Two Thrones, Google Images and Jesus C.Croft

Mugs : Google, POP

Fluen: Two Thrones, POP

BigFoot: New Babylonian

Munin Raven: Nubian Rock

Axelia: rock, water

DJ Full: Pergamon Museum

Jesus C Croft: Google, Assassins Creed, carpet

AgentXP: Babylonian, mist, rock, grass, stone, coins

Mr. XY: Moorish

Sponge: floor

Essgee: Doors, windows

Font Credits

Font by EssGee using Aladin by Sudtipos