

Cool stuff for cool levels!

By LoreRaider

In this package I'm going to share with you some of the effects and scripts I'm currently using to make your levels look better!

Premises:

- I've tested all this stuff with TRNG, I don't know if some effects are possible on TREP too, but if so, I think it's worth a try
- some of the tutorials requires FLEP and I saw that many people had problems with the tomb4.exe file, so in this package I'll also provide the exe which works perfectly with it!

Let's start!

Sandstorm



I was able to make this effect by using FLEP, a patcher which is like TREP, but for TRNG

This effect basically uses smoke_emitter object to emit or simulate any effect you want with a sprite on DEFAULT_SPRITES slot of your wad, so for example it could be a sandstorm like in this case, or a prettier waterfall, or even some bubbles coming out of a tube underwater!

Requirements:

- FLEP (as said above)
- WADMerger with a free image slot on DEFAULT_SPRITES slot of your wad

!You can find the sprite image and the preset file to get the effect on "Sandstorm" folder of this package!

Setup:

- open your wad with WADMerger, double click on **DEFAULT_SPRITES**, choose an unused sprite slot and load the sprite file on the folder (I'm using slot number 22, you can use any slots you want), save the wad
 - run **FLEP.exe**, click on **Load Preset...** and choose **Sandstorm.fps** file
- Now, if you're using my same sprite slot, you can press **Modify**, otherwise, go on **Smoke emitter white OCB 03 settings**, press **Emitter start colour** to open **Parameters list** and click on **Emitter sprite ID**; in this field you'll type the sprite ID you've choose on WADMerger
- Last but not least, to get this effect to work ingame, you have to place a **smoke_emitter_white** object on your map, set OCB 3 and trigger it, and voila, you have the effect!

In my case I've used a sandstorm for a nighttime section; if you wish to use it on any other daytime, you have to change both **Emitter start** and **end colour** with the color you want!

If you wish to know how to setup your own smoke effects, here's a well-explained tutorial by Joey: <https://www.tombraiderforums.com/showthread.php?t=223244>

Rotating static fog objects



This is one of the most simple effects that it will be super effective on your levels! It basically uses a big static object with a script command

Requirements:

- static fog object
- script line placed on NG_Center

Setup:

- place your static fog into the level map wherever you want (best objects in my opinion are: <https://www.trsearch.org/item/3848>, <http://laraslevelbase.org/stuff/index.asp?id=2409>)
- copy this script line into your script with NG_Center:

```
Parameters= PARAM_ROTATE_ITEM, *IDparameter*, FROT_LOOP, *IDstatic*,  
ROTH_CLOCKWISE, -1, 35, -1, -1, -1, -1, -1
```

-trigger this script command with the flipeffect **F172**, which is **Statics. Rotation. Rotate static with data of <&>Parameters list** either on the map or with a script command, that's it!

The script line above, triggered with a **TRNG flipeffect**, will make your fog object turn endlessly

To understand what each field of the script line means, I suggest you to check out the description on **NG_Center** into **References->_Mnemonic constans for new script command** section

Let me explain what are **Idparameter** and **Idstatic** for:

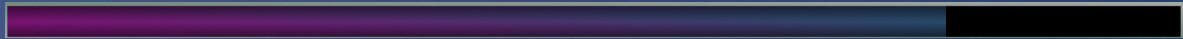
- Idparameter** is the ID of your script line, to is has to be changed with a number, so for example 1, 2, 3, 4...

- Idstatic** is the ID you see when you click on the static object, so for example if the statics has ID 123, you'll type 123 in that field

35 (in my case) is the speed of the rotation, if you want it faster or slower, you can change it accordingly

Tip: the best would be to overlap the effect, so to have multiple statics rotating opposite directions each other, so for example you could have 2 statics objects placed on the same tile or place but one is placed higher than the other; the lower object could rotate in clockwise way, instead the higher one could rotate in inverse clockwise way, if you wish to have the object turn inverse clockwise, just overwrite "**ROTH_CLOCKWISE**" with "**ROTH_INV_CLOCKWISE**" in another script line

TR2-5 PSX styled bars



Another simple but effective effect, it's about using TR2-5 PSX bars, who doesn't love them?

Requirements:

- FLEP
- NG_Center

Setup:

- go into the **TR2-5 PSX Bars** folder, open **Bars.txt** file and copy all the text into your script in the Title or Level section (or both, it's up to you)
- open FLEP, click **Load preset...** and select the **TR2-5 PSX Bars.fps** file
- click **Modify** and you're done!

Tip:

If you wish to know how to change your bars color, check ColorRGB= into "**References->_Mnemonic constants for new script command**" section of NG_Center

Reddish flames



This effect uses an **AddEffect** script command, applied to a flame_emitter or flame_emitter2 mesh

Requirements:

-NG_Center

Setup:

-Add to your script the following lines:

```
AddEffect= 1,ADD_LIGHT_GLOVE,FADD_CONTINUE_EMIT,JOINT_SINGLE_MESH,  
0, 50, 100, -1, -1, 90, -1, MIST_COL_RED ;flame_emitter  
AddEffect= 2,ADD_LIGHT_GLOVE,FADD_CONTINUE_EMIT,JOINT_SINGLE_MESH,  
0, 150, 100, -1, -1, 40, -1, MIST_COL_RED, ;flame_emitter2
```

The first AddEffect is for big flames so flame_emitter, the second AddEffect is for smaller flames so flame_emitter2

-Place a flame_emitter or flame_emitter2 in your map

-Go on Action triggers, look up for **Add to <#>Enemy the (E)AddEffect from script.txt** trigger, and choose either the first or second addeffect to apply to your flame mesh

This effect works with map object ID's, so you have to add this trigger for each flame you want the effect to appear, that's it!

Tip:

if you have many flames in your map, the best is to use a TriggerGroup, so you can trigger all your flames into one place with no need to use too many triggers on your map

I know those effects aren't too many, hopefully I'll release more in the future

In the meantime, happy raiding!