

# TOMB RAIDER II SPRINGBOARD TUTORIAL

Do you want to have the same nice springboard used in Tomb Raider II (Ice Palace and Temple of Xian)? You can! So here you are the tutorial and the resources I've used in my "The Dragon Pearl" levelset, and it works like in TR2.

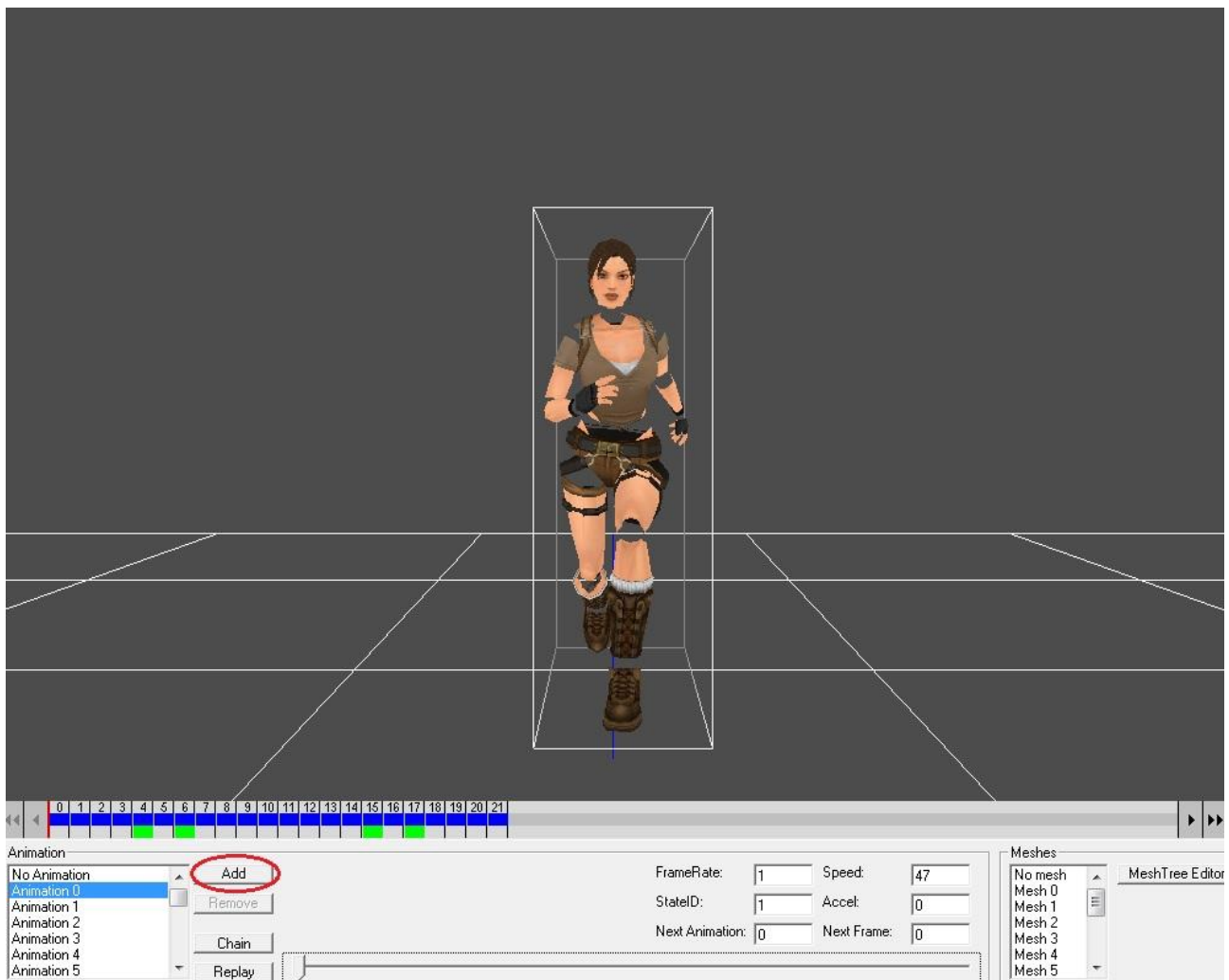
Before starting, I want to thank Krystian, who was the first who tried to replicate in TRNG the springboard and shared his discoveries.

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You will need:

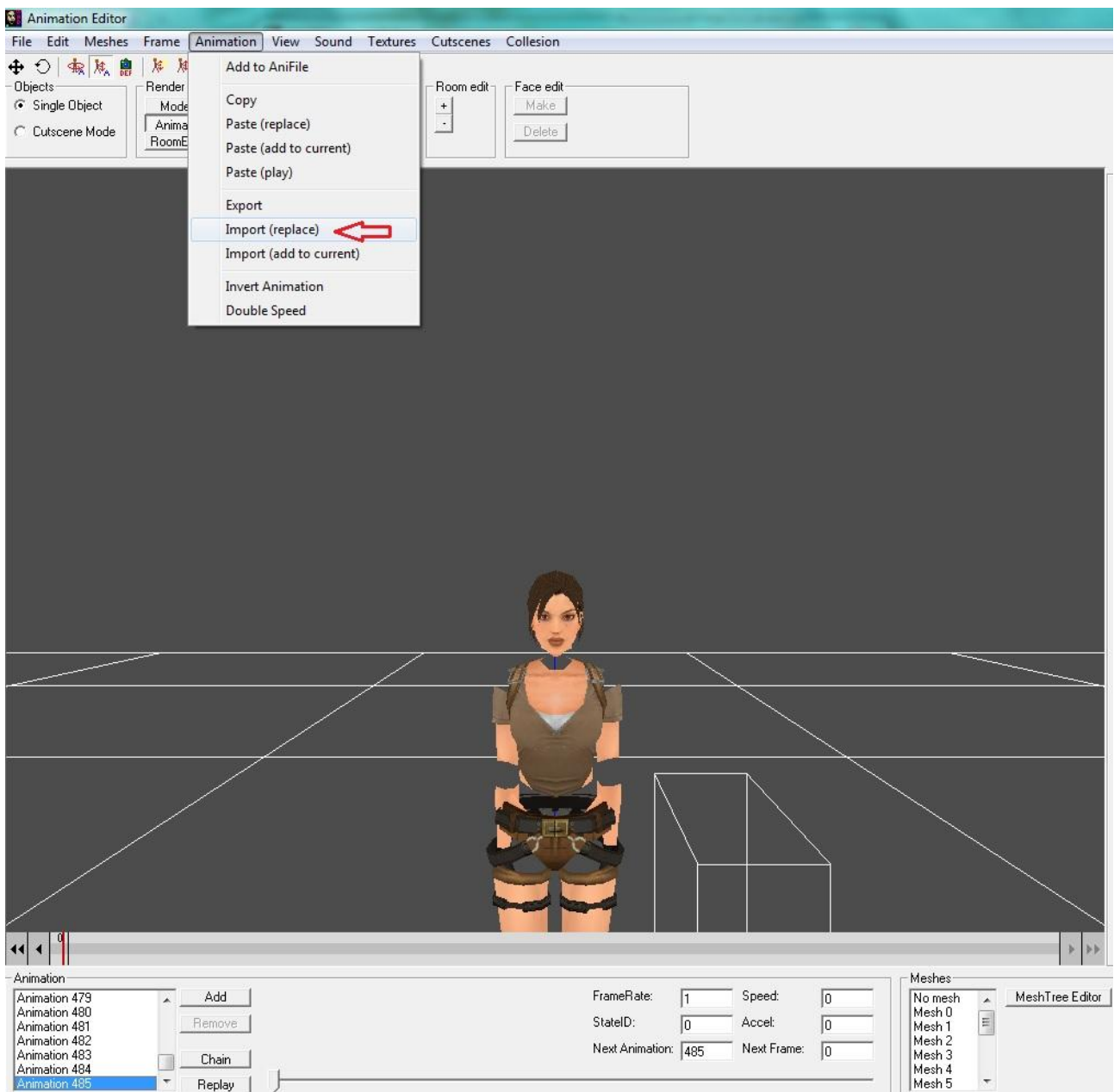
- 1) The two Lara's jump animations (provided in .trw format);
- 2) The springboard;
- 3) A script line;
- 4) A trigger in the map, under the springboard.

**1)** First of all you have to put into your Lara object the two animations supplied (1.trw and 2.trw): open your wad, and double click on the Lara object. Then add a new animation slot clicking on the "Add" button.

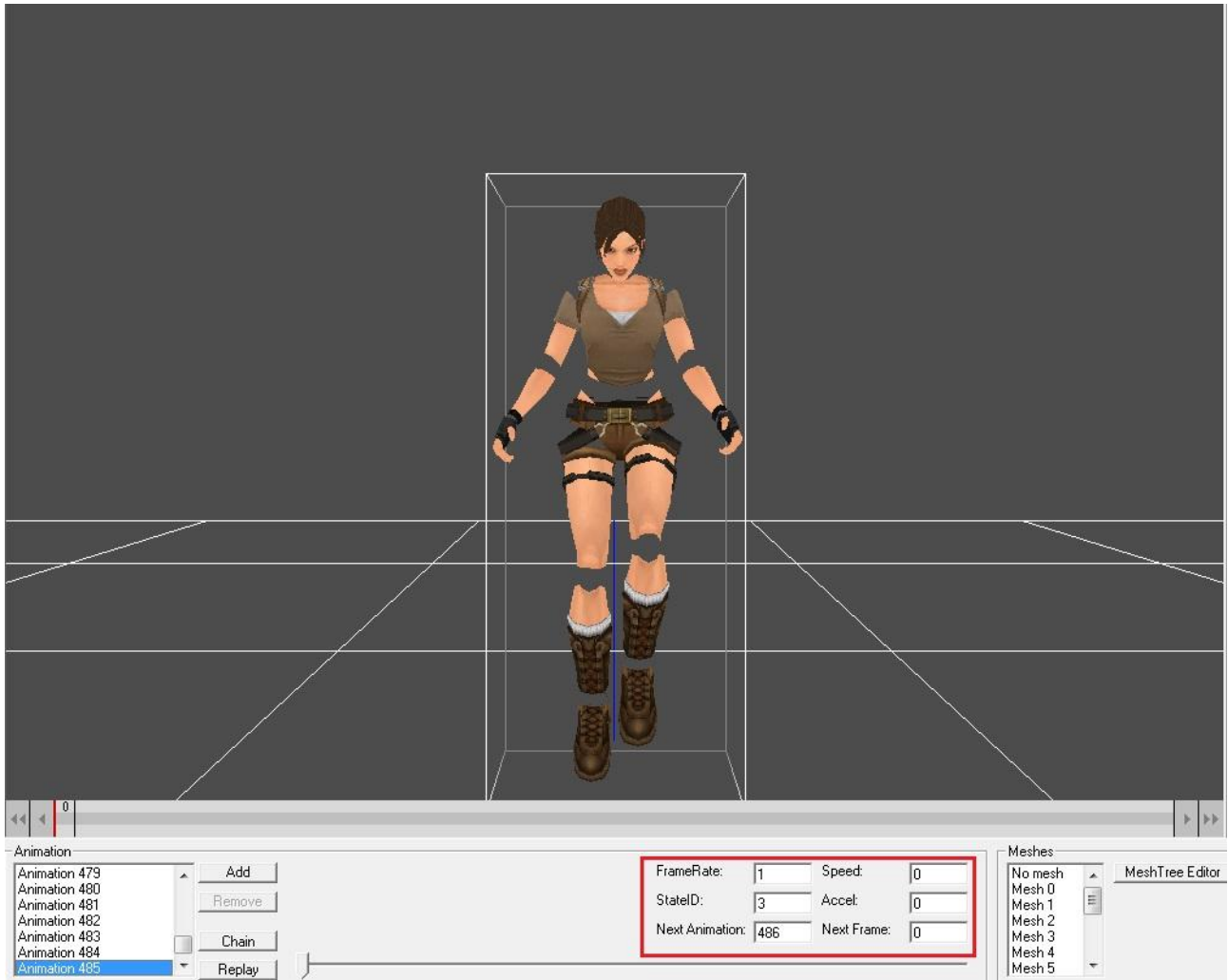


In my wad I've added the anim 485, but you could obviously have another number (for example 473), it depends on your Lara's animations set.

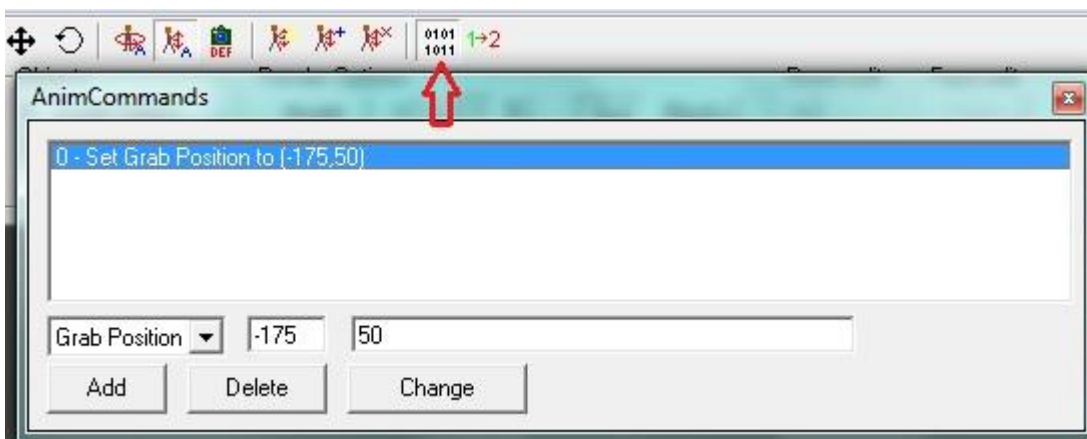
Now import the animation: click on Animation --> Import (replace) and then choose the file 1.trw.



Then adjust the parameters like in this picture: the only thing that can change is the "Next Animation" field, according to your animation number (in my case is 486, for example you could have 474).

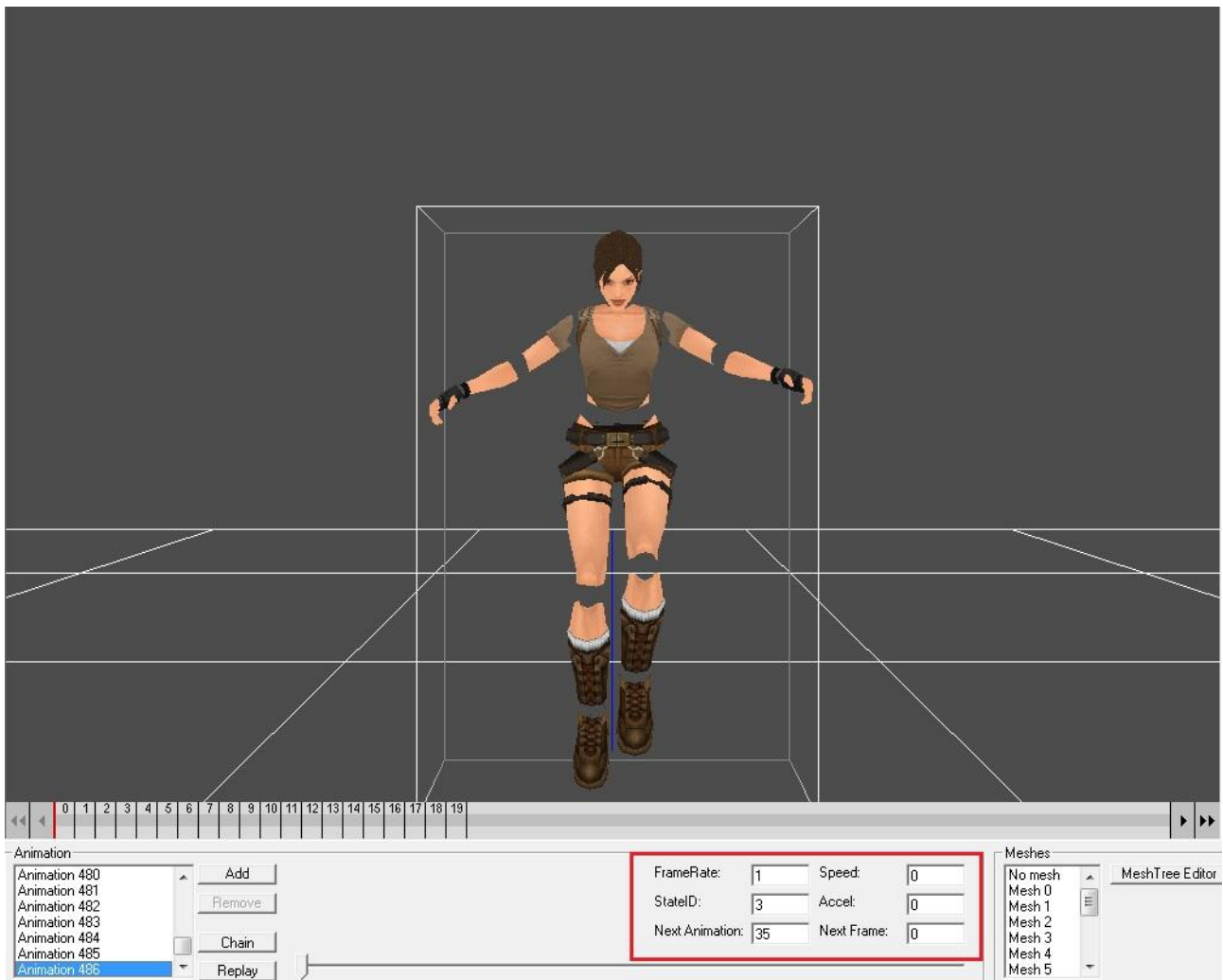


Be sure that it has this AnimCommand (click on the relative button):



You can experiment and adjust the two values for obtaining different results (they are respectively the height and the distance of the jump).

Then add the next animation, like before: add a new slot, and import the new animation (2.trw). And like before, adjust the parameters, but this time exactly like in this picture.



**2)** Add the springboard to your wad (in my case it's the Animating 14, and I suggest you to use an Animating slot without collision: Animatings from 12 to 16 are perfect for this).

Note: I've included the original springboard sound (map\_open.wav).

**3)** Open your project and place the springboard in the map (and remember to texture the tile under the springboard in transparent or grey).

**4)** Put into your script a line for the springboard.

You can find below the line I've used, and basically it's the one you will use too, but remember that you will have to change it according to your (springboard) animating id number (the number in the yellow box that pops up when you click on an object in the editor; for example my springboard id was 904) and your Lara's first jumping imported animation (in my case 485).

TriggerGroup= 70, \$2000, 80, \$E5, \$5000, 904, \$5E, \$5000, 904, \$2B, \$5000, 904, \$F

Explanation (the bold parts will have to be changed):

\$2000, 80, \$E5:

; Set Trigger Type - FLIPEFFECT 80

; Exporting: TRIGGER(229:0) for FLIPEFFECT(80)

; <#> : Lara. (Animation) Force <&>Animation (256-512) of (E)slot for Lara

; <&> : **485** Animation

; (E) : SLOT\_000 LARA

; Values to add in script command: \$2000, 80, \$E5

Set Trigger Type - FLIPEFFECT 80

Trigger (what to trigger): FLIPEFFECT Find <#>

(Object to trigger <#>): Lara. (Animation) Force <&>Animation (256-512) of (E)slot for Lara P

Type (Activation mode): TRIGGER Find <&>

Timer (Parameter <&>): 485 Animation P

(E)xtra: SLOT\_000 LARA P

One Shot Export AnimCommand Hide Constants List

OK 1 2 3 4 5 Export Script Trigger Find Trigger Number Cancel

\$5000, 904, \$5E:

; Set Trigger Type - ACTION 94

; Exporting: TRIGGER(94:0) for ACTION(904)

; <#> : **ANIMATING14** ID **904** in sector (1,1) of Room114

; <&> : Trigger. Set <#>Moveable as ACTIVE item (item that you'll move or animate)

; (E) :

; Values to add in script command: \$5000, 904, \$5E

Set Trigger Type - ACTION 94

Trigger (what to trigger): ACTION Find <#>

(Object to trigger <#>): ANIMATING14 ID 904 in sector (1,1) of Room114 P

Type (Activation mode): TRIGGER Find <&>

Timer (Parameter <&>): Trigger. Set <#>Moveable as ACTIVE item (item that you'll move or animate) P

One Shot Export AnimCommand Hide Constants List

OK 1 2 3 4 5 Export Script Trigger Find Trigger Number Cancel

\$5000, 904, \$2B:

; Set Trigger Type - ACTION 43

; Exporting: TRIGGER(43:0) for ACTION(904)

; <#> : **ANIMATING14** ID **904** in sector (1,1) of Room114

; <&> : Trigger. (Moveable) Activate <#>Object with (E)Timer value

; (E) : Timer= +00

; Values to add in script command: \$5000, 904, \$2B

\$5000, 904, \$F:

; Set Trigger Type - ACTION 15

; Exporting: TRIGGER(15:0) for ACTION(904)

; <#> : **ANIMATING14** ID **904** in sector (1,1) of Room114

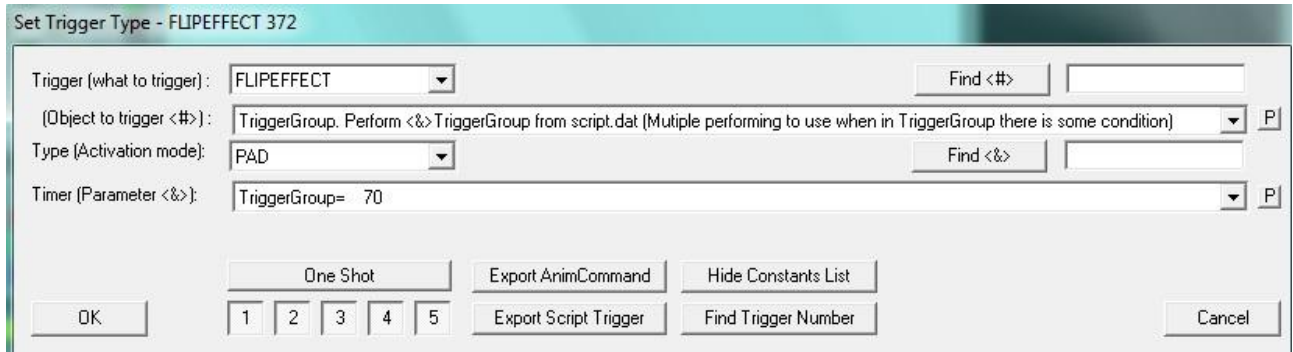
; <&> : Force (E) animation (0-31) for <#>object

; (E) : 0 Animation

; Values to add in script command: \$5000, 904, \$F

Obviously you will have to create them in the Trigger window and then export each one, then put them into your TriggerGroup.

**5)** Finally put a trigger in the map under the springboard: it will execute the TriggerGroup (in my case is number 70) if Lara is touching the floor under the springboard. You can see that it's a PAD type: for this reason I've suggested you to use an animating slot without collision, so Lara can touch the floor. You could also use another animating slot, but remember to remove its collision manually.



And we're done!

Have fun and happy building!

~Ranpyon