

## Collisions

Extra01 and 02 are collision for Extra00

Extra04 to 07 are collision for Extra03

Extra20 to 24 are collision for Animating15\_MIP

Extra25 and 26 are collision for Animating16

Extra27 to 30 are collision for Animating16\_MIP

*The following text was posted on the BtB08 private forum and explains how to setup some objects in the wad. WAD\_explanation.PRJ shows the three important things which need explanations:*

### Millwheel

\*Involved objects : animating2, switch\_type1\*

*This animation has been created by Bojrkraider.*

You can make Lara climb on the millwheel and jump higher. Create two rooms one above the other, the bottom one being a water room. On the floor of the upper room, put the animating2 somewhere and raise it two times. Raise the floor of the bottom room in order that the difference between the floor and the ceiling is 1 click in front of the millwheel (check in what direction the wheel will turn).

Place in the bottom room the switch\_type1 (with OCB 2) in front of the animating2. The OCB 2 launches Lara's new animation! Place a triggerable object (flame\_emmitter, door, whatever) in the map where the player can't see it when he will jump on the mill. Trigger it with the switch. (Trigger for flame\_emmitter, switch (with timer 3) for switch\_type1).

This is to avoid crashes because the switch triggers nothing. The timer is to reset the switch, so Lara will be able to use the mill again!

It seems hard like this but with the PRJ you should understand.

IMPORTANT NOTE : If you don't use the Lara object of this wad, it won't work ! Or you need to add the correct animation (anim 423) from this Lara to your Lara.

### Wraith

\*Involved objects : wraith3, animating10\*

Place the wraith3 object somewhere in the map, where you want it to appear. Open the OCB menu and click the "invisible" button. If you don't use this button, the wraith will be visible in the level before being triggered. The animating10 is the "wraith destroyer". Put it somewhere in the map, with a static or something to show to the player where it is. Trigger it in another room than the room where it is. If you trigger it in the same room, it won't work!

### Cogswitch

\*Involved objects : cogswitch, door\_type3\*

*Thanks to Bedazzled for his tutorial! :-)*

First thing to know about this switch is that you must not place it in the middle of a room, it will crash the game as soon as Lara is too near of it ! This switch has to be placed on a ledge. I don't know if it is needed to link to a lower room next to the switch or if lower the floor is sufficient. I have always created a room. If you look in the tutorial of Bedazzled, you will see that there is another type of cogswitch which can be used on the floor. I tried it but was completely buggy and once I used it, Lara was able to walk through it. It's why I used this one which can't be used everywhere.

Place a switch trigger under the cogswitch. Place a door type 3 with OCB 1 somewhere in the map, not too far, Lara must be able to reach it before it is closed. ;-) Place a trigger for the door under the cogswitch. Door type 3 is also usable as a normal door without OCB.

### **Other objects**

- \* Use OCB 1 with chain in order that it hurts Lara.
- \* Use OCB 1 with lightning\_conductor in order that it kills Lara.
- \* Key\_item12 will stay in inventory after it was used. This allows to open several doors with the same key.