

## BACK TO BASICS 2014 - KHMER EMPIRE

Special Instructions for the wad objects



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## Special instructions for Back to Basics 2014 Khmer Empire wad

By EssGee, Sponge, eTux, Fluen, Borjkraider

### GUIDE

- a young buddhist nun affectionately named 'Nùng'

### ENGLISH

Here you get some nice introductory info about the general usage:

[http://trforge.net/advent/2010/day15/#chapter2\\_2](http://trforge.net/advent/2010/day15/#chapter2_2)

Note that there are some changes concerning the codebits for this guide.

With the respective codebits she acts as follows:

<1> - Picking something up from the ground/ reading tracks/ trigger something on the ground.  
You'd better use this after she got the torch, since her right arm will look a bit awkward otherwise.

<2> - Climbing up a ledge of 8 clicks height (too tall for Lara) and trigger something.  
She will jump down to the ground after that automatically, since she cannot actually climb.

<4> - Creeping (belly crawl) along a distance of about 2 squares (of 2 or even just 1click height [too narrow for Lara])  
For instance, she could crawl through a narrow crack in a wall and open a trapdoor enabling Lara to follow her.

<5> - Pulling a torch out of a holder and igniting it magically.

She doesn't attack enemies or friends with the torch, but they will die when coming near her anyways, so that she might as well be used to exorcise demons and the like.

<3+5> - Triggering something in front of a wall (showing something or lighting a torch)

Note: There must always be another ai-follow-nullmesh after a 3+5 or the game will crash.

In Room 70 you should NOT use this device or she'll lose her head - literally.

<1+2+3+4+5> - disappear

### Caution!

Lara has to be near the guide in order to have her do the above actions.

She will wait up until Lara enters her 1.5-squares radius.

Exceptions are pulling a torch and picking something up.

As a little inspirational help I provided you with a test level as well.

Load the PRJ and the texture set and convert the project into a TR4-file.

Now you can scrutinise the new guide and her new actions in detail.

Enjoy the testing!

Mario / Sponge

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## GUIDE GERMAN

Hier eine tolle Anleitung für den generellen Gebrauch:  
[http://trforge.net/advent/2010/day15/#chapter2\\_2](http://trforge.net/advent/2010/day15/#chapter2_2)  
 Beachte die Neuerungen bei den Codebits für den Nonnen-Guide. ;)

Mit entsprechenden Codebits in den AIFollows tut sie Folgendes:

<1> - Etwas vom Boden aufheben/ Fahrtenlesen oder etwas am Boden auslösen  
 Besser erst nach Erhalt der Fackel verwenden, bitte, sonst hält sie ihren rechten Arm komisch.

<2> - Sich an einer 8 Klicks hohen Kante (zu hoch für Lara) hochziehen und etwas auslösen  
 Sie kehrt danach immer zurrück zum Boden, da er Slot-bedingt nicht wirklich klettern kann.

<4> - Krauchen durch einen bis zu 2 Squares langen Kriechgang (von 2 Klicks, aber auch 1 Klick Höhe [zu flach für Lara])  
 Sie könnte zB in einen 1-Klick Spalt kriechen und drüben dann eine Trapdoor öffnen, die Lara Zugang zum Raum ermöglicht.

<5> - Sich eine Fackel aus der Halterung greifen und auf magischem Wege entzünden  
 Mit der Fackel geht sie NICHT auf Gegner (und Freunde) los, dennoch sterben diese in ihrer Nähe.  
 Dadurch kann man sie auch zur Dämonenaustreibung nutzen.

<3+5> - Etwas vor einer Wand auslösen (zeigen oder Fackel anzünden)  
 Es muss immer ein anderer ai-Follow-nullmesh sein nach einer 3+5 oder das Spiel abstürzen.  
 In Room 70 kann man diese Aktion NICHT verwenden oder sie verliert den Kopf - im Wortsinn.

<1+2+3+4+5> - Verschwinden

Achtung!  
 Für alle Aktionen muss Lara in der Nähe sein.  
 Der Guide wartet, bis Lara im auf etwa 1,5 Squares nah ist.  
 Ausnahmen bilden das Greifen nach der Fackel und das Greifen nach dem Relikt.

Als kleine Inspiration habe ich einen kleinen Testlevel zusammengeschustert.

Lade die PRJ samt Textureset in den LE und outputte es zur TR4-Datei.  
 Du kannst nun im Spiel den Guide unter die Lupe nehmen.

Viel Spaß beim Ausprobieren!

Mario / Sponge

### Meshswap 3

Lara's hand holding the mine detonator (Lara pulls out in the level's room 25 or 26, when selecting Puzzle8 from inventory);

### Minefield Tutorial by Fluen

<http://www.skribblerz.com/tuts/tuts2/fluenmines.htm>

## ENEMIES

### Stingray by Sponge

German

Hier ist ein Rochen im Big\_Beetle-Slot. Du kannst ihn in einem Wasserraum mit flachen Gelände platzieren und er wird Lara darin in Bodennähe etwas umschwirren. Ansonsten wird er eher am Grund liegen. Er ist friedlich, aber nicht Kugelsicher.

English

Here's a stingray using the Big\_Beetle-slot. You can put it into a water room with smooth terrain. It will swim around Lara near the ground. Otherwise the ray will rather linger on the ground. It's a friendly enemy but not bulletproof.

Enjoy!

Mario / Sponge

### Black Enemy Jeep - by Sponge

Here you get a new version of the Enemy-Jeep.

All new meshes were made by me and I also made the textures from my own photographs. Please give me credit in the readme-file of your level if you use this object.

You can get a really good introduction to the work with the jeep on this website:

[http://trforge.net/advent/2010/day15/index-en.php#chapter2\\_1](http://trforge.net/advent/2010/day15/index-en.php#chapter2_1)

NOTE: The Object requires the Grenade-Object. So please make sure this object is included in your wad as well.

Hope you enjoy this object of mine!

Mario / Sponge

### Ahmet + Smash Object 3

Smash Object 3 is a shatter statue for the Ahmet enemy. If you activate and jump on it, it can explode. If you put a pad trigger for Ahmet under it, Lara will trigger it. Smash objects can be put in level editor with all codebits (1-5) on, to be active from the start.

### Scorpion + Smash Object 2

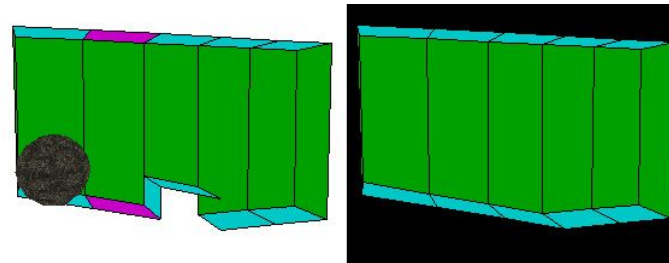
Smash Object 2 is a Statue. It can be used with Scorpion slot enemy to simulate bringing statue to life.

### Horseman +Shatter5

Shatter 5 can be Heavy Triggered by Grenade to smash statue and trigger enemy

### Wild Boar

There is a bug with any enemy (elephant here) in this slot. The enemy will disappear if you save and reload whilst battling it. There is a workaround for this by heavy triggering the enemy with a rollingball that remains resting on a heavy trigger for the enemy. Then the enemy will remain correctly when you save and re-load. The trade-off is that cameras will not work (you only get a momentary flash of the camera shot) whilst the Rollingball remains on the Heavy trigger. So the trick is to set the heavy trigger in an unseen room, and use a flip map to allow the rollingball to roll away once you are finished with the enemy. Then make sure there is a trigger that the player must pass over to flip the unseen room before any further cameras are used.



### Mutant

The enemy in the mutant slot is Invincible. The locust swarm has been removed from the enemy.

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### **Knights Templar + Shatter9**

The Knights Templar is an immortal enemy (here he is a mercenary with bullet-proof jacket). The enemy should be used to help Lara to smash barriers to allow Lara to progress to next area. Shatter 9 is a barricade object that the Templar enemy can smash.

Note: The behaviour of Shatter 9 depends on which way the object is rotated. In one direction, Lara can smash it if it is untriggered and she leaps at it. In the other direction it cannot be shattered by Lara jumping at it. This is more desirable. Test thoroughly.

There is an issue with this enemy, in that he seems to be able to smash some other static objects as well. This is unintended, but there is no known fix for it. Builders should be aware of this; they should plan carefully with static object placement in any areas featuring the Knights Templar enemy and test thoroughly to avoid objects being accidentally destroyed by the enemy's actions.

### **Wraiths**

Wraith properties:

Can go through walls

Flying enemies cannot go over illegal slopes

Cannot be shot

Enter Invisible in OCB box when placing enemy

Wraith 1 - Fire wraith - dies on contact with water (can't be used if Guide in wad - ruins Guide AI)(not used here)

Wraith 2 - Ice wraith - OCB 2 - dies on contact with water

Wraith 3 - Earth wraith - needs Animating 10 as trigger to 'Capture' object to kill enemy. Animating 10 is a hard-coded lure for this enemy.

Wraith 4 - Wraith 4 behaves like wraith 2 (drains Lara's health) and I suppose it dies on contact with water, It has a white tail like wraith 3. But it is not as impressive as the three other wraiths, because it doesn't have the "glory" of coloured clouds they have. So it looks more "naked".

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## PUZZLES , KEYS, TRAPS

### Trapdoor 3 & Floor Trapdoor 1

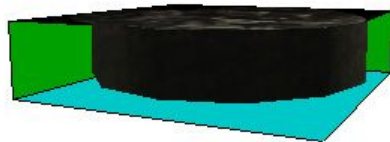
Trapdoor 3 is an invisible trapdoor that is to be used to give collision to the second tile of Floor Trapdoor1 object

### Floor Trapdoor 2

Floor Trapdoor 2 is a bounce pad requiring a special setup.  
It uses TRep Flipeffect 53 and 54

### Bouncepad setup tutorial

To set up the bounce pad correctly create a one-click high single sector room.



Place it underneath the floor where you want to place the bounce pad and connect the portal from your main room to small room beneath.

Apply Toggle Opacity 2 to the portal.

Place the Trapdoor 2 item in the small one-click room.

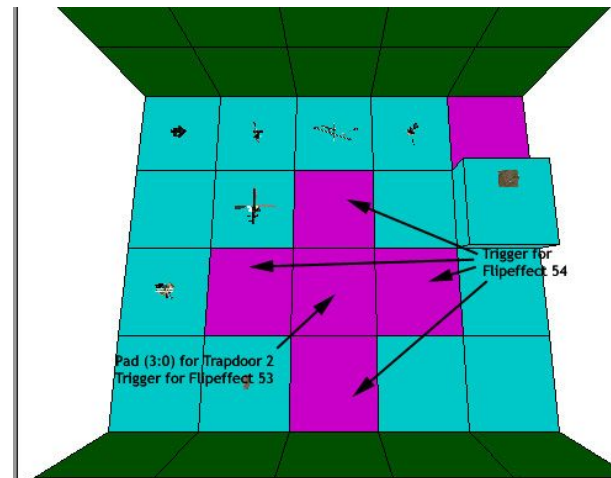
In the main room, add the following triggers to the toggle opacity tile above the bouncepad:

Pad 3:0 for Trapdoor2

Trigger for Flipeffect 53

On each of adjoining side tiles place a:

Trigger for Flipeffect 54



### Switch\_Type 7

- can be used together with Extra 40 - must be placed on the same tile and raised 4 clicks for switch and static to match

### Switch\_Type 8 + Extra 64

Extra64 is static collision for the Bell

### Puzzle 4

Puzzle 4 - Gong Hammer setup including Animating\_6MIP

Place Puzzle Hole 4 and Animating\_6MIP on same tile

For Animating\_6MIP (Press Invisible button on in OCB)

Enter -459 in OCB of Puzzle Hole 4

Triggers: Key for Puzzle Hole4; Trigger for Animating\_6MIP

Optional: Trigger for CD:50

### Dual usage of Puzzle Item 5

#### Normal usage

Puzzle Item 5 can be used normally with Puzzle Hole 5

### **Puzzle Item 5 + Statue Plinth**

The idea is that you can place the puzzle item (a dry water lily) on the "plinth" (a small stone marking) from all sides and it's done (a blossoming water lily appears). It's based on the water lily statics - Extra 19 and 62. It might look very pretty if you place that puzzle in a pond (perhaps in front of a Buddha statue) and the puzzle will cause the whole pond to bloom with water lilies (via Fliproom).

#### Fluen's Tutorial for Statue Plinth:

##### Statue plinth background info:

I think the reason for the strange setup in TR4 was the idea of an object Lara could approach from all sides and angles (try for yourself – you can be almost casual about from what angle Lara tries to place the holy scripture – the statuette) as it is basically a pedestal with a receptable. All other puzzle holes can be approached from one side only. So I believe Core created this special object custom made for this single situation.

It also means it has a peculiar weakness. If two or more statue plinths are placed closer than 3 blocks apart they become "telepathic". Again try it. Equip Lara with several holy scriptures or anything else in the puzzle item 5 slot and have her place one of them on one of the too close statue plinths. Then all of the too close statue plinths will receive a holy scripture and Lara's inventory will be reduced with a similar number. As I recall, it doesn't matter if Lara has too few of the holy scriptures – the remaining statue plinths will receive a holy scripture anyway. But the only triggers that will work are the ones activated by the statue plinth Lara approached. And Lara can't activate the other triggers afterwards. The plinths have simply gone inactive.

Besides, if you want to use the same setup with heavyswitch triggers as in TR4 you must use more than one statue plinth. Another odd thing. Statue plinths feeling lonely won't activate heavyswitch triggers. If you just want one statue plinth make it activate a heavy trigger. That works.

#### Quick instructions for use of the statue plinth:

Place the statue plinths minimum three blocks apart.  
Use puzzle item 5 as the object Lara must use for the plinths.  
If you want to play it safe use heavy triggers under the plinths.

If you want to use heavyswitch triggers you must use at least two plinths. In that case you must also press the corresponding codebits in both plinth and heavyswitch trigger:

statue plinth 1 and its heavyswitch trigger – codebit 1 pressed  
statue plinth 2 and its heavyswitch trigger – codebit 2 pressed

...

last statue plinth and its heavyswitch trigger – the remaining codebits pressed (here that would be 3, 4 and 5)

OCB-codes for the statue plinth:

0 – empty and ready to receive a puzzle item 5

1 – already filled and inactive (used for the level after Lara has summoned Horus – it takes place at seemingly the same spot but the game has loaded a new level)

I did test it in different rooms to see if it would disturb the object. But once I set the triggers up as above the statue plinths worked just fine.

### **Puzzle Item 11**

Puzzle Item 11 is a pry-off wall puzzle. Enter OCB 2 in Puzzle item.

### **Key Hole 1 + Animating15MIP**

Key Hole 1 is the lower part of the Hole. Animating 15MIP is the upper part - it must also be placed and triggered with the key hole

### **Key Hole 2 + Animating11MIP**

KeyHole 2 is a dummy mesh. Animating11 MIP must be placed on a door and triggered with Key Hole

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### **Plinth\_Blade**

The Plinth Blade is a rotating spike wall. It can be setup on a door portal with Toggle Opacity and Ladder Climb applied so that Lara can only climb past it when it is retracted.

### **Teethspikes + Extra 75**

Extra 75 is a set of holes to allow the Teethspikes to be placed on any floor texture and give ahint of their presence. Make sure that their rotation matches the teethspikes object. Teethspikes that set up to come from walls or ceiling must use a suitable texture to indicate where they will appear from.

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## OTHER MOVEABLES

### Pushables

To give Pushable 1 a solid collision that Lara can stand on, enter the following OCB code:

Pushable\_Object\_1 - OCB 1024

All Pushables - OCB -1 disables pushable function

### SWITCH OCB

Switch Type 1 – round turning switch– OCB 2

Switch Type 2 – wall lever– OCB 0

Switch Type 7 – Gem switch – OCB 0

Switch Type 8 – Bell – OCB 0

Pulley – OCB 1

### DOORS OCB

Door Type 7 – Crowbar Door – OCB 2

### Door Type1 + Extra46

Extra46 is a receptacle for Door Type1 to retract into the ground

### Wall lever + Rock2

Rock2 is a receptacle for the wall lever

### Underwater Switch + Plant3

Plant3 is a receptacle for underwater chain switch

### Smash Object 1

Smash Object 1 is a barricade. It can be smashed by Lara and Quadbike.

Explosives also break it. Enemies do not break it. If the smash-object is triggered, Lara can break it by jumping against it, rolling against it, sprinting against it and shooting at it with explosive ammunition.

If the smash-object is not triggered, Lara can still break it with explosive ammunition, but not with her own body.

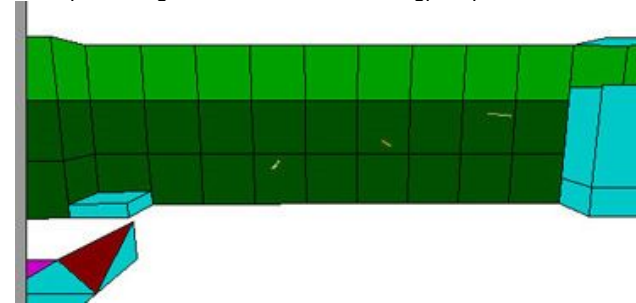
### Bike Smashable Wall & Floor

These objects are smashable with the Quadbike

### Polerope

It is a TRC-like swingpole,. Be careful to place it correctly so that Lara will not grab too high or too low.

Example of heights and distances for swingpole placement



### White Light - Teleporter

Enter OCB 666 into a white\_light nullmesh. To teleport Lara to that white\_light nullmesh object, simply trigger the white\_light. To rotate Lara's target position, simply rotate the white\_light nullmesh object.

## Examine 2

Use lines of text to perhaps give hints to players. Up to 13 lines can entered.

Current Script line:

Examine= 2, Khmessage, \$0000,\$0500,\$0000,\$0000,\$0000,\$0002

The text 'Khmessage' is saved in english.txt. Change it in the english and script.txt as desired

default text:

RULES1:To win the game, get all your pieces off the\nboard by landing them on the final ankh\nsquare. On your turn spin the sticks. Your\n throw is the number of white sides showing.

RULES2:If no white sides show, your throw is a six.\nIf you throw a six or land on an ankh square\nyou get an extra turn. If you land on an\nopponent's piece, it is returned to the start

\n means the start of another line

Replace with your own text as desired.

## Animating (general)

Animating 2\_MIP, 6, 9, 12\_MIP, 13\_MIP, 15 all animate in some way. Trigger them normally or press all 5 code bits in the object to have them automatically triggered. Study their movement in testing or in Wadmerger to understand their behaviour.

## Animating 4 & 7

For both Animating 7 and Animating 4 bridges, the intended way to do them is to use matching Bridge Flats or Bridge Tilts with invisible button checked in OCB and Dummy triggers.

When the animatings are triggered to drop or unravel, you should use a flipmap so that the Dummy Triggers are either removed or added depending on which animating you are using.

You could also possibly do it with a geometry flip map with a pit and several portal connections with Toggle Opacity On/ or Off in Fliproom where the bridge lays.

## Animating 3\_MIP

Animating 3\_MIP is a moving concrete slab bridge. It has no collision so that the object can be walked upon. It should be used with a flipmap to give it collision when it is rolled out into position to form a bridge.

## Animating 5 & 9\_MIP

Both these statues arms will animate upwards when triggered.

## Animating 5\_MIP

Animating 5\_MIP is an opening door that can be used anywhere. It is not restricted to being placed on a portal connection like normal doors. It can only be opened, not closed again though.

## Animating 4\_MIP + Shatter0

Place Animating4MIP (Invisible Button Pressed) on same tile as Shatter0 Box. Heavy Trigger Animating4MIP so that broken boards appear after Box is smashed.

## Animating 8, Animating 8\_MIP + Shatter 3

Animating 8 and 8\_MIP is a two part statue. Shatter 3 is a gem that can be placed on the chest of the statue.

## Animating 10

Animating 10 is the Trap object for Wraith3. It must be triggered in a room prior to the room that the wraith3 is triggered in. It fits with pedestal objects.

## Animating 11 and 12

Animating 11 and 12 is a large two part statue designed to hold platforms or bridges. Room heights for the objects are 23 Clicks lower room; at least 15 clicks high upper room.

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**Animating \_14\_MIP**

- Can be used together with Switch Type 7 and Puzzle Item 2 to indicate the gem dropping out of the snake's mouth.

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## STATIC OBJECTS

### Plant 1-2

Plant2 is invisible collision for other side of Plant1 arch

### Architecture 4,5,6

- are modular - they work together to make various wall combinations

### Debris 4 , Extra 35-36

Debris 4 is a light ray that fits Extra 35 and 36

### Shatter 4

Shatter 4 is an invisible shatter that can be used to trigger events e.g in fire fights

### Shatter9

Can be smashed by the enemies in the slots Knights\_Templar (Bullet Proof Mercenary) and Skeleton (Skeleton monk)

### Extra 11&65&76

Extra 65 and 76 combine with Extra 11;

### Extra 26-32 Banyan Tree

Extra 26 to Extra 32 - components are modular and should fit together or can be used alone

### Extra 40

Decorative Angkor Snake element - roughly covers 1x1 tile;  
- Can be used independently (broken statue); together with EXTRA41 (to make normal statue) or Switch Type 7 for a puzzle setup

### Extra67-68

Extra 68 is invisible collision for other side of Extra67 arch

### Extra 73-74

Extra 74 is invisible collision for other side of Extra73 arch

### Extra63

Extra63 is a 4x4 invisible collision box. If you wish to add collision to other statics and animatings where the quadbike travels, you could use this object. In the editor, select Edit Objects and use the Plus button to increase the number in the central red square to 4, and click OK. This will give the object collision as if it was a block of geometry and the quadbike will not pass through it. You could then place this object over other objects that need solid collision protection from the quadbike. You could apply the same method to other static objects that occupy a full tile space. Keep in mind that this method applies this geometry-type of collision to all placed objects of that slot. This technique is not so effective for objects that occupy less than a full tile space.

### WEATHER

Flipeffect 47 – disable all weather

Flipeffect 48 – enable rain in all outside rooms

Flipeffect 53 - Trigger for bouncepad

Fliffeffect 54 - Reset flipeffect for bouncepad to enable it to work repeatedly

### COLD BREATH

To activate the cold breath feature, simply activate the Cold button for the room which should have the cold breath feature.

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### **ADDITIONAL MOVES FOR LARA**

Ledge jump up: Press Alt (Jump) to jump up then Ctrl to Grab

Ledge Hang Back flip: Hold Ctrl (Action) + Press Down arrow

Ledge Hang Back Flip + Twist: Hold Ctrl (Action) + Press Up and Down arrow (or End (Roll) Arrow)

Ladder to monkey swing:

a) Ctrl (Action) +Up - to grab M/S above

b) Ctrl (Action) +Alt (Jump)+Shift (Walk)- to turn and grab M/S

Monkey Swing turn: End (Roll)

Water to ladder climb: Ctrl (Action) +Up

Swingpole: Ctrl (Action) +Up to rotate on pole; Ctrl (Action) to release and leap forward

Bouncepad: Forward Arrow then Ctrl (Action) to grab at top of jump

Crawlspace roll: > (Crouch) + ? (Sprint)

Roll out of Ledge Crawlspace: At edge of ledge Alt (Jump) +Forward arrow

### **QUADBIKE**

Ctrl (Action) to mount quadbike (from right side of vehicle)

Ctrl (Action) to accelerate

Alt (Jump) to brake

Left/right arrows to steer

Alt (Jump) + Right arrow to exit vehicle

Down arrow to pull quadbike backwards

### **SPECIAL THANKS**

Sapper - update to Strpix to manage large wads - your update made wad assembly so much better.

Other object and animation creators: Danilo, juttae, Karlo002, Trix, Tauchwiesel, PoYu Chen, Horus-Goddess, Uranos1, Dark Death, Tifa Nazah, Bedazzled, mizuno\_suisei, Geckokid, Apofyse, Magplus, Aya191

Core Design, Crystal Dynamics,

CG Textures - such a great source of textures

Freesound.org - some custom samples

All the fantastic TR tool makers:

Core Design - TRLE

NGLE - Paolone

TRep, esse, Leikkuri- Pyuaumch

Wadmerger - Michel

Strpix - Turbo Pascal and Sapper

CD Audio2 - Turbo Pascal

Metasequoia - O. Mizno

TRLESoundEditor, EditWad - sapper

Wad Reorganizer - Josep Borrut

reStrText - Qunai

### **The Back to Basics 2014 Khmer Empire Package Team:**

EssGee - Team Leader, objects, textures, additional animation, documentation, package assembly, original audio compositions

MichaelP - package and competition hosting and organisation

Sponge - objects, technical advice, textures, additional animation

Fluen - objects, technical advice, Title level, audio mixes, additional animation

Bojrkraider - objects, textures, additional animation

Teme9 - objects

KurtisandLara - objects

TheTiger - objects

eTux - objects

Chronicles5 - on location textures - various textures for tga and objects

Horus - textures, objects

EssGee February 2014

Edited April 2014