BACK TO BASICS 2016 - PERSIA

Special Instructions for the wad objects
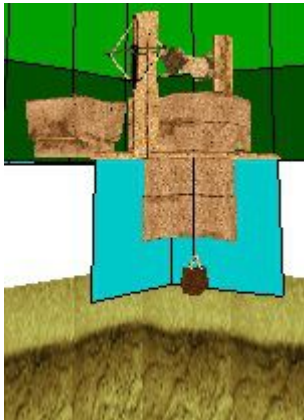
Special instructions for Back to Basics 2016 Persia wad

By EssGee, Bojrkraider, Jesus C.Croft, Fluen, DJ Full, Psiko, Mugs, AgentXP, LGG Production, Amethyste, Axelia, Dutchy, Bigfoot, Sponge and MichaelP

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Well Puzzle Set-up (Original puzzle by Uranos1, objects customized by Dutchy)

1.Create a shaft, with or without a water room underneath, your choice. The shaft should be about 8 clicks deep (4 clicks shaft with a 4 click water room below).

2.Place the well object (EXTRA 53) and Puzzle hole - **Do NOT rotate the puzzle hole** (if you do need to rotate it, scroll down to #7). Place a "Key for Puzzle hole" trigger on tile where well handle will be. Put "**- 422**" in the Puzzle Hole OCB, this will also play the hard coded audio. If you don't want that audio playing, put **-463** in the Puzzle Hole OCB.

3. Now you need to place two (of the same) items of what you want picked up from the bucket, **you cannot use this item anywhere else in the level so it cannot be a Medipack for instance**. Place each of the items in the shaft, they'll end up on the bottom. So raise them double the number of clicks of your well shaft. If your well hole is 4(8) clicks deep, raise the items 8(16) clicks

Place the first item – rotate it **2 clicks** to 90 degrees. Place the second (same) item - rotate **6 clicks** to 270 degrees. Apply "**OCB 257**" and "**Invisible button**" to both items.

4. Place a Normal Trigger for each of the two items in the well on top of the Puzzle hole trigger.

5. The item will be accessible to be picked up from the bucket on the side of the well, doesn't matter which side. The item is not visible but Lara will pick it up and you will see it go into your inventory.

6. You need to place the item twice on the same spot, but only one is able to be picked up (Remove either one and the puzzle doesn't work).

7. In case you want the puzzle hole facing another direction than the standard one, count the clicks you rotate it and then you have to turn both puzzle items the same number of clicks..

8. In case you want the item visible in the bucket, place a third item, raise it about 2 or 3 clicks above the other two. Click "invisible" in the OCB and place a normal trigger on top of the other triggers under the puzzle hole. It will become visible as soon as Lara uses the wheel on the well, but if you don't place a camera on the bucket this won't be noticed.

Test "in game" if the item appears correct in the bucket and if necessary adjust the height (and/or rotation)

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Step By Step Tutorial for Water Texture Animation and UV ranges.
By EssGee

There is more than one way to set this up correctly. The following is the simplest method. Remember that you want to set up your UV ranges so that both solid and transparent versions of your scrolling textures work properly.

In your script is already entered:
UVrotate = 1 (this is the speed of the scrolling textures) - You can alter this to change the speed, but you will find that anything higher than about 4 will be very fast.

In the editor:
1. Open Texture Animation Ranges Box
2. Click 'R' to reset all ranges.
3. Click 'Reduce' Button - it's easier to select the ranges in this view.
4. Right Click and Drag to select all 4 UV tiles (the first 4tiles) as a range.
5. Right Click and Drag to select all 12 water tiles (tiles 5-20) as a range.
6. Click assign.
7. Set nUV number to 2 (this is because normal and transparent UV are considered as one range each)
8. Left-click water range to select it (so it is red highlighted) - set frame speed to 8 fps
9. Click Assign.
10. Click OK to close animation range box.
11. Apply at least one normal version of one of the water textures and and one of the UV textures somewhere in your map. Then place a transparent version of one of the Normal textures and one of the UV textures as well.
12. Compile your level and test it out.

Alternative setups:
No matter how you select your UV ranges - whether it has one range of 8 textures or up to 8 ranges of single textures, the simple rule is that you must select the nUV number as double the number of UV ranges you have created, and you must apply both normal and transparent versions of at least one of the water and UV textures.

For example:
2 ranges selected - use nUV = 4
4 ranges selected - use nUV = 8
8 ranges selected - use nUV = 16

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SCALES (By Fluen)
to get one scales-object to work once setup is as follows:

1. Give the scales the same OCB-no. as the amount of water, Lara is supposed to pour into it.
2. Place the object to trigger, if she uses the correct amount of water, press its codebit button no. 1 only.
3. Place the trigger for that object under the scales (the center) and make it a heavyswitch-trigger.
4. Place the object to trigger, if Lara uses the wrong amount of water, press its codebit button no. 2 only.
5. Place the trigger for that object under the scales as an ordinary trigger.

I think the scales can trigger more than one object with every outcome, but the above works just fine. The failure-object could be a killing trap right under Lara's feet to force the player to try again, or the scales could open two different doors for her - one for an easy route and one for a hard route - or one with a secret and one without.

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ENEMIES

Scorpion and Smash Object 2
In this pack you cannot use Smash Object 2 in game. It is only included in the wad to fix a hard-coded behaviour that affects the Scorpion enemy.

Setha
The enemy is invincible. Use camera work and Flip effect 46 to kill the enemy.

Mutant
The enemy in the mutant slot is mortal and explodes on death.

Sphinx
The enemy in the mutant slot is mortal and explodes on death.

Demigod 1
The enemy in the Demigod1 slot is mortal.

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
Wraith 2 - Ice wraith - dies on contact with water, OCB 2 - can be used to trigger Flipmap 2
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. Trigger Animating 10 to make it act as a capture object.
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

Pickup Items 1-4
Quest Items 1-6
All these items are collectible artifacts.

Optional background explanation of quest_items (By DJ Full)
 - The Great Powerful Artifacts included in this package.
Surely I advise any builder to have his own description.

Examine 2: ASSYRIAN CREDIT ROLL
This is an ancient press matrix used for batch script.
May indicate imminent level end if a climax is missing.

Quest Item 1: DESERT ROSE
A crystal cluster of gypsum and sand, likely to form in deserts.
Named stone of mind, angelic stone, said to cure body and mind.
May quiet worries, increase perspective and still mental dispersion.

Quest Item 2: HANGING HEART OF SEMIRAMIS
A legendary necklace of legendary queen.
A lame substitute for legendary gardens.

Quest Item 3: PLANT OF IMMORTALITY
This radioactive bush gives you infinite power to play bad levels.
It was originally found by Gilga Mesh only to become a snake meal.

Quest Item 4: SWORD OF DAMASCUS
The hardest steel in the world, harder than CIL.

Quest Item 5: SCAPEGOAT TIMEWASTER
This powerful artifact is responsible for all delays since 3250 BC.
It of course includes all package delay and betatest failure of BtB.

Quest Item 6: ENCHANTED KINETIC DUMPER (EnKiDu)
This powerful artifact uses energy and gives nothing in return.
It was probably used together with the Timewaster hourglass.
The exact combo recipe was fortunately lost in the sands of time.

Keyhole 8
Keyhole 8 is invisible and can be used with Key Item 8 Coins. This way the coins can be seen to purchase items.

Sas_drag_bloke - a large rug that can be pulled.

Hammer
OCB settings (Thanks to George Maciver)

OCB 0 – Nothing happens.
OCB 1 – Hammers smash and raise continuously.
OCB 2 - Hammers smash once and remain down.
OCB 3 - Hammers smash and raise and stay up and can be reused.

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OTHER MOVEABLES

Jeep, horse
Use Puzzle_Item1 (Sugar bowl) to feed the horse so that Lara can ride him**.**
You must place a Flipeffect 52 Trigger before Lara can ride the horse. This is to remove exhaust smoke and red brake light from the vehicle. Horse will not explode when it comes in contact with water.

Pushables
To give Pushable 4 a solid collision that Lara can stand on, enter the following OCB code:
Pushable_Object_4 - OCB 1024
All Pushables - OCB -1 disables pushable function

SWITCH OCB
Switch Type 1 – OCB 0
Switch Type 2 – OCB 3
Switch Type 3 – OCB 3
Switch Type 4 – OCB 2
Switch Type 5 – OCB 5
Switch Type 6 – OCB 6
Switch Type 7 – OCB 0
Switch Type 8 – OCB 0

DOORS OCB
Door Type4 - OCB 2 - to pry open with crowbar
Any door - OCB 1 - to raise door with Cog Switch

SWITCH_TYPE1 Wall lever
Use static item **VON CROY_MIP** as a wall plate

SWITCH_TYPE2 Push switch
Use Extra57 wall recess with this switch

SWITCH_TYPE3 Push switch
Use Extra58 wall recess with this switch

SWITCH_TYPE6 Valve switch
Use Extra44 wall plate with this switch

SWITCH_TYPE7
This is a shootable switch.

SWITCH_TYPE8
This is also a shootable switch.

UNDERWATER SWITCH2
Use GUIDE_MIP object as a ceiling recess with this switch

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.

ENEMY_PIECE,
GAME PIECE 1,
GUIDE_MIP,
VON CROY_MIP
HORUS_STATUE
These are just an additional static items.

GAME PIECE 2,
It's just ornamental static item, although you can combine it with a FLAME EMITTER or STEAM EMITTER.

SPHINX_MIP
Static item - Wall recess **-** use with Catwalk Blade

JEAN YVES - QUEST ITEM 6, (By DJ Full)
To animate Quest_Item6, you must overlap it with a copy in Jean-Yves slot.
That's because real pickups don't animate so we need a fake one which can.
When Lara grabs the pickup we also need to hide the fake pickup from sight.
This setup is preset to hide it in the floor, so you'll normally need a thick floor.
* On any thick floor, place a 2- or 3-click high pedestal for your pickup.
* On the pedestal, place a fake pickup Jean-Yves.
* Trigger Jean-Yves from anywhere except from its sector.
* Place real pickup Quest_Item 6 on the same pedestal.
* Move Quest Item 6 half click down so it hides in the pedestal but remains pickable.
* Still with Quest Item 6 selected, press O to access its OCB properties window.
* In that window, type 68 if using a 2-click pedestal. Type 67 for 3-click one.
* With Quest Item 6 selected, make a PICKUP trigger (Timer 1) and put on the pedestal square.
* Stack this with TRIGGER for FLIPEFFECT 30.
Picking up the real item calls for the flipeffect to hide the fake one in the floor.
NOTE: since this involves a timer, take extra care if stacking other triggers.

Examine 2 & 3
Use lines of text to perhaps give hints to players. Up to 13 lines can entered.

Current Script lines:
Examine= 2,Assyrian Credit Roll, $0036,$0300,$0000,$0000,$0000,$0002
Examine= 3,Cuneiform Plate, $0044,$0500,$0000,$FCC0,$0000,$0002

The 'Examine' text 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.

 The hash symbol [#] is mapped as a blank vertical gap, so you can code \n#\n into Examine text, for nice line spacing.

ANIMATINGS (general)
A number of the Animatings do 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.

WATERFALL1 combines with **EXTRA7**

WATERFALL3 combines with **EXTRA15**

ANIMATING 1 and 11_MIP combine for running water

ANIMATING 1_MIP combines with **EXTRA 11**

ANIMATING 2
To make the shattered version appear, just trigger it as you wish (you can use a common trigger, pad, heavy, swtich...). It's recommended to use a camera sequence, so that the transition from the full state to the shattered one isn't that abrupt. It can also be used only in the full state as a decoration.

ANIMATING 3
Can be used as a trap to push Lara off ledges.

ANIMATING 3_MIP
Is an animating NPC.

ANIMATING 4 and 8 can be used as doors, and do not need to be placed on portal connections like normal doors.

ANIMATING 5, 6, 6_MIP
Can be used together. Trigger CD audio 008 for the flute player to play a tune.

ANIMATING 5_MIP
Is a rising Ladder

ANIMATING 7 and 7_MIP
Are animating curtains
(Tute by Sponge)
To switch the closed curtain for an open one (or vice versa),
place both curtains on the same square,
enter 2 into the OCB of each one,
and set them on invisible.
Trigger one of the curtains first, so it swings in the wind.
To open the curtain, anti-trigger the closed curtain,
while triggering the open curtain.
To close the curtain again, anti-trigger the closed curtain,
while triggering the closed curtain.

ANIMATING 8_MIP
Moves to reveal objects or holes in ground

ANIMATING 9
Is a harmless animating snake. It cannot be shot.

ANIMATING9_MIP and EXTRA12 combine to form a tree.
AMIMATING9_MIP can be triggered to make leaves drop from tree.

ANIMATING 10
Can be used for effect, and as 'Capture' object for Wraith 3

ANIMATING 10_MIP and ANIMATING 15
Can be used together to form a sliding bridge

ANIMATING 11
Is an animating Camel. It is harmless and cannot be shot.

ANIMATING 2_MIP
Is a light shaft to be used with **PUSHABLE 5.** Use OCB 2 so that you can
trigger and anti-trigger the object.

ANIMATING 13 and 13_MIP
Are animating light shafts

ANIMATING 15_MIP
Is an animating vortex

ANIMATING 16 and 16_MIP
Use chain to extend hanging length of chandelier; Animating 16_MIP can
also be used with polerope

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HORIZON
For this BtB competition there is a choice of 9 horizon objects for you to
choose from. This is the only item you may replace in the wad. Use
Wadmerger to substitute your choice of one of the six supplied horizons.
When submitting your level .tom file you must tell MichaelP which number
Horizon you used to build your level so that he can compile it properly.

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SECRETS
In the script's English.txt it is written 'Secrets (Total XX)'. You should edit
this line to replace 'XX' with the number of secrets in your game.

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STATIC OBJECTS

MUMMY_MIP
Pole can be used with Polerope object

ROCK 6
Is a recess for Teeth Spikes

SHATTER 6-9 (STATIC)
Note that these are static architecture items and will not shatter.

EXTRA 1
Is a recess for COG trap

EXTRA 8
Light beam can be used with EXTRA 88

EXTRA 9
Light beam can be used with EXTRA 86

EXTRA 10
Can be used with ANIMATING 8

EXTRA 11
Is a table for ANIMATING 1_MIP

EXTRA 20-25
Are modular wall panel set

EXTRA 29, 31-35
Are modular balcony components

EXTRA 48
Use with EXTRA 47 and EXTRA 43

EXTRA 53
Well to be used with Puzzle Hole 6

EXTRA 59
Use with Pulley

EXTRA 61
Use with EXTRA 60 and 62

EXTRA 87
Use 4 of these collision boxes to give correct collision to Star Well EXTRA 88 to leave open hole in middle of Star Well.
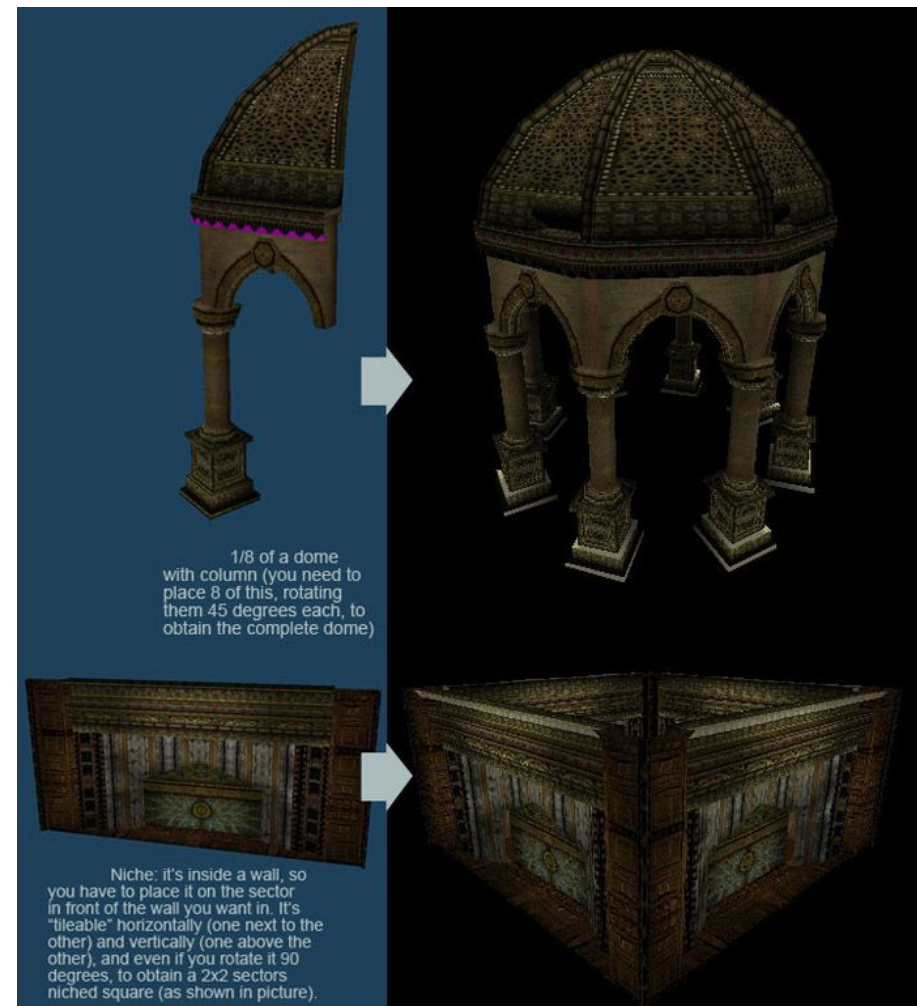
EXTRA 95
Is used to to give collision to tent EXTRA 94

EXTRA 98
Should be used as a false diagonal side with no collision ledge corner geometry.

Special modular setups for Shatter 6, 7, 8

1/8 of a dome with column (you need to place 8 of this, rotating them 45 degrees each, to obtain the complete dome)

Niche: it's inside a wall, so you have to place it on the sector in front of the wall you want in. It's "tileable" horizontally (one next to the other) and vertically (one above the other), and even if you rotate it 90 degrees, to obtain a 2x2 sectors niched square (as shown in picture).

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TRep features

WEATHER
Flipeffect 47 – disable all weather
Flipeffect 48 – enable rain in all outside rooms
Flipeffect 49 - enable snow
Flipeffect 50 - enable rain and snow

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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Audio
Audio track 091 is three seconds of silence. This track can be used to shorten the played length of long audio tracks. This may be useful if you wish to synchronize the length of an audio track with a flyby sequence. Use a timed delay rollingball trigger to trigger CD91. Delay the timer by however many seconds you would like your played audio track to last. This way, the audio will fade out smoothly at the time you want, there will be a short silence (almost undetectable) and then return to your current ambience loop.

The Ambience loop range tracks are from 095-127.

COMPILING YOUR SCRIPT by MichaelP

For a quick start, use default scripts supplied with the package.

For your own customized script follow the below instructions PRECISELY!

Use the freeware DOSBox application which essentially emulates a DOS window and thus allows you to run bat files and the likes without a problem (as long as your directory path names are short and do not have blanks or the likes...)
This works for a Win7 and Win 8 64 bit system, but actually also any other Windows version.

Download DOSBox

How to use:

1) Install DosBox
2) Create a folder called BTB in your C: drive *
3) Copy all the files needed for scripting from the script folder in the package to C:\BTB (script.exe, dos4gw.exe, your modified script.txt, your modified english.txt)
4) Run DOSBox
5) Type the following line right after Z:\>
MOUNT C C:\BTB
Press enter.
6) Type the following:
C:
Press Enter.
7) Type the following:
script script.txt
Press Enter.
8) Find the converted English.dat and script.dat in C:\BTB (there will also be a file strings.h created, which you can delete) and copy them to your respective trle build root folder from there.

* NOTE: The drives and folders can be adjusted to your preferences, you just have to adjust the further commands to your custom settings, BUT it is strongly recommended to ONLY use folder names shorter than 8 characters and no subfolders, as DOSBox may have difficulty in handling those properly.

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SETUP TOMB4

How to link the "setup tomb4" to "tomb4.exe" (Thanks to Jose)
In the root folder (where the "tomb4.exe" file is) create a new text document (extension "txt"; you can create it even with the windows notepad).
Open this empty document and write:
tomb4.exe -setup
Save the changes and close the document.
Now change the extension of this document so it has the .bat extension.
(The system will show an alert message and you'll accept).
That's all. Now you can double click on the .bat file to open the TR window setup.
That file will always work for all the custom levels. It doesn't matter where the folder with the level is located.

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:

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

Monkey Swing turn: End (Roll)

Water to ladder climb: Ctrl (Action) +Up

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

Mount Horse (Jeep) - Provide Puzzle Item1 (Sugar bowl) to feed the horse.

Press Control to mount the horse from the right hand side.

To Dismount - press Alt +Left Arrow

Press / (Forward Slash) Button to Reverse

Press Shift button to return to forward direction.

SPECIAL THANKS
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Strpix - Turbo Pascal and Sapper
CD Audio2 - Turbo Pascal
Metasequoia - O. Mizno
TRLESoundEditor, EditWad - sapper
Wad Reorganizer - Josep Borrut

The Back to Basics 2016 Persia Package Team:

EssGee - team leader, objects, additional animation, documentation, package assembly, sound sfx, original music compositions, audio assembly
MichaelP - package and competition hosting and organisation
Bojrkraider - objects, documentation, textures, additional animation, wad assembly
Jesus C.Croft - Lara outfit, objects, original music compositions, textures
DJFull - objects, documentation, original music compositions, wad QC, Texture trimming and WAD limit research,
Fluen - objects, technical advice, Title level, original music compositions
Mugs - Texture set assembly, administration
Amethyste - objects
Psiko - objects
AgentXP - textures, objects
Dutchy - objects
Axelia - objects
Bigfoot - objects
Sponge - objects
LGG Production - objects

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