# **GAME TWO – SETTING UP TOMB EDITOR+NGLE WORK STATION**

# NEEDED SOFTWARE:

* TRNG - <http://www.trlevelmanager.eu/ng.htm>
* TOMB EDITOR (official release) - <http://www.tombraiderforums.com/showthread.php?t=218924>
* WADMerger - <https://www.trsearch.org/Tools/22/>
* WADMerger fix - <http://www.trlevelmanager.eu/ng.htm>
* Google Drive - <https://www.google.com/drive/download/>
* Photoshop or any alternative

# SETTING UP GOOGLE DRIVE and TRNG:

1. Download Google Drive and make sure all files are synchronised. At the moment of writing this document our TLD folder consists of 7605 files in 346 folders. If there are less files/folders than that after full synchronisation then do step 2. Otherwise go to step 3.
2. Go to <https://www.google.com/drive/> and click Open Google Drive. In the new page open TLD folder and enter each of the 8 folders that are inside. This should force Google Drive app to sync again.
3. Download and install TRNG. After installation open NG\_Center, then go to Updates tab. Make sure tomb\_nextgeneration.dll version is 1.3.0.7 and NG\_Center version is 1.5.7. If not,use “Check for available Updates” button to install new updates.
4. Go to Settings tab and in TRLE Path add Google\_Drive\TLD\NGLE. Switch to it and exit NG\_Center.

# SETTING UP FOLDERS:

1. All prj/prj2 files must be in the TLD/NGLE/maps/your-level folder. For example: TLD\NGLE\maps\1-kriegler.
2. All texture files must be in the TLD/NGLE/maps/your-level folder. In near future Tomb Editor will support \*.PSD files, so it is advisable to use this format once the new version is released.
3. All wads must be in the TLD/NGLE/graphics/wads folder.
4. Objects exclusive to your level, like statics must be in the TLD/NGLE/graphics/wads/levels folder. WAD name should be similar to project/level file name.
5. Animated objects, like movables, enemies, pushables etc. should be in the TLD/NGLE/graphics/wads/animated folder. Each object should have its own wad file. For example wolf enemy should be in the wolf.wad file. If there are more variants of the same enemy, then wolf1.wad, wolf2.wad etc.

# SETTING UP TOMB EDITOR:

1. Download and unpack official release of Tomb Editor somewhere on you local drive. Open tombeditor.exe.
2. Next steps will be written for an already existing project (in this case kriegler.prj), but the very same steps can be applied to new projects as well.
3. Go to Game tab, then set it up as follows:

* Game version to target: TRNG
* Folder in which all runtime game components reside: $(LevelDirectory)\..\..
* Target folder for the built \*.tr4 file: $(GameDirectory)\data\**kriegler.tr4**
* The name of the tr4 file must be the name of your level file.
* Target executable that is started with the ‘Build and Play’ button: $(GameDirectory)\tomb4.exe
* Tick ‘Enable Tomb4.exe quick start feature

1. Now in Texture Files tab click + and add your texture file set.
2. In Object Files tab set everything up as follows (in the exact same order):
3. default.wad
4. lara\_skin\_camo\_shorts.wad
5. lara\_inventory.wad
6. lara.wad
7. All the other enemy/movable/animated wads.
8. your\_level\_name.wad
9. fixed\_sound.wad2
10. (optional) wad with placeholder objects (you can later switch it to the top/bottom of the list to turn on/off placeholder objects - very useful!).
11. In Sky & Font tab set everything as follows:

* Sky texture: $(LevelDirectory)\..\..\graphics\wads\pcsky.raw
* Font texture: $(LevelDirectory)\..\..\graphics\wads\Font.pc

1. In \*.wad Sound Paths add these two directories:

* $(LevelDirectory)\..\..\sound\Samples
* $(LevelDirectory)\..\..\sound

1. In Path Placeholders make sure everything is set to:

* $(LevelDirectory): Google\_Drive\TLD\NGLE\maps\you\_level\_project\_folder
* $(GameDirectory): Google\_Drive\TLD\NGLE\
* $(EngineVersion): TRNG

# IMPORTANT:

1. When editing your project make sure to turn off Google Drive app. It is known to cause all kinds of problems and can even lock your files from editing. Turn it on only after the work is done, so it can sync all the data.
2. Always make sure that your changes are being uploaded to Google Drive. Do not work on your own local copy unless it is really necessary (but then remember to manually copy them to google drive lol).
3. The project file MUST be in the maps\yourlevelname folder.
4. The file will be updated accordingly.