

# Plugin\_FLEP (Minecart)

## User manual

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### About the plugin

This plugin allows to use the Minecart object like TR3 with some additions.

**Important:** make sure to enable **Mine Cart** patch inside **FLEP** or the following settings won't work.

### Minecart controls

The minecart controls are the following:

- **Action:** get in/use the spanner to activate switches
- **Jump:** brake
- **Jump/Roll+left/right:** get out
- **Left/right:** lean lara to the sides
- **Duck:** avoid obstacles by crouching
- **Look:** looking around

### Setting the commands

Each script command of the minecart starts with **Customize=** command, followed by these types of customization: **CUST\_FLEP\_MINE\_CART** and **CUST\_FLEP\_MINE\_CART\_TRAPS**.

### **CUST\_FLEP\_MINE\_CART**

This is the main command that associates an existing TRNG slot to a required minecart item.

**Syntax:** Customize= CUST\_FLEP\_MINE\_CART, CartSlot, LaraSlot, ControllerSlot, SwitchSlot, ClunkStartSound, FrontImpactSound, SreechBrakeSound, TrackLoopSound, PullyLoopSound, Alignment

**CartSlot:** this parameter sets the slot where the minecart object is stored inside your wad.

**LaraSlot:** this parameter sets the slot where Lara's minecart special animations object is stored inside your wad.

**ControllerSlot:** this parameter sets the slot where the nullmesh object to manipulate the direction of the minecart is stored inside your wad.

**SwitchSlot:** this parameter sets the slot where the minecart switch object is stored inside your wad.

**ClunkStartSound:** this parameter sets the sound ID when the minecart starts moving.

**FrontImpactSound:** this parameter sets the sound ID when the minecart hits a wall.

**SreechBrakeSound:** this parameter sets the sound ID when Lara brakes the minecart.

**TrackLoopSound:** this parameter sets the sound ID when the minecart moves fast.

**PullyLoopSound:** this parameter sets the sound ID when the minecart moves slowly.

**Alignment (ENABLED/DISABLED):** this parameter, set as ENABLED, will align the minecart in case the floor is tilted (unlike the original TR3 game).

This is an example script using the given wad slots and TR3 ID sounds inside the package.

**Example:** Customize= CUST\_FLEP\_MINE\_CART, MINECART, MINECART\_LARA, TRIPWIRE, ANIMATING2, 211, 202, 219, 209, 210, ENABLED

You can also just write the IDs of the slots:

Customize= CUST\_FLEP\_MINE\_CART, 504, 505, 161, 429, 211, 202, 219, 209, 210, ENABLED

#### Notes:

- on "Slot" parameters you can use any object slot but **AI\_** (for instance AI\_FOLLOW, AI\_GUARD etc...), these won't work.
- setting the **Alignment** parameter to **DISABLED** will result in having the same behavior as TR3.
- **LaraSlot** uses mesh 10 (Lara's right hand) for the hand+spanner meshswap.
- **SwitchSlot** and "Sound" parameters are not mandatory, you can type **IGNORE** if you don't need them.

## CUST\_FLEP\_MINE\_CART\_TRAPS

This command associates a trap with the minecart.

**Syntax:** Customize= CUST\_FLEP\_MINE\_CART\_TRAPS, TrapSlot, HealthLoss, {TrapSlot, HealthLoss array}

**TrapSlot:** this parameter sets which slot hurts Lara when using the minecart

**HealthLoss:** this parameter sets the amount of health loss that Lara receives when the minecart collides with the above slot, by setting this to **IGNORE** the default health loss it's 8.

Lara's health is measured in 1000 units, so setting it to the max amount will make her die.

**{TrapSlot, HealthLoss array}:** this is the exact operation explained above, it's the pair of slot and health loss that each different trap causes to Lara.

**Example:** Customize= CUST\_FLEP\_MINE\_CART\_TRAPS, TEETH\_SPIKES, 200, ROLLINGBALL, 1000

**Note:** it's possible to set up to 16 different traps slots and health losses, by typing IGNORE on.

## Minecart triggers

You can check whether Lara is in the minecart or not by using the following inside your script:

```
#define @Plugin_FLEP 1
TriggerGroup=<TriggerGroupId>,$018000,0,$2,<ExportedTrigger>
#define @plugins CLEAR
```

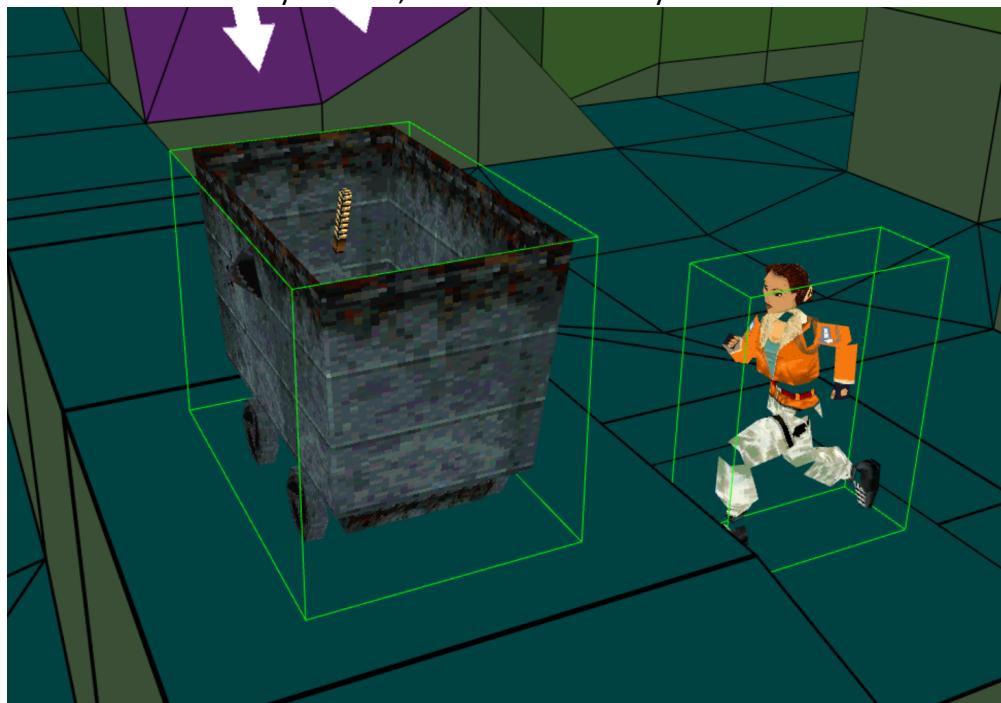
Where **<TriggerGroupId>** is the ID of your TriggerGroup (for example 1, 10, 25...) and where **<ExportedTrigger>** is the trigger or group of triggers that needs to activate when the condition it's true (for example the track that plays in TR3 when you get in the minecart).

You can of course also use this inside a GlobalTrigger, here's an example:

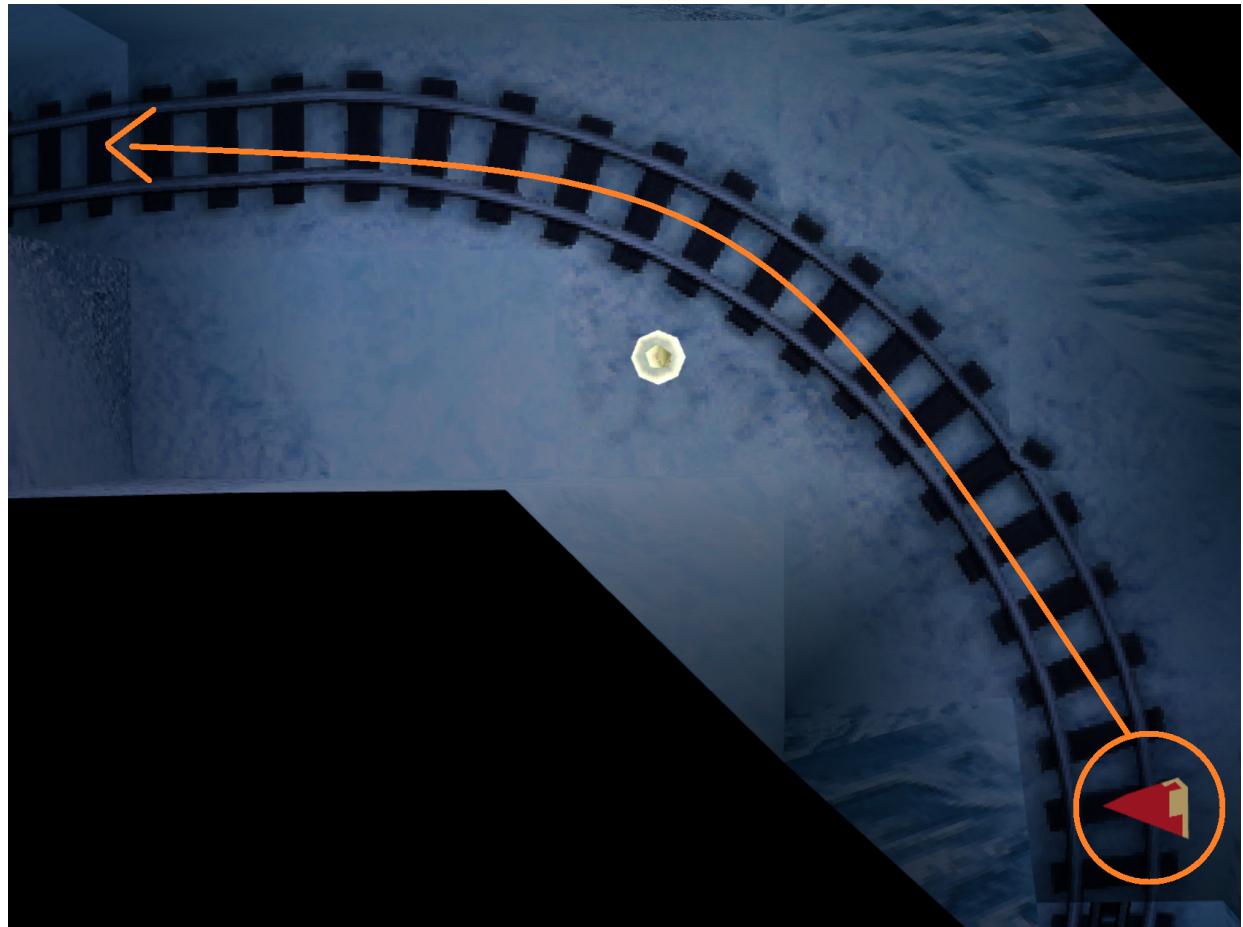
```
#define @Plugin_FLEP 1
TriggerGroup= 1, $018000,0,$2 ;lara is inside the minecart
TriggerGroup= 2, $2000,129,$79 ; play track
GlobalTrigger= 1, FGT_SINGLE_SHOT, GT_CONDITION_GROUP, IGNORE, 1, 2, IGNORE
#define @plugins CLEAR
```

## Setting up the minecart

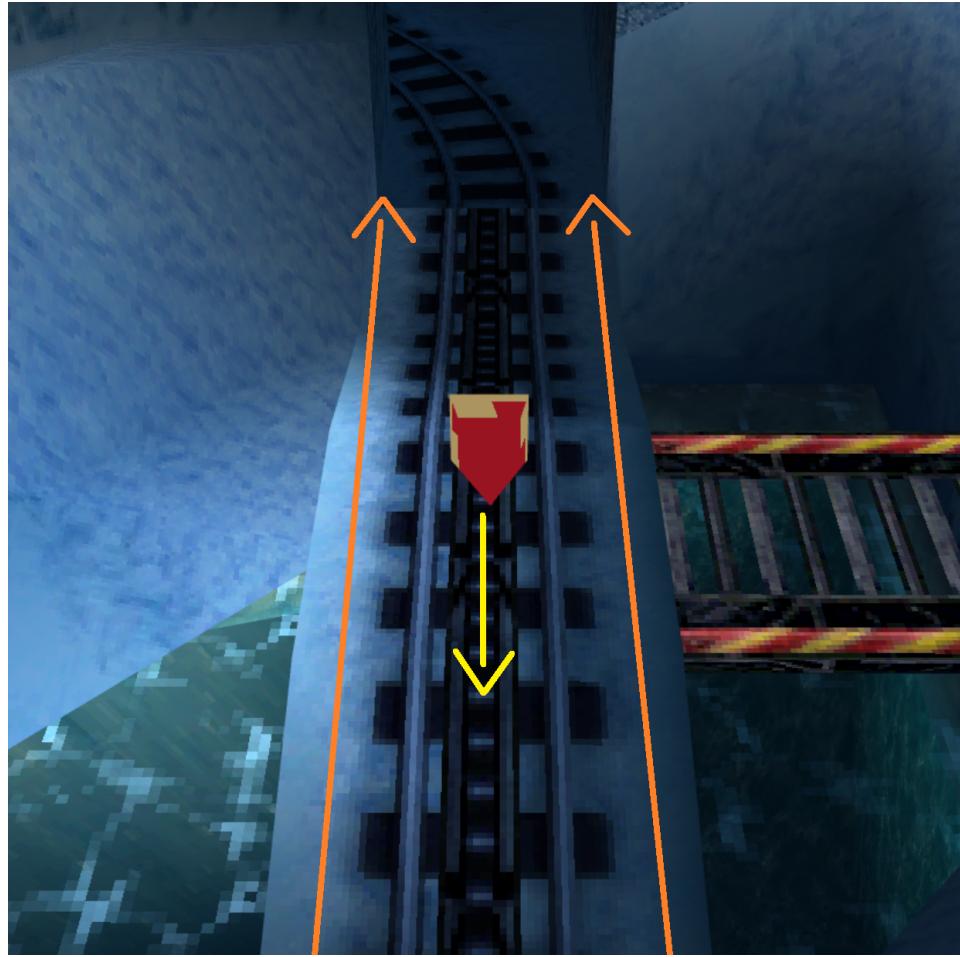
Place the minecart in the direction you want, the front is where you see the brake handle.



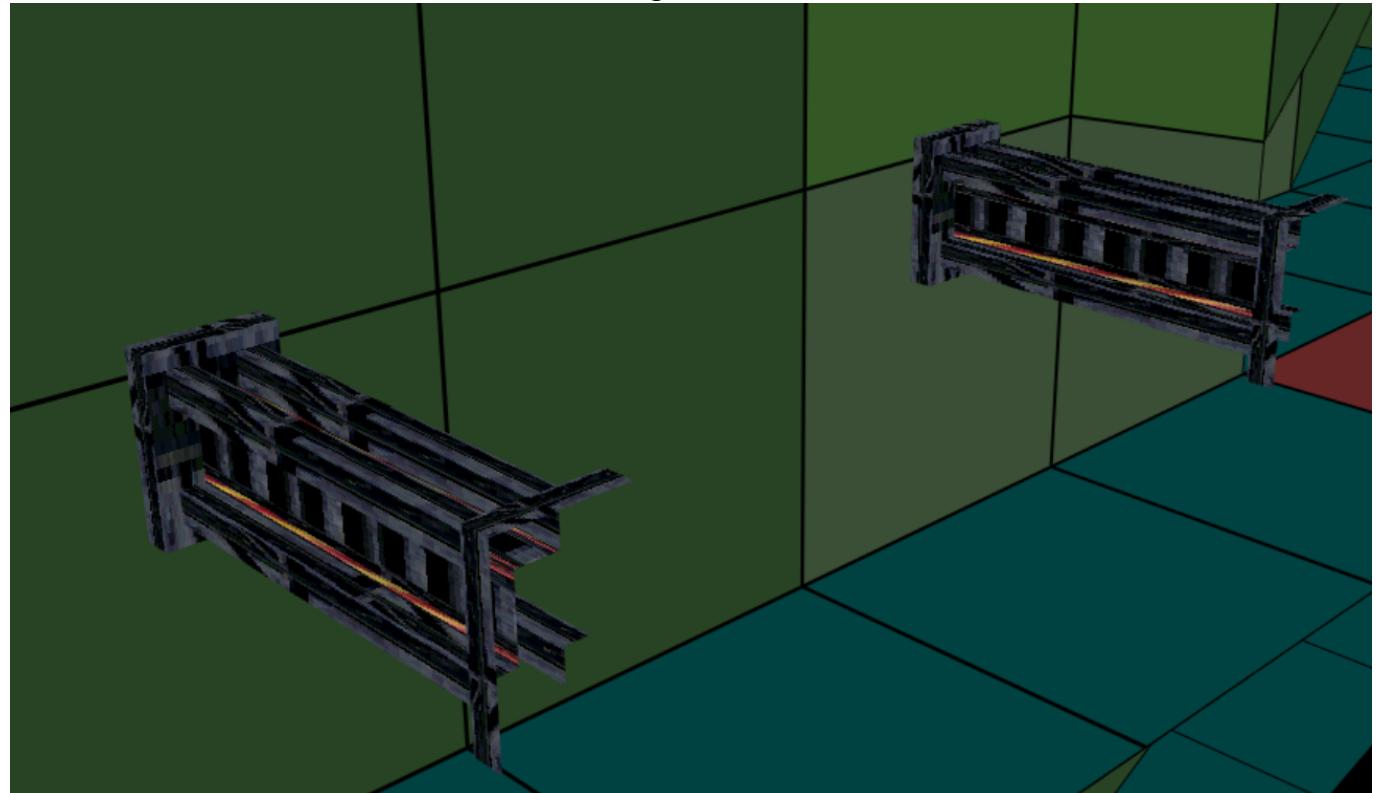
Whenever you want the cart to turn use the nullmesh **ControllerSlot**, the point of the cone is the direction of where the minecart needs to turn.



To stop the minecart, turn the point of the cone against its direction.



You can use statics as obstacles to hurt Lara during the track.

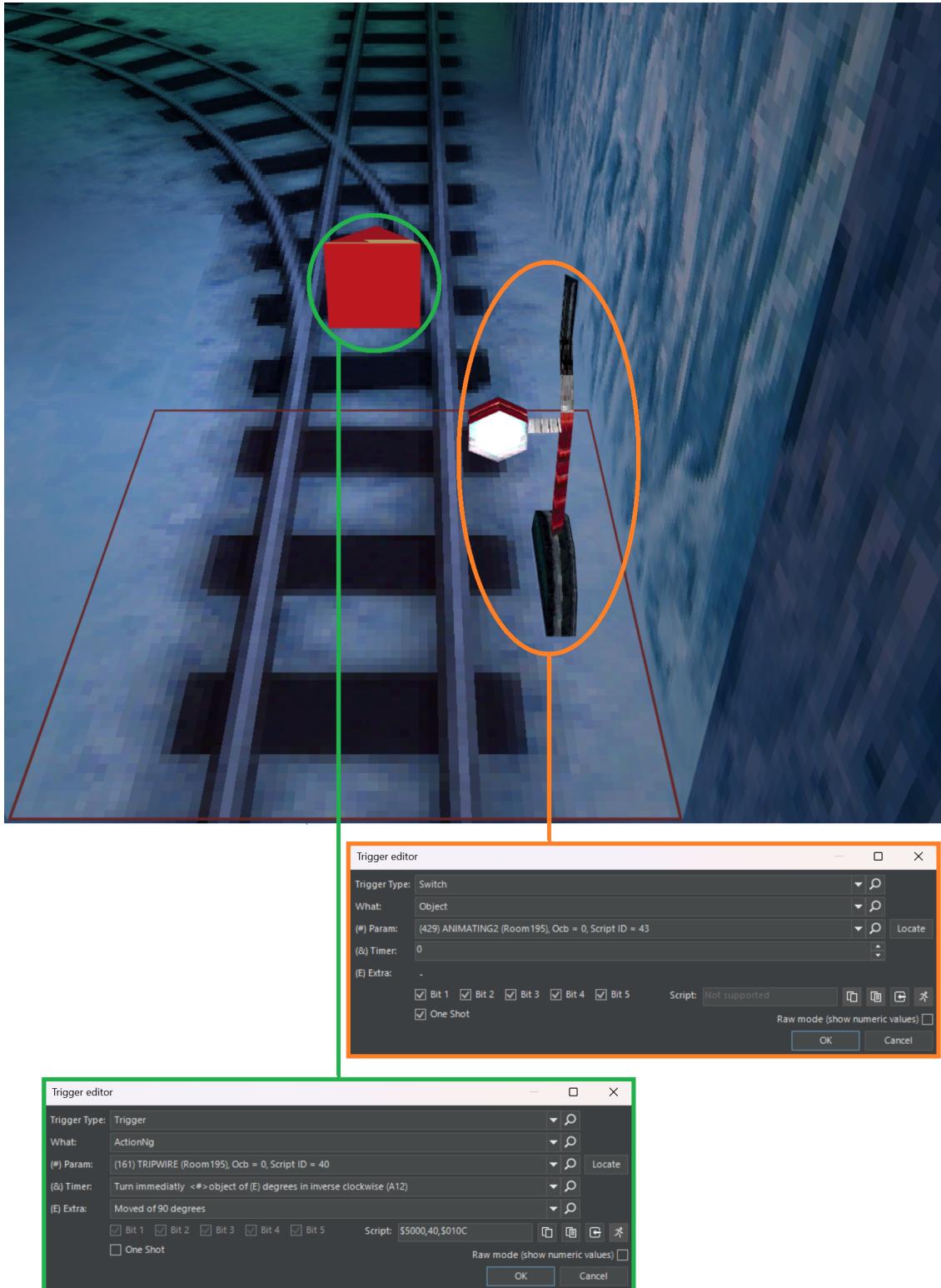


To change the track direction of the minecart, use the **SwitchSlot** item along with the **ControllerSlot** nullmesh.

To set it up, place a switch type trigger for the switch itself, then use an **Action 11 (A11)** or **Action 12 (A12)** trigger to instantly turn the **ControllerSlot** nullmesh to the desired rotation.

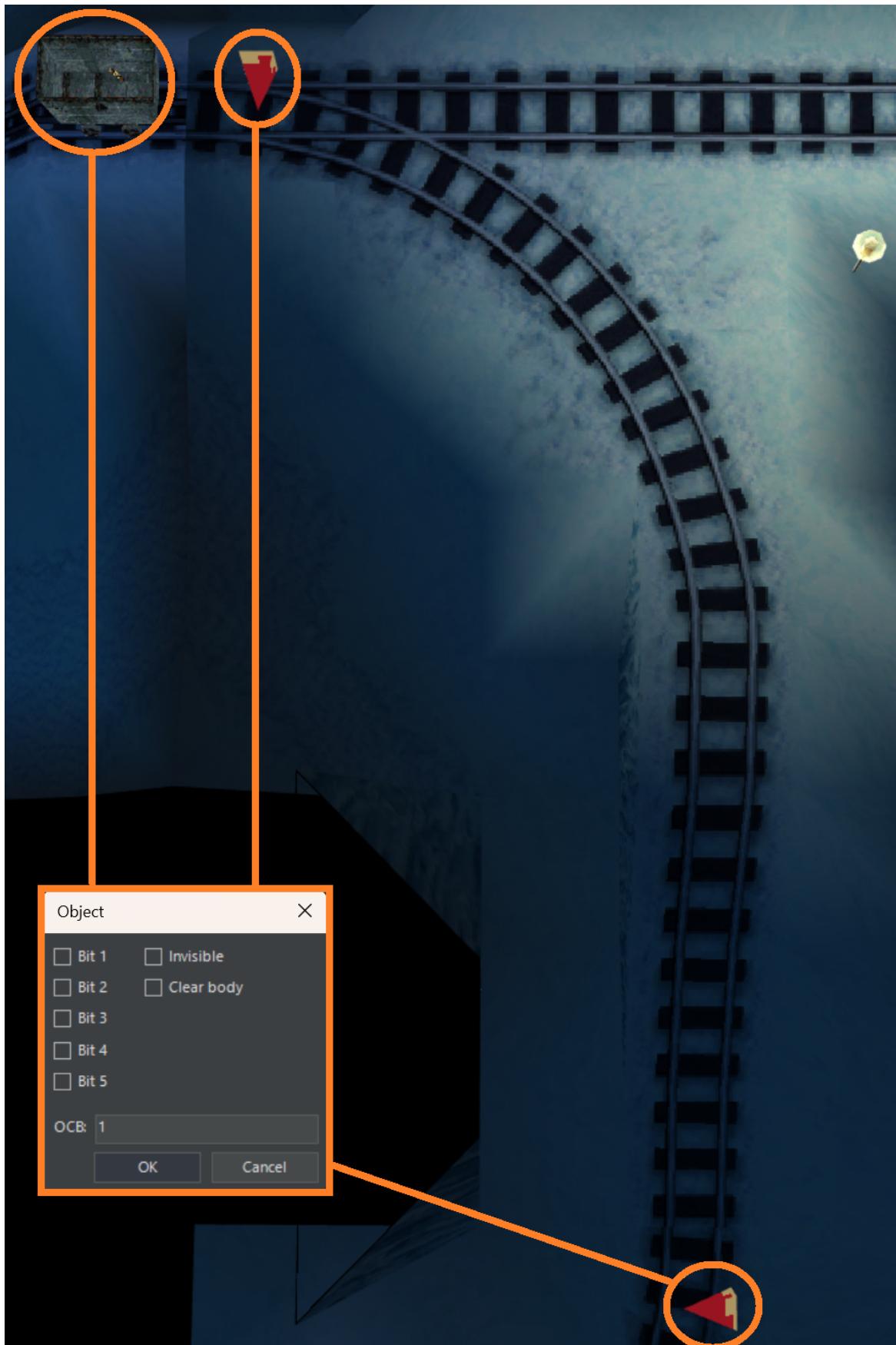
**Note:** in this setup it's better to set the switch type trigger as **One Shot**, or Lara will be able to pull the already activated switch.

In this example the **ControllerSlot** nullmesh rotates to the left (inverse clockwise) using **Action 12 (A12)**.



You can choose which minecart takes which track using OCB codes.

To do so, **MinecartSlot** and every instance of the **ControllerSlot** which need to take a specific track must have the same OCB code.



**Additional notes:** sometimes it's possible that if the player uses the switch too late, the minecart won't change the track direction in time.

In these situations, there are two options you can look forward to:

- give more space between **SwitchSlot** and **ControllerSlot**
- extend the switch trigger forward the **SwitchSlot**
- reduce the animation length of the **SwitchSlot** item, default animation has ID 1 (and 3 is reset animation)