TRGameflow

By Troye, for the TR3 Level Building community.
https://github.com/Trxyebeep/TRGameflow

TRGameflow is a custom made script compiler for the Tomb Raider 3 game engine.

This document is an extension over the original documentation, found here. ***Make sure to read the original document before referring to this one, as this is merely an extension that relies on the information provided in the original document.***

This document will contain the new/repurposed commands implemented for use with the tomb3 project starting from V2.0, versions prior to 2.0 should NOT use any of these new commands. These new commands will also **NOT** work with the original TR3 engine.

Colour codes:

Red denotes a command.
Blue denotes a value/string.
Purple denotes types/highlights.
Dark red denotes an example script line.

If at any time during the document you run into a technical term you are not familiar with, there is a glossary that lists some words at the bottom of the main document.

Repurposed/Changed commands

- SECRETS: This command is originally unused, but with tomb3 it **sets the amount of secrets used in the level.** It is to be used **before** the game: command. If this command is not set for a level the engine will use the original secret count for that level.

New commands

New option block commands:
These commands only go in the Options block.

- Map: Enables/Disables the 3D map feature from the statistics screen (a tomb3 addition). Requires a value. Possible values: 0/1 for Disabled/Enabled, respectfully.

- Globe: Enables/Disables the globe after finishing certain levels. Requires a value. Possible values: 0/1 for Disabled/Enabled, respectfully. Customising the globe past this point is currently not possible.

- Water: Enabling this option forces the engine to use the colours specified in your script for water rooms. Colours can be set for each different level. Possible values: 0/1 for Disabled/Enabled, respectfully. Note, if this option is enabled and a level does not have a colour set, the game will fall back to the original PSX water colour for that level. For example, the original Jungle level on PSX has green colour, if this option is set and you do not set a colour for the first level in your game, the water will be green.

Example:
Map: 1   //map is enabled
Globe: 0   //Globe is disabled
Water: 1   //my water colour is forced

New sequence block commands:
These commands only go in either the Gym, Level, or DemoLevel blocks.

- Rain: Enables rain in the level. No value needed.

- Snow: Enables snow in the level. No value needed.

- WaterParts: Enables the underwater dust effect in water rooms. No value needed.

- Cold: Enables cold weather effects in the level: visible Lara cold breath, and cold water rooms, like in Antarctica and RX Tech Mines in the original game.

- Death: Allows you to customise the behaviour of "Death" tiles in levels. For possible values, refer to the Death Tiles List table at the end of this list.

- WaterClr: Sets the desired water colour to use in a level. Must set the Water: command in the *Options* block to force this colour to be used. Format:

WaterClr: r, g, b

r, g, and b refer to the Red, Green, and Blue components of the colour, respectively. Each component ranges from 0..255. Each component must NOT go over 3 numbers in length.

The Red and Green components MUST be followed by a comma, to denote their end/the start of the following component.

Different examples of this command:
WaterClr: 255, 255, 255   //"Full white" water, means the water will be transparent
WaterClr: 255, 0, 0   //Full red water
WaterClr: 0, 0, 0   //Black water
WaterClr: 62, 224, 204   //A nice turquoise colour.

Death Tiles List:

These are all the possible values for the Death command:

- LAVA
- RAPIDS
- ELECTRIC

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