Plugin_TokyoSU

User manual

by ChocolateFan and LoreRaider

About the plugin

This plugin has two features, it allows to import Tomb Raider 1/2 enemies and some Tomb Raider 5 enemies into your level with the same behaviour as the original games and also allows to set Lara aiming just like from before Tomb Raider 4.
Important: in order to make the enemies work, you also need the **Plugin_ObjectHelper** plugin installed, which you can download here:
https://www.tombraiderforums.com/showthread.php?t=227207

Setting the commands

Each command of this plugin starts with **Customize=** command, followed by these types of customization: **CUST_TSU_OBJECTS**, **CUST_TSU_LINKS**, **CUST_TSU_PROPERTIES, CUST_TSU_AIMING, CUST_TSU_OPTIONS** and **CUST_TSU_MESHSWAPS**.

In any of the these commands, you can omit some arguments that are not needed at the end.

CUST_TSU_OBJECTS

This command associates an existing TRNG slot to a TR1/TR2/TR5 enemy.

Syntax: Customize= CUST_TSU_OBJECTS, TRx_flag, SlotID, EntityHP, EntityDMG1, EntityDMG2, EntityDMG3, EntityDMG4, EntityDMG5, EntityDMG6

Trx_flag: this parameter sets the type of enemy you want to import, see the Mnemonic Constants reference panel to know the name of the enemy.
SlotID: this parameter sets the slot where your enemy is stored inside your wad.
EntityHP: this parameter sets the amount of health that your enemy needs to have.
EntityDMG1-6: this parameter sets the amount of damage that your enemy affects to Lara during the attack animations.

Example: Customize= CUST_TSU_OBJECTS, TR1_WOLF1, ANIMATING1

CUST_TSU_LINKS

This command associates an enemy with an object that is needed by the enemy.

Syntax: Customize= CUST_TSU_LINKS, Name, Dependency1, Dependency2

Name: the meaning it's the same as **Trx_flag** in **CUST_TSU_OBJECT**.
Dependency1-2: this parameter sets the **Trx_flag** to be used.

Example: Customize= CUST_TSU_LINKS, TR1_CROCODILE_LAND1, TR1_CROCODILE_WATER1

CUST_TSU_PROPERTIES

This command assigns to an enemy any additional properties that may need.

Syntax: Customize= CUST_TSU_PROPERTIES, Name, Animation, Sound1, Sound2, Sound3, Sound4, Sound5, Sound6, Sound7

Name: the meaning it's the same as **Trx_flag** in **CUST_TSU_OBJECT**.
Animation: this parameter sets the animation that Lara will play when she gets killed by the enemy.
Sound1-7: this parameter sets the sound that will play when the event happens.

Example: Customize= CUST_TSU_PROPERTIES, TR2_SPEAR_XIAN_GUARD1, 448

CUST_TSU_AIMING

This command replaces the Tomb Raider 4/5 aiming system.

Syntax: Customize= CUST_TSU_AIMING, EnableCamera, DisableRespectTargetDistance

EnableCamera: if this parameter is set to ENABLED, the aiming system does not change the targetted enemy while Action is pressed.
DisableRespectTargetDistance: if this parameter is set to DISABLED, the weapon target distance is taken into account when targetting.

Example: Customize= CUST_TSU_AIMING, ENABLED

CUST_TSU_OPTIONS

This command sets any special behaviour that the enemy can have.

Syntax: Customize= CUST_TSU_OPTIONS, Name, Headshot

Name: the meaning is the same as **Trx_flag** in **CUST_TSU_OBJECTS**.
Headshot: if this parameter is set to ENABLED, the enemy will die immediately if the head mesh is hit while using the LaserSight.

Example: Customize= CUST_TSU_OPTIONS, TR5_GUARD_FOUR1, ENABLED

CUST_TSU_MESHSWAPS

This command sets the meshswaps that an enemy can use.

Syntax: Customize= CUST_TSU_MESHSWAPS, Name, Mesh, SourceSlot, SourceMesh, {Mesh, SourceSlot, SourceMesh array}

Name: the meaning is the same as **Trx_flag** in **CUST_TSU_OBJECTS**.
Mesh: this parameter sets the mesh number that can be swapped in the enemy slot.
SourceSlot: this parameter sets the source slot.
SourceMesh: this parameter sets the mesh number in the source slot that will be used as meshswap.

Example: Customize= CUST_TSU_MESHSWAPS, TR5_ARMED_BADDY_TWO1, 7, MESHSWAP1, 0,>
10, MESHSWAP1, 1,>
13, MESHSWAP1, 2

Enemies values reference table

Each **CUST_TSU** command has a table file (in .pdf format) which shows the default values of each enemy for each parameter, see the corresponding file to the corresponding command.

OCB list

Some enemies have OCB codes for item customization.

TR1_PIERRE:

0: Pierre cannot be killed (runs away and disappears when his health gets too low).
1: Pierre can be killed.

TR1_WINGED_MUTANT:

0: Mutant can shoot grenades/bullets and can fly.
1: Mutant can shoot grenades/bullets but cannot fly.
2: Mutant cannot shoot grenades/bullets and cannot fly.

TR5_GUARD_TWO, TR5_GUARD_THREE, TR5_GUARD_FOUR, TR5_ARMED_BADDY_ONE, TR5_VCI_WORKER:

The following OCB codes set a starting animation for the enemy.

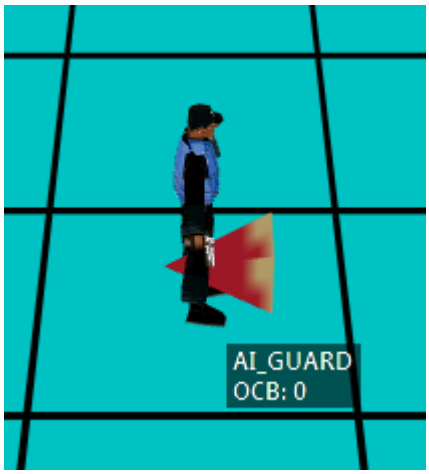
0: Animation 0
1: Animation 23
2: Animation 25 (visible before being triggered)
3: Animation 28
4: Animation 30
5: Animation 26 (repositioned 2 blocks above the ceiling)
6: Animation 32
7: Animation 59 (goes to stateID 1)
8: Animation 46
9: Animation 59 (stays in stateID 38)
10: Animation 0 (does not use stateID 31)
11: Animation 12

AI behavior for TR5 enemies

AI_GUARD

The enemy stands still, rotating his head. If alerted, he goes after Lara. Place an AI_MODIFY to make him look straight ahead.

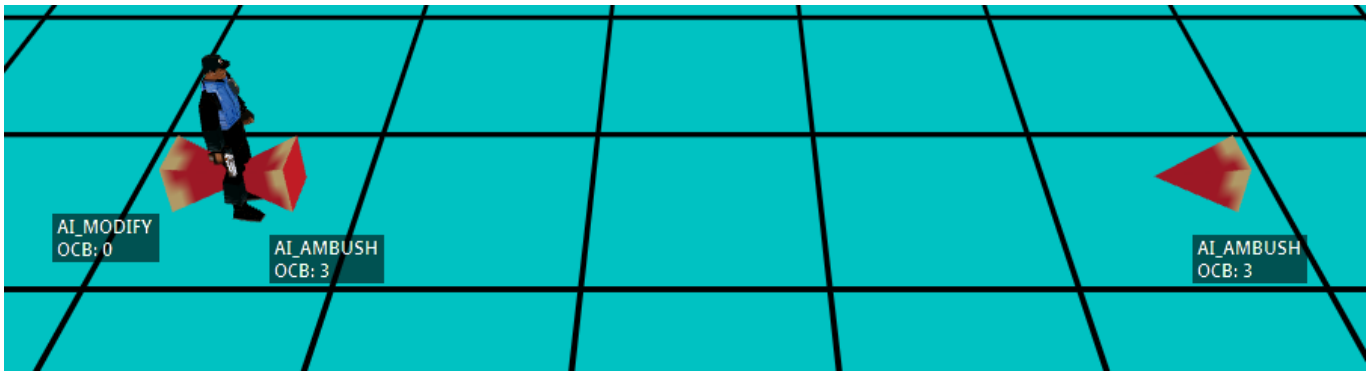
Example:



AI_AMBUSH + AI_MODIFY

The enemy runs to the ambush point, and then attacks lara. The ambush point is marked by an AI_AMBUSH with the same OCB as the one placed on the enemy sector.

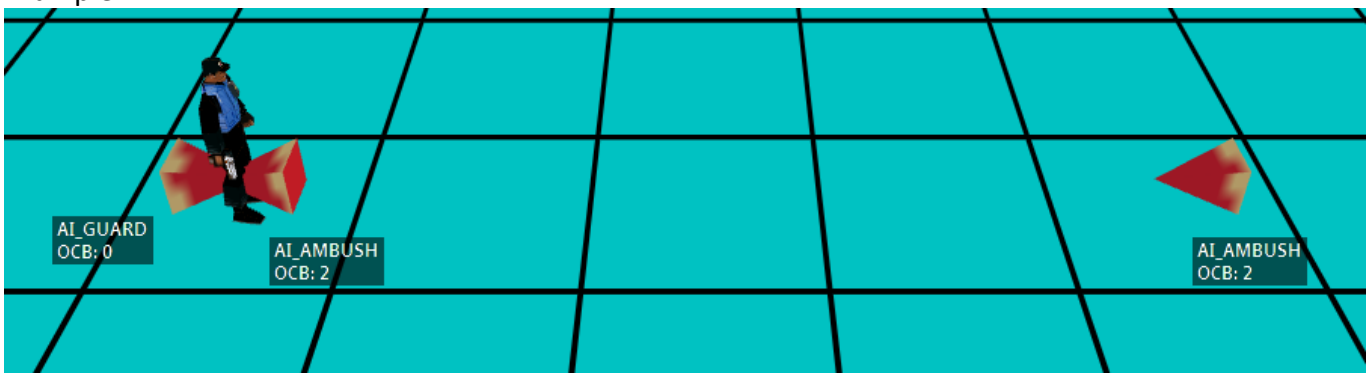
Example:



AI_GUARD + AI_AMBUSH

The enemy guards. If alerted, he ambushes. See notes for AI_GUARD and AI_AMBUSH.

Example:



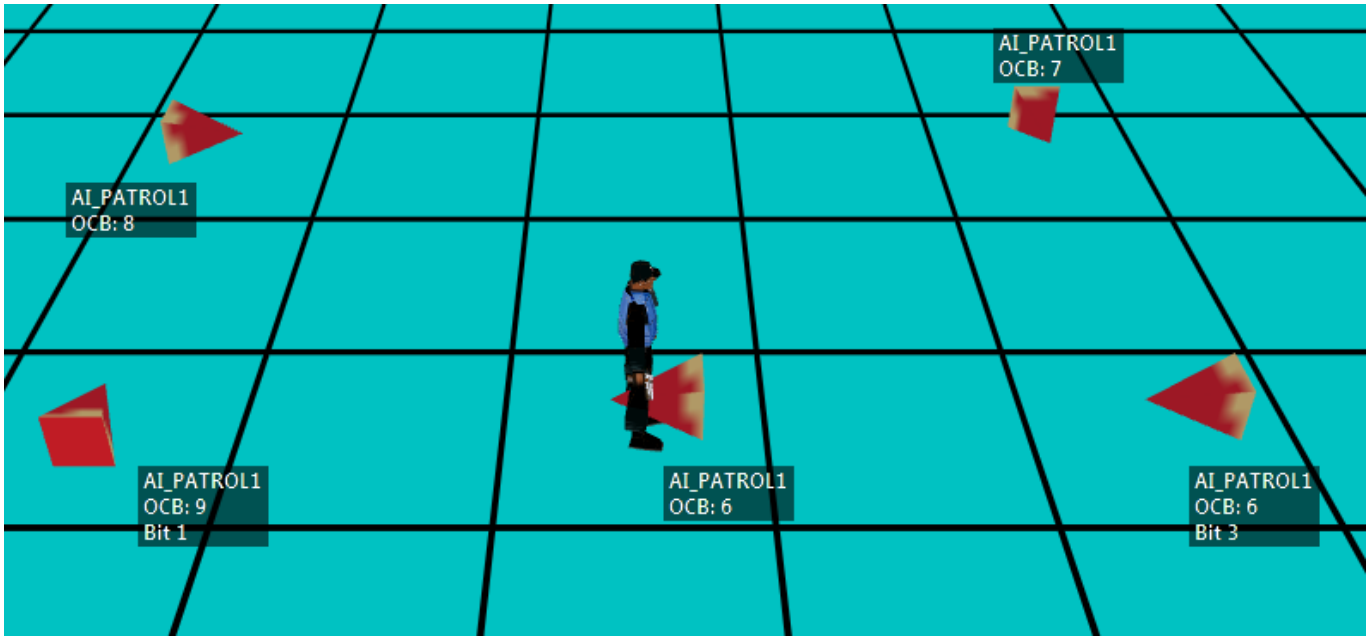
AI_PATROL1

The enemy walks to each patrol point in turn, and then chases Lara after the last patrol point. Each patrol point is marked by an AI_PATROL1 whose OCB is the OCB of previous AI_PATROL1 plus one. The first AI_PATROL1 has the same OCB as the one placed in the enemy sector. If alerted while patrolling, he goes after Lara.

Bit 1: sets the next patrol point as the first, so that the enemy can keep patrolling indefinitely.
Bit 3: makes the enemy wait 10 seconds on this patrol point before resuming.
Bits 1 and 3: the combination of Bit 1 and Bit 3.

The enemy rotates his head while waiting. To make him look straight ahead, place an AI_MODIFY on the enemy sector.

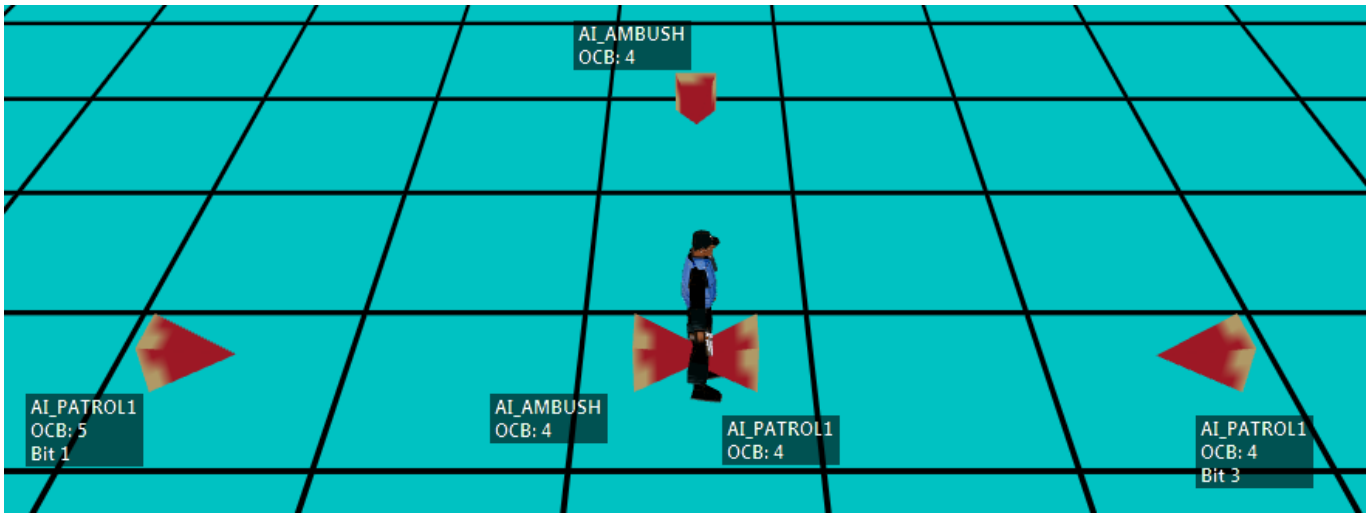
Example:



AI_PATROL1 + AI_AMBUSH

The enemy patrols, and after the last patrol point he ambushes. If alerted, he ambushes too. See notes for AI_PATROL1 and AI_AMBUSH. The OCBs of the AI_PATROL1 and AI_AMBUSH placed on the enemy sector must be equal.

Example:



Notes for ambush/patrol points:

- If an ambush/patrol point has HEAVY triggers, they are triggered when an enemy reaches the point.

- If an AI_PATROL1/AI_AMBUSH designating an ambush/patrol point does not have Bit 5 set, then the point is displaced 256 units towards the big end of the nullmesh.

Supported AI nullmeshes for enemies

Slot	Nullmeshes
TR5_GUARD_TWO TR5_GUARD_THREE TR5_GUARD_FOUR TR5_ARMED_BADDY_ONE TR5_VCI_WORKER	• AI_GUARD • AI_AMBUSH + AI_MODIFY • AI_GUARD + AI_AMBUSH • AI_PATROL1: **Bit 2:** transitions to state ID 37 before resuming. **Bit 4:** transitions to state ID 38 and makes the enemy wait 10 seconds in this state before resuming. **Bits 2 and 4:** transitions to state ID 36 before resuming. • AI_PATROL1 + AI_AMBUSH
TR5_ARMED_BADDY_TWO	• AI_GUARD