



## **TOMB RAIDER LEVELEDITOR-QUIZ**

*Too lame? This second part is a tutorial-quiz concerning issues frequently encountered by level builders which are in fact very easy to fix. Solving it gives you additional contest points, but is primarily aimed to help you if you're a level designer.*

### **1. TO PREVENT A TRAPDOOR FROM FLICKERING, YOU...**

- a) place it on the top side of the portal.
- b) place it on bottom side of the portal.
- c) place it 1 click beneath the portal.
- d) place it on the ceiling and lower t the portal on the floor.

### **2. TO AVOID THE INVISIBLE DOOR COLLISION BLOCK, YOU...**

- a) rotate the door South, North or East.
- b) set the trigger timer to -128.
- c) type ocb 256 in the box properties.
- d) place the door on the portal.

### **3. TO AVOID THE FLARE BUG, YOU...**

- a) don't collect more than 512 flares.
- b) don't use binocular light on floor elevation above 128 clicks.
- c) limit the number of active flames to 31.
- d) all the above solve the problem.

### **4. THE WAD WILL FAIL TO OUTPUT WHEN THE TEXTURE PAGE COUNT IS THE CLOSEST TO...**

- a) 32.
- b) 64.
- c) 128.
- d) 256.





**5. TO ALLOW CHANGE OF GAME SETTINGS FROM THE SHORTCUT TO TOMB4.EXE, IN ITS TARGET FIELD YOU TYPE...**

- a) -setup.
- b) +setup.
- c) #setup.
- d) ?setup.

**6. TO PREVENT A PAPER THIN WALL, YOU NEED TO...**

- a) place an extra block around the portal.
- b) create the portal from lower room ID to higher.
- c) create the portal from higher room ID to lower.
- d) create the portal from N or W side of the map.

**7. TO PREVENT BLINKING CAMERAS, YOU NEED TO...**

- a) type 3 or more in timer field.
- b) not use the one-shot button.
- c) keep boulders from resting on heavy triggers.
- d) activate camera with a heavy trigger.

**8. TEXTURE DISAPPEARANCE OCCURS IN...**

- a) top left corner of the map.
- b) top right corner of the map.
- c) bottom right corner of the map.
- d) bottom left corner of the map.

**9. WHICH OBJECT MAY LOSE COLLISION IN FLIPPED ROOM?**

- a) pushable
- b) rollingball
- c) trapdoor
- d) mutant

**10. TO LINK FROM FLIPPED ROOM TO UNFLIPPED, YOU...**

- a) set the number of flimpap to 0.
- b) set the number of flimpap as highest in level.
- c) flip both rooms.
- d) set unflipped room as outside.





**11. THE LEVEL WILL CRASH IF A ROOM HAS MORE THAN...**

- a) 8 lights.
- b) 16 lights.
- c) 20 lights.
- d) 32 lights.

**12. A SINGLE ROOM ALLOWS...**

- a) 10 portals.
- b) 15 portals.
- c) 20 portals.
- d) 25 portals.

**13. TO AVOID FLYBY CAMERAS GOING INTO INFINITE LOOP, PRESS...**

- a) button 0.
- b) button 6.
- c) button 10.
- d) one-shot button.

**14. TO ENABLE THE GLOBAL LIMIT OF 256 ROOMS, PRESS...**

- a) Alt+Shift+Tab.
- b) Alt+Shift+Ctrl.
- c) Ctrl+Shift+Tab.
- d) Ctrl+Alt+Tab.

**15. TO AUTOMATICALLY FIT BOTH TRIANGLES ON A BROKEN BLOCK, PRESS...**

- a) Ctrl+LMB.
- b) Alt+LMB.
- c) Shift+LMB.
- d) Caps+LMB.





**16. TO MAKE THE UV RANGES WORK CORRECTLY, YOU SET...**

- a) the nUV must be set as equal to the number of UV ranges created.
- b) the nUV must be set as 2x the number of UV ranges created.
- c) the nUV must be set as 1/2 of the number of UV ranges created.
- d) the nUV and UV aren't related.

**17. SPRITES DISAPPEAR AT A DISTANCE OF ABOUT...**

- a) 8 squares from Lara
- b) 16 squares from Lara
- c) 24 squares from Lara
- d) 32 squares from Lara