

OBJECT	MAYA FILE LOCATION (for mappers)	PROJECT FILE
4_BLADE	animated objects/puzzle_traps /traps/4_blade/world_model	traps
BIG_BLOCK	animated objects/puzzle_traps /traps/big_block/world_model	traps
BLADE_RACK	animated objects/puzzle_traps /traps/blade_rack/world_model	traps
CLIMB_BLADE	animated objects/puzzle_traps /traps/climb_blade/world_model	traps
HOOK	animated objects/puzzle_traps /traps/hook/world_model	traps
KNIGHT_TRAP	animated objects/puzzle_traps /traps/knight_trap/world_model	traps
MULTI_SAW	animated objects/puzzle_traps /traps/multi_saw/world_model	traps
ROLLER	animated objects/puzzle_traps /traps/roller/world_model	traps
SPIKE	animated objects/puzzle_traps /traps/spike/world_model	traps
AUTOGUN	animated objects/puzzle_traps/ Autogun/world_model	autogun
AUTOGUN_C	animated objects/puzzle_traps/ Autogun_ceiling/world_model	autogun_c
BIG_SAW	animated objects/puzzle_traps/ Big_saw/model (already in map)	big_saws
CRANE	(already in map)	crane
LIFT_DIG	animated objects/puzzle_traps/ Lift_dig/world_model	lift_dig

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PLATFORM	animated objects/puzzle_traps/ Pentagon_platform/world_model	platform
TABLE4MELTED	animated objects/puzzle_traps/ Table4melted/world/model	table4m
HALL_AUTO _DOOR	animated objects/auto objects /doors/model	hall_auto_door
HALL_PORT_ CULLIS	animated objects/auto objects /doors/model	hall_p_cullis
HALL_AUTO_ TRAPDOOR	animated objects/auto objects /trapdoors/model	hall_trapdoor
BIO_DOOR1	animated objects/auto objects /doors/model	bio_doors
GREAT_ENGINE	animated objects/puzzle_traps/ Great_engine/world_model	great_engine

EARTHQUAKE ROOM OBJECTS

Q1 – Q23	animated objects/puzzle_traps/ Quake_room/world_model	quakeroom
UW_DOOR	animated objects/auto objects /doors/model	bio_doors
UW_DOOR_LOCK	animated objects/auto objects /doors/model	bio_doors
SLIDE_LOCK	animated objects/auto objects /doors/model	slide_lock
BIGFAN	animated objects/auto objects /objects/model	bigfan

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BLASTWALL	animated objects/auto objects /objects/model	blastwall
8_KNIGHTS	animated objects/puzzle_traps/ 8_knights/world_model	8_knights
REEL	animated objects/puzzle_traps/ Reel/world_model	reel
BOX_LIFT	animated objects/auto objects /objects/model	box_lift
HEAVY_SLIDE DOOR	animated objects/auto objects doors/model	heavy_slide_door
COPTER	animated objects/puzzle_traps/ Helicopter/world_model	copter
LAVA_BLOCK_ EXPLODE	animated objects/puzzle_traps/ lava_block_explode/world_model	lava_block_exp
LAVA_BLOCK DROP	animated objects/puzzle_traps/ lava_block_drop/world_model	kava_block_drop
PUZZLE_LOCK	animated objects/puzzle_traps/ Puzzle_lock/world_model	puzzle_lock