

INVENTORY PROBLEMS

HEALTH

- 518 – small medi pak - No Description
- Sort out all values for health. – **CHRIS**

HEALTH_Small_Medipack

PUZZLE

- 143 – Old Strahov Map - no image or description
- 526 – Strahov Blueprint - “ “ “
- 516 – Dig Symbol 1 - No description
- 517 – Dig Symbol 2 - No description
- 130 – Combined engravings -wrong name and wrong description
- 99 – Sewer map - wrong description and name + Scale up
- 362 – Top half of Fax - CHECK DESCRIPTION
- 363 – Bottom half of fax - CHECK DESCRIPTION
- 511 – Vasileys full fax - CHECK DESCRIPTION

- 364 – Combined louver map - check database - **(NOT PICKED UP)**
- 369 – Complete cane - check group class and database - **(NOT PICKED UP)**
- 368 – Jackel head - check group class and database - **(NOT PICKED UP)**
- 118 – Earth Crystal - wrong description
- 72 – Ex-janitors key - needs to be **KEYS** - **not picked up**
- 74 – Guards Key - wrong description
- 134 – Bartender key - says DON'T USE, check database
- 96 – Key to cellar - needs to be re-named – KEYS
- 492 – Lift maintenance key - needs to be KEYS
- 490 – Stage door key - need to be KEYS
- 529 – Gantry gate key - no description or name
- 65 – Wad of passports - wrong description
- 103 – Pickaxe combined - no name or description
- 66 – Socket Spanner - wrong description
- 336 – 1st Obscura painting - check database and name

PUZZLE_Engraving5
PUZZLE_Strahov_Map
PUZZLE_Dig_Symbol_1
PUZZLE_Dig_Symbol_2
PUZZLE_Engraving1
GENERIC_Maplouvresewer
TORN_fax_Piece_A_do_not_use (change)
TORN_fax_Piece_B
GENERIC_Bloodstained_fax_full

PUZZLE_Combined_blueprints
PUZZLE_Jackel_cane_combined
PUZZLE_Jackel_cane_head
PUZZLE_Crystal_Earth
PUZZLE_Exjanitorskeys
PUZZLE_Guardskey
PUZZLE_Bartender_key_don't_use (change)
PUZZLE_Keycellar
PUZZLE_Paris1a_exit_door_key
PUZZLE_Stage_door_key
Gantry_gate_key
PUZZLE_Czech_Passports
PUZZLE_Pickaxe_Don't_use
PUZZLE_Adjustable_spanner
GENERIC_1st_Obscura_painting

PAWN - make new category for these items

WEAPONS

- Viper SMG - wrong weapon on Lara or wrong pick up – **CHRIS**
- 291 – Harpoon gun - check description
- 289 – Double pistols - no description or name - Vector R35
- 304 – Aqualung - wrong GFX for name
- 302 – Gas mask - no name or description - REMOVE???
- 306 – Silencer - wrong description
- 295 – V-packer on-point ammo = Change description
- 296 – V-packer buckshot box ammo = Change description

WEAPON_Harpoon_gun
WEAPON_Vector_R35_Pair
WEAPON_rebreather
WEAPON_respirator_don't_use (change)
WEAPON_Silencer
WEAPON_On_point_ammo
WEAPON_buck_shot_ammo