

Flip Maps In Tomb Raider NextGen

Flip maps allow an entire rooms static (background) geometry to be swapped – this allows large areas to be changed (fairly) easily. Each room can have up to four flip maps (plus the original geometry).

Using Flip Maps

The first thing to decide is do you actually need a flipmap? If the area is quite small, then a mesh swap using dynamic objects will be easier and quicker to do.

Flip maps work by having copies of rooms, set up in the same place as the room to be flipped, but containing different geometry. Scene organisation in Maya is very important – it is recommended that separate layers are used for each flip 'generation'.

Layer	Contains
Flip Normal	The original rooms + geometry + export locator
Flip 0	Flip generation 0 rooms + geometry + export locator
Flip 1	Flip generation 1 rooms + geometry + export locator

And so on....

To make a room into a flip room, it is named as follows FLIPn__OriginalRoomName, where 'n' is the flip generation (from 0-3).

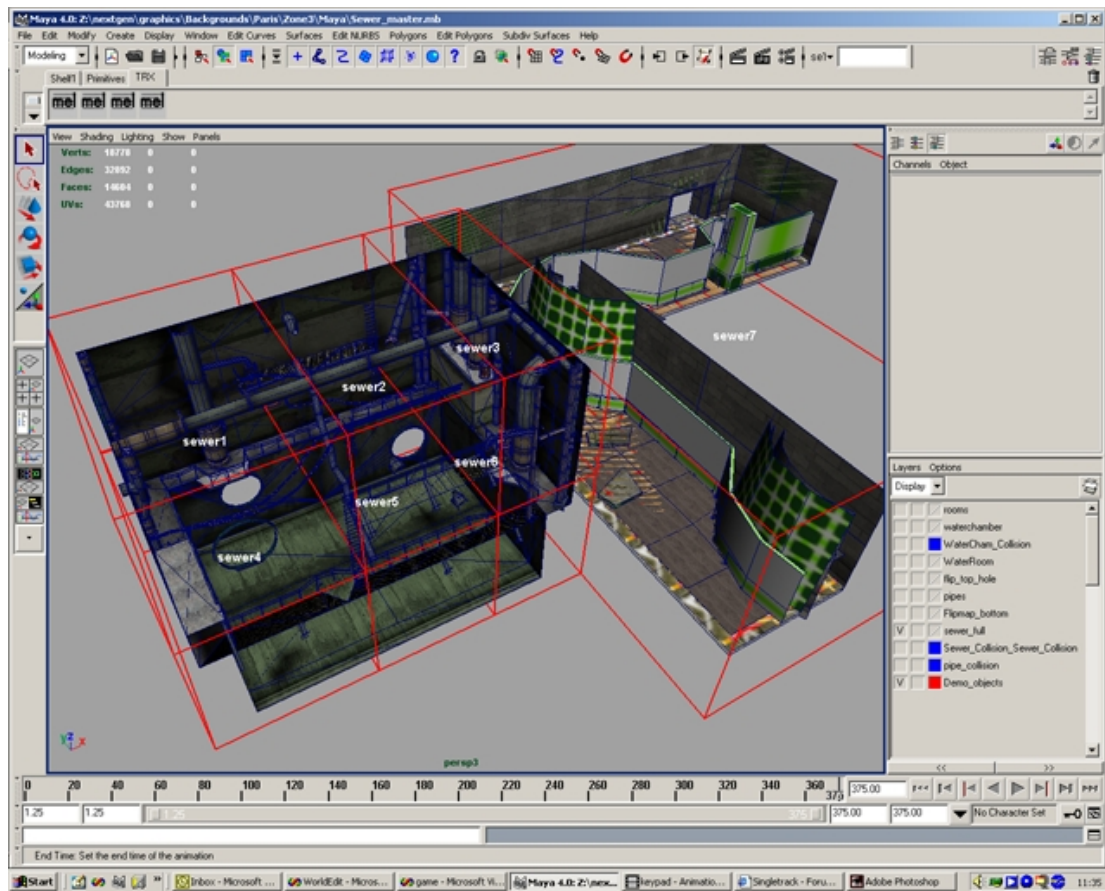
So for the original room 'GuardRoom' , flip generation 0 would be named 'FLIP0__GuardRoom', flip generation 1 would be named 'FLIP1__GuardRoom' and so on...

Each flip group should be contained under it's own export locator, and each one should be exported to a separate TRX file, making sure that the other layers are turned off. If they are not, you will end up with the original rooms + other flip maps geometry in your TRX, which would be bad.

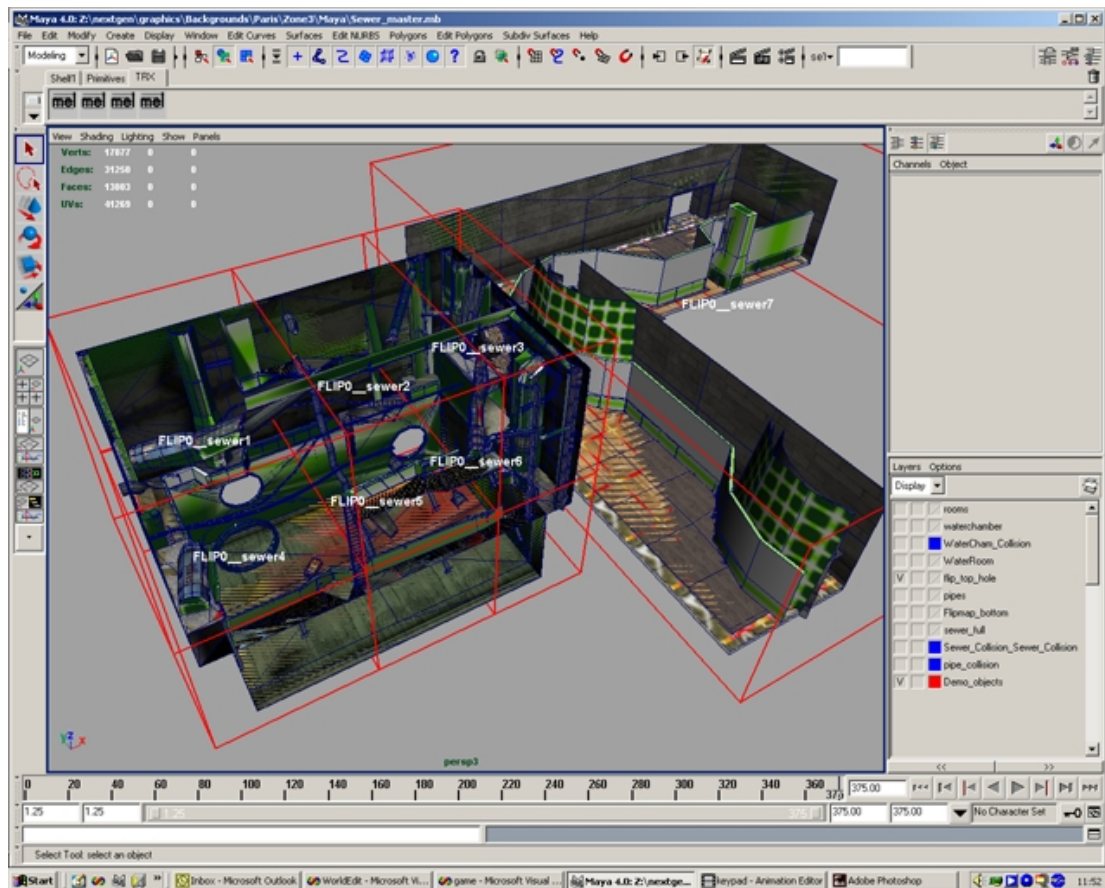
Import all the TRX's into worldedit, and add them to your scene. Please note that at the moment, only the original rooms will show up in worldedit, this will be fixed soon (ish).

To change flip maps on the game side, send the message NM_FLIPROOM0 – 3 to the *original* room, or the message NM_FLIPROOM_RESET to reset back to the original graphics.

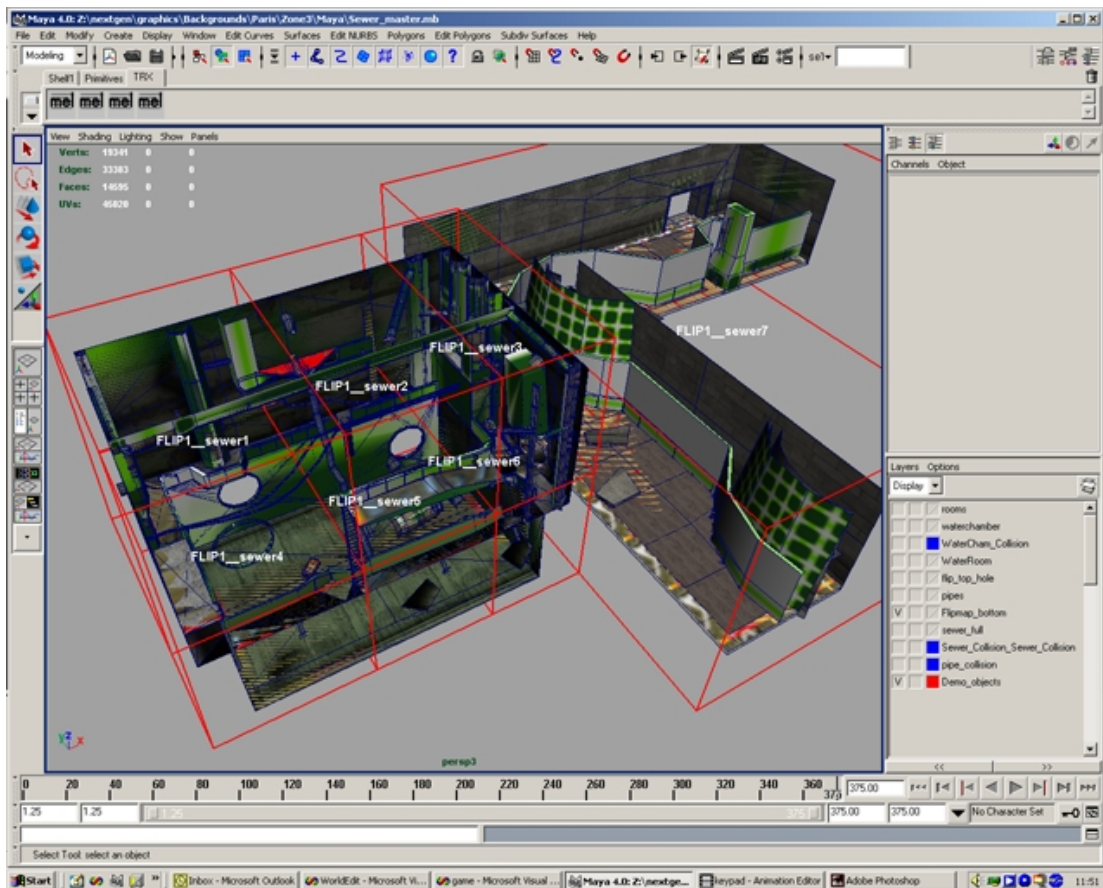
Nice Pictures To Make It Easier To Understand



Here are the original rooms for the flip map section of the sewer. This is on its own layer, and would be exported to its own TRX file.



These are the flip rooms for flip generation 0 of the sewer – they are held on a separate layer from the rest of the map, and would be exported to their own TRX file. Notice the naming convention on the rooms :- 'sewer1' has become 'FLIP0_sewer1'. Notice the positioning of the rooms + geometry - it is all in exactly the same place as the originals. To flip the rooms to this generation, the message NM_FLIPROOM0 would be sent to the rooms 'sewer1' to 'sewer7'.



These are the rooms for flip generation 1 of the sewer. All rooms are now named 'FLIP1__roomname'. As before, this is a separate layer, and is exported to its own TRX file. To flip to these rooms, NM_FLIPROOM1 would be sent to the rooms 'sewer1' – 'sewer7'