

INTERACTIVE UNDERWATER WALL

by Krystian and Dinne

This resource pack is based on an object and animation I (Krystian) made some time ago, which you can see (or already have seen) in the following video: https://www.youtube.com/watch?v=b_GqiMMuMYE
I teamed up with Dinne, and together with her great object making and texturing skills we have finished the wall and made it available as an asset to level builders 😊



It is perfect for hiding switches, keys, secrets or making players panic as they struggle to find an exit out of an underwater maze (if you're that evil), as this package also includes a **small set of textures that can perfectly blend in with the objects**, especially if you get the lighting just right and **disable the reflection effects** in the water room. But once the wall is finally spotted by the player, holding ACTION in front of it allows Lara to kick it down, with familiarity to TRaO'D, from which the inspiration for this object came.

[The underwater_walls.wad includes 2 versions of the wall object:](#)

A **plain version** in the ANIMATING1 slot

A **mossy version** in the ANIMATING2 slot



Both objects are 4 clicks tall and fit into a 1x1 square opening. **It is necessary that on the other side of the wall there is a floor directly below**, else the debris will "float". There is also an animation for Lara and a script needed to make Lara interact with the object

Setting up the animations

If using WadMerger

Open the LARA object in the Anim Editor and import the lara_underwater_kick.trw file into a free animation slot. Please memorise or note down this number, we will need it later.

Once imported, you will need to enter the following:

Next Animation - 108

Next Frame - 0

If using WadTool

Open the LARA object in the Anim Editor and import the lara_underwater_kick.anim file into a free animation slot. Please memorise or note down this number, we will need it later.

The anim import should already copy all necessary parameters about Next Anim and Next Frame (108 and 0, respectively).

The TRNG script

Below is the required script to enable the animation of Lara with the object. Remember to change necessary ID numbers, if needed.

In TriggerGroup 10 there is the middle script trigger: \$2000, 169, \$1BD that you will probably need to re-export so it matches the animation slot in which you have imported the Lara animation. The other two triggers don't need to be changed.

Underwater Wall Script

```
;If Lara has aligned to TestPosition1, make Animation= script execute
Triggergroup 10
Animation= 10, KEY1_ACTION, IGNORE, FAN_ALIGN_TO_ENV_POS +
FAN_PERFORM_TRIGGER_GROUP, ENV_ITEM_TEST_POSITION, 1, IGNORE, -108

;Test alignment to ANIMATING1 (remember to change the slot name if
you used different slot for wall object)
TestPosition= 1, IGNORE, ANIMATING1, -416, 416, -896, -64, -368, 400,
-6000, 6000, -6000, 6000, 0, 0

;check if found wall object has already been activated, then trigger
anim 445 (reexport trigger if needed), activate wall object
TriggerGroup= 10, $9000 + TGROUP_USE_FOUND_ITEM_INDEX, 0, $40E,
$2000, 169, $1BD, $5000 + TGROUP_USE_FOUND_ITEM_INDEX, 36, $2B

;If you want to have both wall objects in a single level, it's
possible if you add these 2 lines (otherwise not necessary)
Animation= 10, KEY1_ACTION, IGNORE, FAN_ALIGN_TO_ENV_POS +
FAN_PERFORM_TRIGGER_GROUP, ENV_ITEM_TEST_POSITION, 2, IGNORE, -108

TestPosition= 2, IGNORE, ANIMATING2, -416, 416, -896, -64, -368, 400,
-6000, 6000, -6000, 6000, 0, 0
```