

TR Advent Calendar 2020 - Dusty Footstep Particles

by LoreRaider

GENERAL INFORMATION

In this pack you'll find a useful particle effect for your levels which will add a dusty footstep effect on Lara.

With the script given, the dusty effect will be shown when she's walking on some ground types, specifically gravel and sand/grass or also when she's sliding, crouching or rolling, but that's customizable.

HOW IT WORKS

This script it's fairly easy, even more if you have knowledge about TRNG scripting.

The main script line that makes the effect to work it's the **GlobalTrigger**, it basically checks whether any of the sounds listed on the **TriggerGroup 100** are playing ingame.

If the condition is true (so when at least one of the sounds it's playing), the **GlobalTrigger** will activate the **TriggerGroup 101**, which has 2 triggers, those 2 triggers activates 2 **AddEffects** commands, one for each foot.

But we also need a way to stop that effect to happen when she's still or in any other situation not needed, so for that, we are going to stop the effect with **TriggerGroup 102**, and that's going to be checked by the **GlobalTrigger** and activated when the condition it's false (so when none of the sounds are playing).

HOW TO SETUP

- Open the file **DustScript.txt** and copy what's inside into your **script.txt** file.
- Go into **NGLE** or **Tomb Editor** and click on **Lara** object inside your map, you'll see a number next to the slot name, that's the **ID** number of your Lara object.
- Type the ID on your script overwriting ***LaraID*** with the **ID** on **"#DEFINE LARA_ID *LaraID*"** line. So for example, if your Lara object has **ID 10**, that line will change to **"#DEFINE LARA_ID 10"**.
- Compile your script with **NG_Center** or **TombIDE**.

CUSTOMIZATION

The script given works only with the conditions I've listed above, but nothing stops you to change it and use it for other purposes or differently.

You can achieve this effect not only on Lara, but on any kind of moveable, for example on enemies, or when you push/pull a block or anything else.

Sadly we can't decide the size and the color of it, but something similar can be obtained with FLEP smoke particles, even if it's easier to use AddEffects if we want to apply those effects on objects.

If you use this effect in your levels, please credit me.
Enjoy!

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