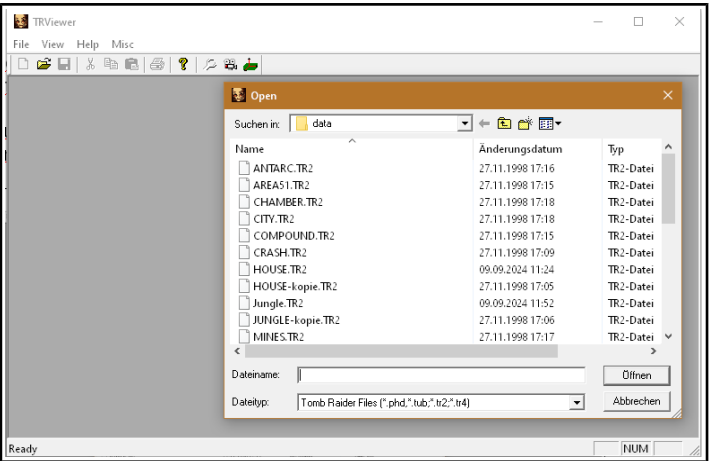


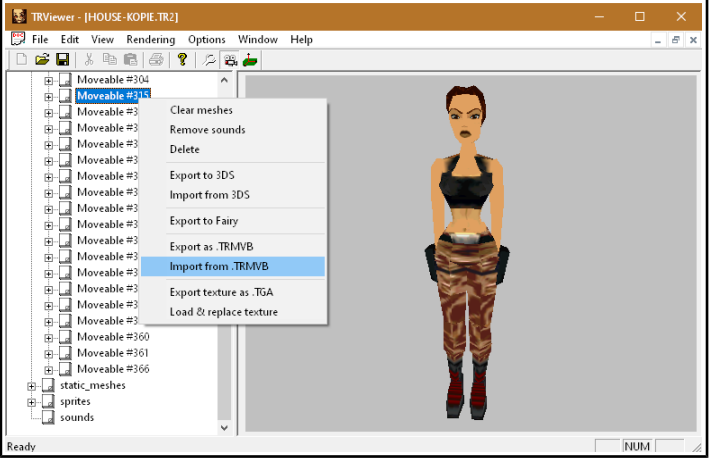
How to install a Lara outfit in trmvb-format
in a finished level (eg. TR1-3 or custom levels)

Tomb Raider 1-3 files have no skin joints for Lara that could cause any trouble. That makes it easy to import trmvb-outfits. To do so, you will need the tool TRViewer.

Start up TR Viewer and open a TR file from the data folder.
(Before you start, make sure to back up your files!)



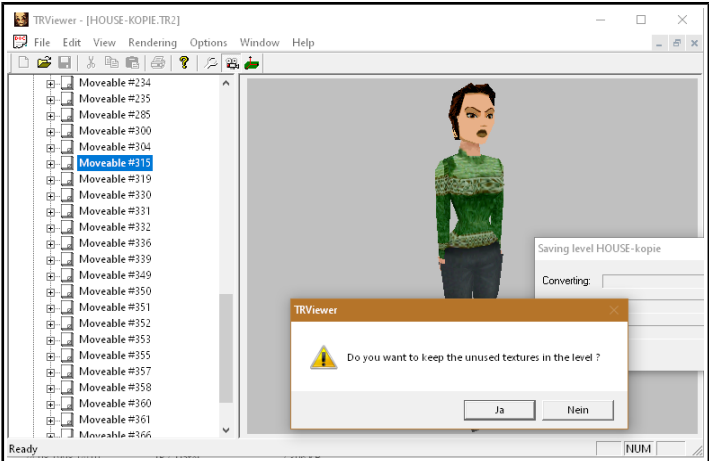
Browse through the moveable objects until you find Lara's outfit. Right-click it and select the import from trmvb option.



Import only the Meshes to avoid malfunctions in the game.

Save your TR file. You will also be asked to save when you attempt to close the tool.

Select NO when asked about unused textures in the game.

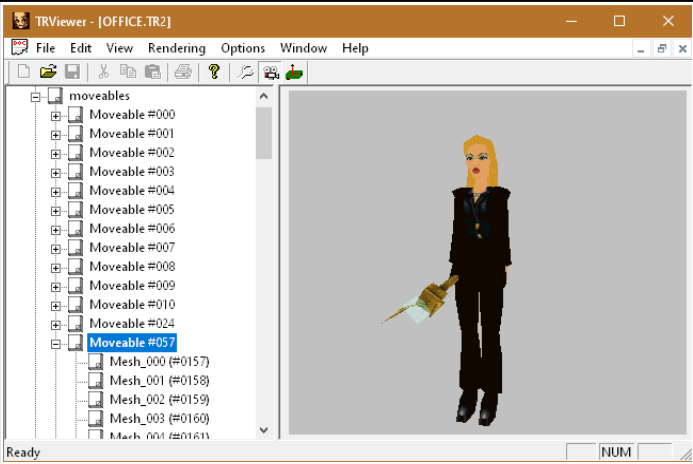


Done! Now you can start up the game.



Exchanging individual meshes:

By clicking the **+** symbol next to a selected moveable in TRViewer, you are opening the mesh tree of that object.



By right-clicking the individual meshes, you can export and import them using the trmvb format.

