

The Tomb Raider Level Editor Interface

IMPORTANT NOTE:

Pressing ALT with ENTER will remove the top blue Windows Bar and also make the bottom row of buttons visible.

Drop Down Menu Bar

Plan View Panel

Top down view of the selected room; secondary working window

Plan View Grid

Room Edit Buttons

Create rooms; add/edit features in rooms

Object Panel

Preview, select, light and place objects

Lighting Panel

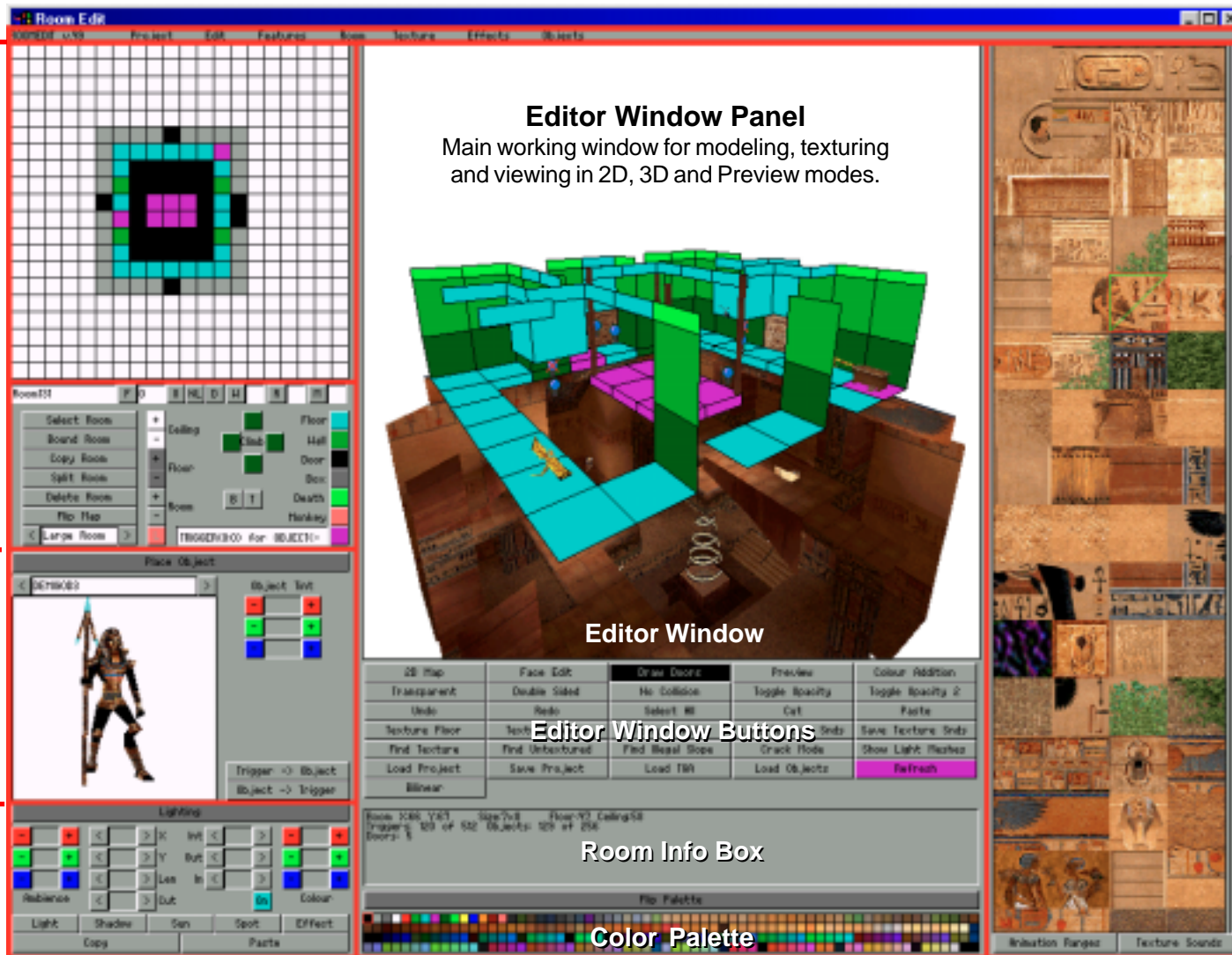
Select, place and adjust lights

Editor Window Panel

Main working window for modeling, texturing and viewing in 2D, 3D and Preview modes.

Texture Panel

Select tiles for texturing model; set animation ranges and texture sounds.



Editor Window Buttons

Different modes of viewing; misc. functions and shortcuts mainly for texturing and modeling

Room Info Box

Room location and statistics; total number of triggers and objects in project.

Color Palette

Provides colors used for transparency; quick way to assign color to lights and objects.