

# GameFlow

*By SuiKaze Raider – Version: 1.0.0.0.*

## Requirements:

- Windows XP, Vista, Seven, Eight or higher.
- Microsoft Framework .NET 2.0 (Only on Windows XP)

## Description:

This program is a recreation of the original Tomb Raider II GameFlow script compiler for PC. This new version adds compatibility with Tomb Raider III and PlayStation versions too, and some new features!

## Main Commands:

### **-Compile**

It compiles a script file in \*.txt format into a script file in \*.dat format. This is the main command by default.

### **-About**

It shows the about information.

## Option Commands:

### **-ScriptDAT <Script\_File.dat>**

Indicate a script file in \*.dat format. By default: tombpc.dat for PC and tombpsx.dat for PlayStation.

### **-ScriptTXT <Script\_File.txt>**

It indicates a script file in \*.txt format. By default: script.txt.

### **-StringsTXT <Strings\_File.txt>**

It indicates a strings file in \*.txt format. By default: strings.txt.

### **-Platform [PC|PSX]**

It indicates the game platform. By default: PC.  
PSX: PlayStation.

### **-Game [2|3]**

It indicates the game number. By default: 2.  
2: Tomb Raider II / Tomb Raider II Gold.  
3: Tomb Raider III / Tomb Raider III Gold.

**-IsBeta**

It indicates if a Tomb Raider II PSX Beta script. It used together:

-Platform PSX -Game 2

**-Force**

In Tomb Raider II for PC the command LOAD\_PIC is not compiled, and in Tomb Raider III for PC the command DEMOLEVEL. This command force to compile them.

**Other Commands:****-Locale <Language\_Code>**

It forces to show program messages in a specific language.

EN: English.

ES: Spanish.

IT: Italian.

**Special Thanks:**

- IceBerg: For his initial investigation on tombpc.dat files.
- Mark James: For his icons for applications from his Website: [www.famfamfam.com](http://www.famfamfam.com).

Sincerely,

*SuiKaze Raider.*