



























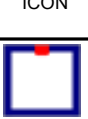
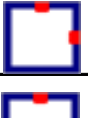
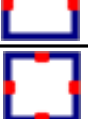
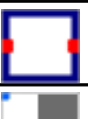




TL_DC_BBBB_01.max TL_DC_BBBB_02.max TL_DC_BBBB_03.max TL_DC_BBBB_04.max		Bridge span tile - connects to other bridge tiles
TL_DC_CCBB_01.max TL_DC_CCBB_02.max TL_DC_CCBB_03.max		Bridge originator tile - pit - connects to bridge tiles or other originator tiles
TL_DC_CCCC_01.max TL_DC_CCCC_02.max TL_DC_CCCC_03.max		Open floor with a column piece in each corner - connects to chasm tiles only. Use up down arrow to access lower level alternates
TL_DC_CCCP_01.max TL_DC_CCCP_02.max		Corner pit tile - connects to OEI cave tiles - no walking surface
TL_DC_CCCX_01.max TL_DC_CCCX_02.max		Open floor tile - 3 columns - connects to chasm tiles only - corner of open chamber area - use UP/DN arrows to switch between middle and lower level
TL_DC_CCCZ_01.max		Corner pit tile - with walking surface -
tl_dc_CCXX_01.max tl_dc_CCXX_02.max		open floor tile 2 columns - edge of open floor area - use up/dn arrows to swap between middle and lower levels - connects to chasm tiles only
TL_DC_CCZZ_01.max TL_DC_CCZZ_02.max TL_DC_CCZZ_03.max TL_DC_CCZZ_04.max		pit tile - 2 columns - connects to OEI cave tiles - walking surface
tl_dc_DDCC_01.max tl_dc_DDCC_02.max TL_DC_DDCC_03.max		single wall with door in it - opposite is 2 columns - use UP/DN arrow to swap between middle and lower level variations - connects to chasm tiles only
TL_DC_DDDD_01.max TL_DC_DDDD_02.max		Hallway with doors opposite each other - connects to chasm tiles only - use UP/DN arrows to swap between middle and lower level variations
TL_DC_DDDZ_01.max		Corner pit tile - door in each wall - walking surface
TL_DC_DDWZ_01.max		Corner pit tile - door in one wall - walking surface
tl_dc_DDXX_01.max tl_dc_DDXX_02.max		open floor tile - one wall with door in center - connects to chasm tiles only - use UP/DN arrow to swap between middle and lower levels
TL_DC_DDZZ_01.max TL_DC_DDZZ_02.max		Pit edge tile - single wall with door - walking surface - connects to other pit tiles
TL_DC_HHHH_01.max TL_DC_HHHH_02.max		Hallway tile - connects to chasm tiles only - use UP/DN arrows to swap between middle and lower level variations
tl_dc_HHMH_01.max tl_dc_HHMH_02.max		Transition tile - H= high (original caves set height) M= middle elevation - this tile is a open floor corner transition - three corners of tile are at the OEI elevation and one corner is at a middle elevation - use UP/DN arrows to swap between variations
tl_dc_HHMM_01.max tl_dc_HHMM_02.max		Transition tile - H= high (original caves set height) M= middle elevation - this tile is a open floor edge transition - one side of tile is at high elevation and the other edge of the tile is at the middle elevations - use UP/DN arrows to swap between variations
tl_dc_HMMM_01.max tl_dc_HMMM_02.max		Transition tile - H= high (original caves set height) M= middle elevation - this tile is a open floor corner transition - three corners of tile are at the middle elevation and one corner is at a high elevation - use UP/DN arrows to swap between variations

TL_DC_MLLL_01.max TL_DC_MLLL_02.max		Transition tile - L= lower elevation M= middle elevation - this tile is a open floor corner transition - three corners of tile are at the low elevation and one corner is at a middle elevation - use UP/DN arrows to swap between variations
TL_DC_MMLL_01.max TL_DC_MMLL_02.max		Transition tile - L = Lower elevation M= middle elevation - this tile is a open floor edge transition - one side of tile is at Low elevation and the other edge of the tile is at the middle elevations - use UP/DN arrows to swap between variations
TL_DC_MMLM_01.max TL_DC_MMLM_02.max TL_DC_MMLM_03.max		Transition tile - L= lower elevation M= middle elevation - this tile is a open floor corner transition - three corners of tile are at the middle elevation and one corner is at a low elevation - use UP/DN arrows to swap between variations
TL_DC_MO2O2_01.max TL_DC_MO2O2_02.max		metatile metatile
TL_DC_PPZZ_01.max TL_DC_PPZZ_02.max TL_DC_PPZZ_03.max TL_DC_PPZZ_04.max TL_DC_PPZZ_05.max TL_DC_PPZZ_06.max		Pit edge tile - wall only - no walk surface
TL_DC_PWZZ_01.max TL_DC_PWZZ_02.max TL_DC_PWZZ_03.max TL_DC_PWZZ_04.max		Pit edge tile - walkway termination - use to end any walkway along a pit edge
TL_DC_SPU1_01.max TL_DC_SPU1_02.max		Hallway termination tile - with door at end - connects to chasm tiles only - use UP/DN arrows to swap between middle and lower levels
TL_DC_SPU6_01.max TL_DC_SPU6_02.max		Hallway termination tile - dead end - connects to chasm tiles only - use UP/DN arrows to swap between middle and lower levels
TL_DC_TLHS_01.max		Transition tile - straight - connects OEI level to lower level
TL_DC_TMHC_01.max TL_DC_TMHC_02.max		Transition tile - corner - connects OEI level to middle level through a curved sloping hall - us UP/DN arrows to swap between a right hand curve and left hand curve
TL_DC_TMHS_01.max TL_DC_TMHS_02.max		Transition tiles - straight - connects OEI level to middle level - use UP/DN arrows to swap between alternative tiles
TL_DC_TMLC_01.max TL_DC_TMLC_02.max		Transition tile - corner - connects middle level chasms to lower level chasms through a curved sloping hall - Use UP/DN arrows to swap between right hand and left hand turns
TL_DC_TMLS_01.max TL_DC_TMLS_02.max		Transition tile - straight - connects middle level chasms to lower level chasms - Use UP/DN arrows to swap between alternate tile variations
TL_DC_WPZZ_01.max TL_DC_WPZZ_02.max TL_DC_WPZZ_03.max		Pit edge tile - walkway termination - use to end any walkway along a pit edge
TL_DC_WWBB_01.max TL_DC_WWBB_02.max TL_DC_WWBB_03.max		Bridge originator tile - pit - connects to bridge tiles or other originator tiles
TL_DC_WWCC_01.max TL_DC_WWCC_02.max TL_DC_WWCC_03.max		Single wall with two columns opposite - connects to Chasm tiles only - use UP/DN key to swap between alternates and middle and lower levels
TL_DC_WWCX_01.max TL_DC_WWCX_02.max		Open floor corner tile - single wall and one column - connects to chasm tiles only - use UP/DN arrow to swap between middle and lower levels
TL_DC_WWCZ_01.max		Pit Corner tile - connects to OEI and pit tiles only - walking surface
TL_DC_WWDD_01.max TL_DC_WWDD_02.max		Hallway with single door - connects to chasm tiles only - use UP/DN arrow to swap between middle and lower levels
TL_DC_WWHM_01.max TL_DC_WWHM_02.max		Transition tile - along wall from High (OEI) level to middle level
TL_DC_WWLM_01.max TL_DC_WWLM_02.max		Transition tile - along wall from middle to lower levels

TL_DC_WWMH_01.max TL_DC_WWMH_02.max		Transition tile - along wall from High (OEI) level to middle level
TL_DC_WWML_01.max TL_DC_WWML_02.max		Transition tile - along wall from middle to lower levels
TL_DC_WWWC_01.max TL_DC_WWWC_02.max TL_DC_WWWC_03.max		Corner tile - connects to chasm tiles only - use UP/DN keys to swap alternates and middle and lower levels
tl_dc_WWWX_01.max tl_dc_WWWX_02.max		Open floor corner tile - connects to chasms tiles only - use UP/DN key to swap between middle and lower levels
TL_DC_WWWZ_01.max TL_DC_WWWZ_02.max		Pit Corner tile - connects to OEI and pit tiles only - walking surface
TL_DC_WWXC_01.max TL_DC_WWXC_02.max		Open floor corner tile - single wall and one column - connects to chasm tiles only - use UP/DN arrow to swap between middle and lower levels
TL_DC_WWXX_01.max TL_DC_WWXX_02.max TL_DC_WWXX_03.max		Open floor edge tile - connects to chasms tiles only - use up/dn key to swap between alternate versions and middle - lower levels
TL_DC_WWZZ_01.max TL_DC_WWZZ_02.max TL_DC_WWZZ_03.max TL_DC_WWZZ_04.max TL_DC_WWZZ_05.max TL_DC_WWZZ_06.max TL_DC_WWZZ_07.max		Pit edge tile - walkable surface - connects to pit tiles only - use UP/DN key to cycle through alternate variations
tl_dc_XXXX_01.max tl_dc_XXXX_02.max tl_dc_XXXX_03.max tl_dc_XXXX_04.max tl_dc_XXXX_05.max TL_DC_XXXX_06.max		Open floor tile - connects to chasm tiles only - use up/dn keys to cycle between alternates and middle and lower levels
TL_DC_ZZZZ_01.max		Open pit tile - for wide chasms - essentially just a ceiling over a black pit
TL_DC_CCPP_01 TL_DC_CCPP_02	ICON	Pit edge tile - no walking surface
SPR1-01 SPR1-02		Room - 1 door - use up/dn key to cycle between middle and lower level rooms
SPR2-01 SPR2-02		Room - 2 door - use up/dn key to cycle between middle and lower level rooms
SPR3-01 SPR3-02		Room - 3 door - use up/dn key to cycle between middle and lower level rooms
SPR4-01 SPR4-02		Room - 4 door - use up/dn key to cycle between middle and lower level rooms
SPR5-01 SPR5-02		Room - 2 door - use up/dn key to cycle between middle and lower level rooms
CZZZ-01		Pit Corner tile - connects to OEI and pit tiles only - walking surface