v4.0.0 Content Pack Release Notes

Intro

We have remastered the vast majority (but not all) of the facility models and textures. For remastered assets, the original Toontown Online textures are considered **deprecated**, but they remain in the phase files for the time being. Once we can confirm they are 100% unused, we plan to remove these textures from the phase files. This document exhaustively lists **all** files that were modified in this update, but as a general rule of thumb, Toontown Online textures were only touched as part of the remastering process. This means there should not be any major intentional changes to Toontown Online textures (but there may be minor single-pixel differences). In phases 9 through 12, Content Packs should only have to modify files starting with "`ttr_`" in their names.

Phase 3

This includes the Pick-A-Toon splash screen + logo for Under New Management. The Cog panel is a new dynamic panel used when clicking on a Cog's nametag to view their details.

phase_3/maps/ttr_t_gui_gen_dynamicFrame_cogPanel.jpg

phase_3/maps/ttr_t_gui_gen_dynamicFrame_sillyMeterPanel.jpg

phase_3/maps/ttr_t_gui_ldg_rewritTENLogo_oilSpill.jpg

phase_3/maps/ttr_t_gui_pat_background_oilspill.jpg

phase_3/maps/ttr_t_gui_pat_squares_1_oilspill.jpg

phase_3/maps/ttr_t_gui_pat_squares_2_oilspill.jpg

phase_3/maps/ttr_t_gui_pat_squares_oilspill.jpg

Phase 3.5

Battle GUI

The Battle GUI was re-palettized to account for all of the new status effects. Most if not all of these files have a corresponding .rgb file which were also modified.

phase_3.5/maps/battle_gui_remastered_palette_4amla_16.jpg

phase_3.5/maps/battle_gui_remastered_palette_4amla_17.jpg

phase_3.5/maps/battle_gui_remastered_palette_4amla_18.jpg

phase_3.5/maps/battle_gui_remastered_palette_4amla_19.jpg

phase_3.5/maps/battle_gui_remastered_palette_4amla_20.jpg

phase_3.5/maps/battle_gui_remastered_palette_4amla_21.jpg

phase_3.5/maps/battle_gui_remastered_palette_4amla_22.jpg

phase_3.5/maps/battle_gui_remastered_palette_4amla_23.jpg

phase_3.5/maps/battle_gui_remastered_palette_4amla_24.jpg

phase_3.5/maps/battle_gui_remastered_palette_4amla_25.jpg

phase_3.5/maps/battle_gui_remastered_palette_4amla_26.jpg

phase_3.5/maps/battle_gui_remastered_palette_4amla_27.jpg

phase_3.5/maps/battle_gui_status_effects_remastered_palette_2tmla_1.jpg

phase_3.5/maps/battle_gui_status_effects_remastered_palette_4amla_1.jpg

phase_3.5/maps/battle_gui_status_effects_remastered_palette_4amla_2.jpg

phase_3.5/maps/battle_gui_status_effects_remastered_palette_4amla_3.jpg

phase_3.5/maps/battle_gui_status_effects_remastered_palette_4amla_4.jpg

phase_3.5/maps/battle_gui_status_effects_remastered_palette_4amla_5.jpg

phase_3.5/maps/battle_gui_status_effects_remastered_palette_4amla_6.jpg

phase_3.5/maps/battle_gui_status_effects_remastered_palette_4amla_7.jpg

phase_3.5/maps/battle_gui_status_effects_remastered_palette_4amla_8.jpg

phase_3.5/maps/ttr_t_gui_bat_cogGUI_healthMeter_meterColor.jpg

Other Updated GUI

This includes the new exit button and teleport button utilized in the new dynamic Cog detail panel. The teleport button is used for teleporting to key locations in Cog HQs.

phase_3.5/maps/ttr_t_gui_gen_cartoonvialButtonTp.jpg

phase_3.5/maps/ttr_t_gui_gen_cogPanelExitButton_down.jpg

phase_3.5/maps/ttr_t_gui_gen_cogPanelExitButton_hover.jpg

phase_3.5/maps/ttr_t_gui_gen_cogPanelExitButton_up.jpg

phase_3.5/maps/ttr_t_gui_gen_cogTeleportButton_down.jpg

phase_3.5/maps/ttr_t_gui_gen_cogTeleportButton_hover.jpg

phase_3.5/maps/ttr_t_gui_gen_cogTeleportButton_up.jpg

phase_3.5/maps/ttr_t_gui_gm_badgePartner.jpg

Remastered Cog Disguise Page

phase_3.5/maps/c_leg.jpg

phase_3.5/maps/c_sleeve.jpg

phase_3.5/maps/ttr_t_gui_sbk_cogDisguises_base.jpg

phase_3.5/maps/ttr_t_gui_sbk_cogDisguises_cogText.jpg

phase_3.5/maps/ttr_t_gui_sbk_cogDisguises_main.jpg

phase_3.5/maps/ttr_t_gui_sbk_cogDisguises_meters.jpg

phase_3.5/maps/ttr_t_gui_sbk_cogDisguises_pages.jpg

phase_3.5/maps/ttr_t_gui_sbk_cogDisguises_robotFrames.jpg

phase_3.5/maps/ttr_t_gui_sbk_cogDisguises_tabs.jpg

phase_3.5/maps/ttr_t_gui_sbk_cogDisguises_title.jpg

phase_3.5/maps/ttr_t_gui_sbk_cogDisguises_tube.jpg

phase_3.5/maps/ttr_t_gui_bat_statusEffect_icon_v2_0.jpg

phase_3.5/maps/ttr_t_gui_gen_cogUpgradeSuitButton_down.jpg

phase_3.5/maps/ttr_t_gui_gen_cogUpgradeSuitButton_hover.jpg

phase_3.5/maps/ttr_t_gui_gen_cogUpgradeSuitButton_up.jpg

Updated Toontask Icons

ToonTask Icon palettes were updated to now include Supervisor related quests.

phase_3.5/maps/toontaskGUI_palette_4amla_6.jpg

phase_3.5/maps/toontaskGUI_palette_4amla_7.jpg

New Cogs/Goons

phase_3.5/maps/ttr_t_ene_bossbotClubPresident_blazer.jpg

phase_3.5/maps/ttr_t_ene_bossbotClubPresident_leg.jpg

phase_3.5/maps/ttr_t_ene_bossbotClubPresident_sleeve.jpg

phase_3.5/maps/ttr_t_ene_cashbotAuditor_blazer.jpg

phase_3.5/maps/ttr_t_ene_cashbotAuditor_leg.jpg

phase_3.5/maps/ttr_t_ene_cashbotAuditor_sleeve.jpg

phase_3.5/maps/ttr_t_ene_lawbotClerk_blazer.jpg

phase_3.5/maps/ttr_t_ene_lawbotClerk_leg.jpg

phase_3.5/maps/ttr_t_ene_lawbotClerk_sleeve.jpg

phase_3.5/maps/ttr_t_ene_sellbotForeman_blazer.jpg

phase_3.5/maps/ttr_t_ene_sellbotForeman_leg.jpg

phase_3.5/maps/ttr_t_ene_sellbotForeman_sleeve.jpg

Miscellaneous

"ToughIcons" is a background texture used to designate hard-mode elevators, and placed behind the Cog Department icon. Props such as the golf club, goon hat, and oil can were also remastered.

phase_3.5/maps/ttr_t_ara_gen_cogToughIcons.jpg

phase_3.5/maps/ttr_t_ene_prp_bat_golfClub.jpg

phase_3.5/maps/ttr_t_ene_prp_bat_goonHat.jpg

phase_3.5/maps/ttr_t_ene_prp_bat_oilCan.jpg

Phase 4

New Cosmetics

phase_4/maps/ttr_t_chr_avt_acc_hat_foremanHat.jpg

phase_4/maps/ttr_t_chr_avt_acc_msk_clerkGlasses.jpg

phase_4/maps/ttr_t_chr_avt_acc_pac_clubpresGolfBag.jpg

phase_4/maps/ttr_t_chr_avt_acc_sho_CashAudit.jpg

phase_4/maps/ttr_t_chr_avt_shirtSleeve_oilSpill.jpg

phase_4/maps/ttr_t_chr_avt_shirt_oilSpill.jpg

phase_4/maps/ttr_t_chr_avt_shorts_oilSpill.jpg

Supervisor Head Textures

phase_4/maps/ttr_t_ene_bossbotClubPresident.jpg

phase_4/maps/ttr_t_ene_cashbotAuditor.jpg

phase_4/maps/ttr_t_ene_lawbotClerk.jpg

phase_4/maps/ttr_t_ene_sellbotForeman.jpg

phase_4/maps/ttr_t_ene_sellbotForemanAngry.jpg

Phase 5

The Boiler

The Boiler health meter was mildly touched up visually for standardization with the regular Cog health bars.

phase_5/maps/ttr_t_gui_bat_bossGUI_healthMeter_frame.jpg

Cog Props

The Lawbot book prop was remastered with an actual texture since it is now used for an in-game attack.

phase_5/maps/ttr_t_prp_bat_lawBook.jpg

phase_5/maps/ttr_t_prp_bat_lawBookBack.jpg

phase_5/maps/ttr_t_prp_bat_lawBookFront.jpg

phase_5/maps/ttr_t_prp_bat_lawBookPages.jpg

Phase 9

Sellbot HQ

Sellbot HQ has been (mostly) remastered! Files starting with "ttr_" are used by remastered models. Use these files for Content Packs going forward. The original TTO textures are still left in (but should be unused). We are planning to remove them in the future once we can 100% confirm they are unused as we remaster the remaining zones.

phase_9/maps/CeilingMetalPlate2.jpg

phase_9/maps/CrossBeamTopLight.jpg

phase_9/maps/FootFactoryBld1a.jpg

phase_9/maps/FootFactoryBld1b.jpg

phase_9/maps/FootFactoryBld1edge.jpg

phase_9/maps/FootFactoryBld2Front.jpg

phase_9/maps/FootFactoryBld2Side.jpg

phase_9/maps/FootFactoryFloor.jpg

phase_9/maps/FootFactoryMetalPlate.jpg

phase_9/maps/FootFactoryPipe1.jpg

phase_9/maps/FootFactoryPipeBase.jpg

phase_9/maps/FootFactoryPipeBaseEdge.jpg

phase_9/maps/FootFactoryRoof.jpg

phase_9/maps/FootFactorySingleRdWndw.jpg

phase_9/maps/FootFactorySingleSqWndw.jpg

phase_9/maps/FootFactory_Boot.jpg

phase_9/maps/FootFactory_TankTops.jpg

phase_9/maps/FootFactory_Wall1.jpg

phase_9/maps/HEadFactoryBaseTie.jpg

phase_9/maps/HeadFactoryStatue4.jpg

phase_9/maps/SalesIcon3.jpg

phase_9/maps/SalesIcon_noAlpha.jpg

phase_9/maps/ShadowCircle.jpg

phase_9/maps/bar.jpg

phase_9/maps/base3.jpg

phase_9/maps/base4.jpg

phase_9/maps/bolt_top.jpg

phase_9/maps/factExtDoorway3.jpg

phase_9/maps/factExtDoorwaySide1.jpg

phase_9/maps/floor.jpg

phase_9/maps/ground9.jpg

phase_9/maps/headFactoryBaseWalls.jpg

phase_9/maps/mantle.jpg

phase_9/maps/pillar3.jpg

phase_9/maps/topWall4.jpg

phase_9/maps/ttr_t_ara_gen_floorWear.jpg

phase_9/maps/ttr_t_ara_gen_stomperPuff.jpg

phase_9/maps/ttr_t_ara_sbhq_elevatorFactory.jpg

phase_9/maps/ttr_t_ara_shq_ArmFactorysmokestack2.jpg

phase_9/maps/ttr_t_ara_shq_ArmFactorysmokestackWarm.jpg

phase_9/maps/ttr_t_ara_shq_BeltWallFrame.jpg

phase_9/maps/ttr_t_ara_shq_BoilerBox1.jpg

phase_9/maps/ttr_t_ara_shq_BoilerDial1.jpg

phase_9/maps/ttr_t_ara_shq_BoilerDial3.jpg

phase_9/maps/ttr_t_ara_shq_Cable2Quarter1.jpg

phase_9/maps/ttr_t_ara_shq_Cable2Quarter2.jpg

phase_9/maps/ttr_t_ara_shq_Cable2Quarter3.jpg

phase_9/maps/ttr_t_ara_shq_CableQuarter1.jpg

phase_9/maps/ttr_t_ara_shq_CableQuarter2.jpg

phase_9/maps/ttr_t_ara_shq_CableQuarter3.jpg

phase_9/maps/ttr_t_ara_shq_CeilingSquares.jpg

phase_9/maps/ttr_t_ara_shq_CementFloorx4.jpg

phase_9/maps/ttr_t_ara_shq_CementFloorx4Warm.jpg

phase_9/maps/ttr_t_ara_shq_CogIntPipeCapTop1.jpg

phase_9/maps/ttr_t_ara_shq_CogIntPipeCapTop2.jpg

phase_9/maps/ttr_t_ara_shq_CogIntPipeJoint5.jpg

phase_9/maps/ttr_t_ara_shq_CogIntPlate1b.jpg

phase_9/maps/ttr_t_ara_shq_CrossBeamGrad.jpg

phase_9/maps/ttr_t_ara_shq_CrossBeamQuarter.jpg

phase_9/maps/ttr_t_ara_shq_CrossBeamQuarter2.jpg

phase_9/maps/ttr_t_ara_shq_CrossBeamTop.jpg

phase_9/maps/ttr_t_ara_shq_CrossBeamTopPaint.jpg

phase_9/maps/ttr_t_ara_shq_CrossBeamx4.jpg

phase_9/maps/ttr_t_ara_shq_CrossRail.jpg

phase_9/maps/ttr_t_ara_shq_Duct3.jpg

phase_9/maps/ttr_t_ara_shq_Faucet2bPaint.jpg

phase_9/maps/ttr_t_ara_shq_FlatWall1.jpg

phase_9/maps/ttr_t_ara_shq_FloorGrate.jpg

phase_9/maps/ttr_t_ara_shq_GearBottem.jpg

phase_9/maps/ttr_t_ara_shq_GearEdge.jpg

phase_9/maps/ttr_t_ara_shq_GearShaft2.jpg

phase_9/maps/ttr_t_ara_shq_GearsBg3a.jpg

phase_9/maps/ttr_t_ara_shq_MetalCrate.jpg

phase_9/maps/ttr_t_ara_shq_PaintWallOil.jpg

phase_9/maps/ttr_t_ara_shq_PurplePaintDecal.jpg

phase_9/maps/ttr_t_ara_shq_Roof.jpg

phase_9/maps/ttr_t_ara_shq_SalesIcon2warm.jpg

phase_9/maps/ttr_t_ara_shq_SiloWalkway.jpg

phase_9/maps/ttr_t_ara_shq_SolidPaint.jpg

phase_9/maps/ttr_t_ara_shq_SpotCircle.jpg

phase_9/maps/ttr_t_ara_shq_SquareShadowDesk.jpg

phase_9/maps/ttr_t_ara_shq_VacumnTube1.jpg

phase_9/maps/ttr_t_ara_shq_WallBricks.jpg

phase_9/maps/ttr_t_ara_shq_WallBricksBig.jpg

phase_9/maps/ttr_t_ara_shq_WallBricksLightEdge.jpg

phase_9/maps/ttr_t_ara_shq_WallBricksPipes1.jpg

phase_9/maps/ttr_t_ara_shq_WallBricksPipes10.jpg

phase_9/maps/ttr_t_ara_shq_WallBricksPipes10LightEdge.jpg

phase_9/maps/ttr_t_ara_shq_WallBricksPipes11LightEdge.jpg

phase_9/maps/ttr_t_ara_shq_WallBricksPipes12.jpg

phase_9/maps/ttr_t_ara_shq_WallBricksPipes12LightEdge.jpg

phase_9/maps/ttr_t_ara_shq_WallBricksPipes13.jpg

phase_9/maps/ttr_t_ara_shq_WallBricksPipes2LightEdge.jpg

phase_9/maps/ttr_t_ara_shq_WallBricksPipes4.jpg

phase_9/maps/ttr_t_ara_shq_WallBricksPipes5.jpg

phase_9/maps/ttr_t_ara_shq_WallBricksPipes5LightEdge.jpg

phase_9/maps/ttr_t_ara_shq_WallBricksPipes7.jpg

phase_9/maps/ttr_t_ara_shq_WallBricksPipes7LightEdge.jpg

phase_9/maps/ttr_t_ara_shq_WallBricksPipes8.jpg

phase_9/maps/ttr_t_ara_shq_WallBricksPipes9.jpg

phase_9/maps/ttr_t_ara_shq_WallCement.jpg

phase_9/maps/ttr_t_ara_shq_WallCementLightEdge.jpg

phase_9/maps/ttr_t_ara_shq_WallGrate.jpg

phase_9/maps/ttr_t_ara_shq_WallGrateLight.jpg

phase_9/maps/ttr_t_ara_shq_WallGrateOutside.jpg

phase_9/maps/ttr_t_ara_shq_WallLight.jpg

phase_9/maps/ttr_t_ara_shq_WallMetalPlate.jpg

phase_9/maps/ttr_t_ara_shq_WallMetalPlateCementLightEdge.jpg

phase_9/maps/ttr_t_ara_shq_WallMetalPlateCementPipes10LightEdge.jpg

phase_9/maps/ttr_t_ara_shq_WallMetalPlateCementPipes4LightEdge.jpg

phase_9/maps/ttr_t_ara_shq_WallMetalPlateCementPipes5LightEdge.jpg

phase_9/maps/ttr_t_ara_shq_WallMetalPlateCementPipes7LightEdge.jpg

phase_9/maps/ttr_t_ara_shq_WallMetalPlateCementPipes9LightEdge.jpg

phase_9/maps/ttr_t_ara_shq_WallMetalPlateEdge.jpg

phase_9/maps/ttr_t_ara_shq_WallMetalPlateLargeRivets.jpg

phase_9/maps/ttr_t_ara_shq_WallMetalPlateLight.jpg

phase_9/maps/ttr_t_ara_shq_WallMetalPlateLightEdge.jpg

phase_9/maps/ttr_t_ara_shq_WallMetalPlatePipes10LightEdge.jpg

phase_9/maps/ttr_t_ara_shq_WallMetalPlatePipes13LightEdge.jpg

phase_9/maps/ttr_t_ara_shq_WallMetalPlatePipes14LightEdge.jpg

phase_9/maps/ttr_t_ara_shq_WallMetalPlatePipes9.jpg

phase_9/maps/ttr_t_ara_shq_WallOil.jpg

phase_9/maps/ttr_t_ara_shq_WallStone.jpg

phase_9/maps/ttr_t_ara_shq_WidowSkylight.jpg

phase_9/maps/ttr_t_ara_shq_WidowSkylightOutside.jpg

phase_9/maps/ttr_t_ara_shq_WoodPlanks1.jpg

phase_9/maps/ttr_t_ara_shq_bbPipe1.jpg

phase_9/maps/ttr_t_ara_shq_bbPipeCap.jpg

phase_9/maps/ttr_t_ara_shq_bbShortBot3.jpg

phase_9/maps/ttr_t_ara_shq_bbShortMid.jpg

phase_9/maps/ttr_t_ara_shq_bbShortTop.jpg

phase_9/maps/ttr_t_ara_shq_bbTallTop.jpg

phase_9/maps/ttr_t_ara_shq_bgGround.jpg

phase_9/maps/ttr_t_ara_shq_boiler1.jpg

phase_9/maps/ttr_t_ara_shq_boiler_top2.jpg

phase_9/maps/ttr_t_ara_shq_bolt_top.jpg

phase_9/maps/ttr_t_ara_shq_box1.jpg

phase_9/maps/ttr_t_ara_shq_bridge1.jpg

phase_9/maps/ttr_t_ara_shq_clock1.jpg

phase_9/maps/ttr_t_ara_shq_cogButton.jpg

phase_9/maps/ttr_t_ara_shq_cogButtonBase.jpg

phase_9/maps/ttr_t_ara_shq_cogDoorArm.jpg

phase_9/maps/ttr_t_ara_shq_cogDoorCornerBottom.jpg

phase_9/maps/ttr_t_ara_shq_cogDoorCornerTop.jpg

phase_9/maps/ttr_t_ara_shq_cogDoorEdge.jpg

phase_9/maps/ttr_t_ara_shq_cogDoorFrame.jpg

phase_9/maps/ttr_t_ara_shq_cogDoorHandBoth.jpg

phase_9/maps/ttr_t_ara_shq_cogDoorHandLeft.jpg

phase_9/maps/ttr_t_ara_shq_cogDoorHandRight.jpg

phase_9/maps/ttr_t_ara_shq_cogDoorPanels.jpg

phase_9/maps/ttr_t_ara_shq_cogDoorSleeve.jpg

phase_9/maps/ttr_t_ara_shq_decalSalesEmblemAlpha.jpg

phase_9/maps/ttr_t_ara_shq_decalSalesEmblemNoAlpha.jpg

phase_9/maps/ttr_t_ara_shq_elevatorFactory.jpg

phase_9/maps/ttr_t_ara_shq_extFactoryBldEdge.jpg

phase_9/maps/ttr_t_ara_shq_extFactoryBldRoof.jpg

phase_9/maps/ttr_t_ara_shq_extFactoryBldSegment1.jpg

phase_9/maps/ttr_t_ara_shq_extFactoryBldSegment2.jpg

phase_9/maps/ttr_t_ara_shq_extFactoryCrossBeam.jpg

phase_9/maps/ttr_t_ara_shq_extFactoryElevatorFrameFront.jpg

phase_9/maps/ttr_t_ara_shq_extFactoryElevatorFrameSide.jpg

phase_9/maps/ttr_t_ara_shq_extFactoryFloor.jpg

phase_9/maps/ttr_t_ara_shq_extFactoryHeadBaseTie.jpg

phase_9/maps/ttr_t_ara_shq_extFactoryHeadBaseWalls.jpg

phase_9/maps/ttr_t_ara_shq_extFactoryHeadStatue.jpg

phase_9/maps/ttr_t_ara_shq_extFactoryMainBldFront.jpg

phase_9/maps/ttr_t_ara_shq_extFactoryMainBldSide.jpg

phase_9/maps/ttr_t_ara_shq_extFactoryPipe.jpg

phase_9/maps/ttr_t_ara_shq_extFactoryPipeBase.jpg

phase_9/maps/ttr_t_ara_shq_extFactoryPipeBaseEdge.jpg

phase_9/maps/ttr_t_ara_shq_extFactorySingleWindowRound.jpg

phase_9/maps/ttr_t_ara_shq_extFactorySingleWindowSquare.jpg

phase_9/maps/ttr_t_ara_shq_extFactoryTankBase.jpg

phase_9/maps/ttr_t_ara_shq_extFactoryTankTops.jpg

phase_9/maps/ttr_t_ara_shq_extFactoryTankVents.jpg

phase_9/maps/ttr_t_ara_shq_extFactoryWall.jpg

phase_9/maps/ttr_t_ara_shq_extFactoryWallMetalPlate.jpg

phase_9/maps/ttr_t_ara_shq_extSkybox.jpg

phase_9/maps/ttr_t_ara_shq_fenceBar.jpg

phase_9/maps/ttr_t_ara_shq_fenceBarNoBolts.jpg

phase_9/maps/ttr_t_ara_shq_fenceCenter.jpg

phase_9/maps/ttr_t_ara_shq_gen_axil.jpg

phase_9/maps/ttr_t_ara_shq_gen_endA2.jpg

phase_9/maps/ttr_t_ara_shq_gen_endB1.jpg

phase_9/maps/ttr_t_ara_shq_gen_mid1.jpg

phase_9/maps/ttr_t_ara_shq_intElevatorSide.jpg

phase_9/maps/ttr_t_ara_shq_intElevatorTop.jpg

phase_9/maps/ttr_t_ara_shq_intFactoryGearBase.jpg

phase_9/maps/ttr_t_ara_shq_intFactoryGearPost.jpg

phase_9/maps/ttr_t_ara_shq_intFactoryGearSides.jpg

phase_9/maps/ttr_t_ara_shq_intGearCap1.jpg

phase_9/maps/ttr_t_ara_shq_intGearCap2.jpg

phase_9/maps/ttr_t_ara_shq_intGearCapJoint.jpg

phase_9/maps/ttr_t_ara_shq_intGearEdgePaint.jpg

phase_9/maps/ttr_t_ara_shq_intGearTeeth.jpg

phase_9/maps/ttr_t_ara_shq_intLava.jpg

phase_9/maps/ttr_t_ara_shq_intPlatformEdge.jpg

phase_9/maps/ttr_t_ara_shq_intPlatformTop.jpg

phase_9/maps/ttr_t_ara_shq_intShelfBase.jpg

phase_9/maps/ttr_t_ara_shq_intShelfGear.jpg

phase_9/maps/ttr_t_ara_shq_intShelfPipeJoint.jpg

phase_9/maps/ttr_t_ara_shq_intShelfRustBase.jpg

phase_9/maps/ttr_t_ara_shq_intShelfRustSegments.jpg

phase_9/maps/ttr_t_ara_shq_intShelfSegments.jpg

phase_9/maps/ttr_t_ara_shq_intShelfSpool.jpg

phase_9/maps/ttr_t_ara_shq_intStomperMetal.jpg

phase_9/maps/ttr_t_ara_shq_intStomperMetalShaft.jpg

phase_9/maps/ttr_t_ara_shq_intStomperMetalTop.jpg

phase_9/maps/ttr_t_ara_shq_knob2.jpg

phase_9/maps/ttr_t_ara_shq_lavaRoomWalls.jpg

phase_9/maps/ttr_t_ara_shq_metalPannel.jpg

phase_9/maps/ttr_t_ara_shq_metal_plate_256_irregular.jpg

phase_9/maps/ttr_t_ara_shq_oil.jpg

phase_9/maps/ttr_t_ara_shq_panoramaBuildings1.jpg

phase_9/maps/ttr_t_ara_shq_panoramaBuildings2.jpg

phase_9/maps/ttr_t_ara_shq_panoramaBuildings3.jpg

phase_9/maps/ttr_t_ara_shq_panoramaHills1.jpg

phase_9/maps/ttr_t_ara_shq_panoramaHills2.jpg

phase_9/maps/ttr_t_ara_shq_panoramaHills3.jpg

phase_9/maps/ttr_t_ara_shq_panoramaHillsGeneric.jpg

phase_9/maps/ttr_t_ara_shq_pipe2.jpg

phase_9/maps/ttr_t_ara_shq_pipe3.jpg

phase_9/maps/ttr_t_ara_shq_propShadowCircle.jpg

phase_9/maps/ttr_t_ara_shq_rustyWallStomperRm.jpg

phase_9/maps/ttr_t_ara_shq_sellbotSign.jpg

phase_9/maps/ttr_t_ara_shq_stairDark.jpg

phase_9/maps/ttr_t_ara_shq_stairLight.jpg

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phase_9/maps/ttr_t_ara_shq_support_back.jpg

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phase_9/maps/ttr_t_ara_shq_tableLeg.jpg

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phase_9/maps/ttr_t_ara_shq_tank1.jpg

phase_9/maps/ttr_t_ara_shq_tankEnds.jpg

phase_9/maps/ttr_t_ara_shq_tankLeg.jpg

phase_9/maps/ttr_t_ara_shq_tunnelBar.jpg

phase_9/maps/ttr_t_ara_shq_tunnelBases.jpg

phase_9/maps/ttr_t_ara_shq_tunnelBasesBolt.jpg

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phase_9/maps/ttr_t_ara_shq_tunnelMantle.jpg

phase_9/maps/ttr_t_ara_shq_tunnelPillar.jpg

phase_9/maps/ttr_t_ara_shq_tunnelWall.jpg

phase_9/maps/ttr_t_ara_shq_tunnelWallBottom.jpg

phase_9/maps/ttr_t_ara_shq_tunnelWallTop.jpg

phase_9/maps/ttr_t_ara_shq_wallPlate.jpg

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phase_9/maps/ttr_t_ara_shq_woodenCrate.jpg

phase_9/maps/ttr_t_ara_shq_woodenCrateBright.jpg

phase_9/maps/ttr_t_chr_ene_cogGoonie.jpg

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phase_9/maps/tunnelInside.jpg

phase_9/maps/wall2.jpg

phase_9/maps/wallbot3.jpg

Phase 10

Cashbot HQ

Cashbot HQ has been (mostly) remastered! Files starting with "`ttr_`" are used by remastered models. Use these files for Content Packs going forward. The original TTO textures are still left in (but should be unused). We are planning to remove them in the future once we can 100% confirm they are unused as we remaster the remaining zones.

phase_10/maps/BGFlatBld1.jpg

phase_10/maps/BGGrad.jpg

phase_10/maps/BlackDoor.jpg

phase_10/maps/BlackWhiteChecks.jpg

phase_10/maps/CBCrate_english.jpg

phase_10/maps/CBCurrencyBack.jpg

phase_10/maps/CBHQDollarDoor.jpg

phase_10/maps/CBLogoBB.jpg

phase_10/maps/CBMetalCrate.jpg

phase_10/maps/CBMint1.jpg

phase_10/maps/CBMint3.jpg

phase_10/maps/CBMint4.jpg

phase_10/maps/CBMintBigBlocks.jpg

phase_10/maps/CBMoneyBags1a.jpg

phase_10/maps/CBMoneyStackPalletSide2.jpg

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phase_10/maps/CBRoundEnd.jpg

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phase_10/maps/CBSSfloor2.jpg

phase_10/maps/CBSafe1c.jpg

phase_10/maps/CBSafe2.jpg

phase_10/maps/CBSkyBottem2.jpg

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phase_10/maps/CBStationLightTubes.jpg

phase_10/maps/CBStationRoof.jpg

phase_10/maps/CBStationStripes2.jpg

phase_10/maps/CBTopLights.jpg

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phase_10/maps/CashBotRegister1.jpg

phase_10/maps/CashBotRegister2.jpg

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phase_10/maps/CashBotTrainStationBigArchWnd3.jpg

phase_10/maps/CashBotWindows1a.jpg

phase_10/maps/CashBotYellwWndwGrad.jpg

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phase_10/maps/GoldBarNumbers.jpg

phase_10/maps/GoldLogo.jpg

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phase_10/maps/LargeStoneBlocksLtEdge.jpg

phase_10/maps/LocomotiveLight1.jpg

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phase_10/maps/Marble1Grad.jpg

phase_10/maps/MarbleStairs.jpg

phase_10/maps/Pallet2.jpg

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phase_10/maps/Tracks.jpg

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phase_10/maps/floor.jpg

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phase_10/maps/floor1White.jpg

phase_10/maps/floor3.jpg

phase_10/maps/ttr_t_ara_chq_bgBld1.jpg

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phase_10/maps/ttr_t_ara_chq_bgBldGradient.jpg

phase_10/maps/ttr_t_ara_chq_bgLocomotiveFlats.jpg

phase_10/maps/ttr_t_ara_chq_blackDoor.jpg

phase_10/maps/ttr_t_ara_chq_cashCurrencyBack.jpg

phase_10/maps/ttr_t_ara_chq_cashCurrencyFront.jpg

phase_10/maps/ttr_t_ara_chq_cashCurrencySide.jpg

phase_10/maps/ttr_t_ara_chq_cashCurrencyWrapper.jpg

phase_10/maps/ttr_t_ara_chq_cashLogo.jpg

phase_10/maps/ttr_t_ara_chq_cashMetalCrate.jpg

phase_10/maps/ttr_t_ara_chq_cashMoneyBag.jpg

phase_10/maps/ttr_t_ara_chq_cashRegister.jpg

phase_10/maps/ttr_t_ara_chq_cashSafe.jpg

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phase_10/maps/ttr_t_ara_chq_goldbarIngot.jpg

phase_10/maps/ttr_t_ara_chq_greenInk.jpg

phase_10/maps/ttr_t_ara_chq_lobbyColumnsBase.jpg

phase_10/maps/ttr_t_ara_chq_lobbyColumnsMiddle.jpg

phase_10/maps/ttr_t_ara_chq_lobbyCourtyardWalls.jpg

phase_10/maps/ttr_t_ara_chq_lobbyDollarDoor.jpg

phase_10/maps/ttr_t_ara_chq_lobbyExtFloor.jpg

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phase_10/maps/ttr_t_ara_chq_lobbyExtWall2.jpg

phase_10/maps/ttr_t_ara_chq_lobbyExtWall3.jpg

phase_10/maps/ttr_t_ara_chq_marbleBase.jpg

phase_10/maps/ttr_t_ara_chq_marbleBaseGradient.jpg

phase_10/maps/ttr_t_ara_chq_marbleStairs.jpg

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phase_10/maps/ttr_t_ara_chq_mintBbShortBot.jpg

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phase_10/maps/ttr_t_ara_chq_mintBbTallTop.jpg

phase_10/maps/ttr_t_ara_chq_mintBoilerBase.jpg

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phase_10/maps/ttr_t_ara_chq_mintBoilerTop.jpg

phase_10/maps/ttr_t_ara_chq_mintCeiling1.jpg

phase_10/maps/ttr_t_ara_chq_mintCeilingLights.jpg

phase_10/maps/ttr_t_ara_chq_mintCementFloorx4.jpg

phase_10/maps/ttr_t_ara_chq_mintCementFloorx4Warm.jpg

phase_10/maps/ttr_t_ara_chq_mintCrossBeamQuarter1.jpg

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phase_10/maps/ttr_t_ara_chq_mintFloorGrate.jpg

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phase_10/maps/ttr_t_ara_chq_mintGearCapJoint.jpg

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phase_10/maps/ttr_t_ara_chq_mintPaintedWalls.jpg

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phase_10/maps/ttr_t_ara_chq_mintPlatformEdge.jpg

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phase_10/maps/ttr_t_ara_chq_signalLight.jpg

phase_10/maps/ttr_t_ara_chq_signalLightBase.jpg

phase_10/maps/ttr_t_ara_chq_stationCeilingTile.jpg

phase_10/maps/ttr_t_ara_chq_stationCrossBeamx4.jpg

phase_10/maps/ttr_t_ara_chq_stationFloor1.jpg

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phase_10/maps/ttr_t_ara_chq_stationLightTubes.jpg

phase_10/maps/ttr_t_ara_chq_stationRoof.jpg

phase_10/maps/ttr_t_ara_chq_stationWallBigBlocks.jpg

phase_10/maps/ttr_t_ara_chq_stationWallLargeStoneBlocks.jpg

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phase_10/maps/ttr_t_ara_chq_stationWindowsSqr1.jpg

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phase_10/maps/ttr_t_ara_chq_trainBoxCarDetails.jpg

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phase_10/maps/ttr_t_ara_chq_trainBoxCarWhiteTrim.jpg

phase_10/maps/ttr_t_ara_chq_trainCBLogoDecal.jpg

phase_10/maps/ttr_t_ara_chq_trainDetail1.jpg

phase_10/maps/ttr_t_ara_chq_trainDetail2.jpg

phase_10/maps/ttr_t_ara_chq_trainDetail3.jpg

phase_10/maps/ttr_t_ara_chq_trainFront.jpg

phase_10/maps/ttr_t_ara_chq_trainGrills.jpg

phase_10/maps/ttr_t_ara_chq_trainHandles.jpg

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phase_10/maps/ttr_t_ara_chq_trainLightBeam.jpg

phase_10/maps/ttr_t_ara_chq_trainLightHood.jpg

phase_10/maps/ttr_t_ara_chq_trainRail.jpg

phase_10/maps/ttr_t_ara_chq_trainSide.jpg

phase_10/maps/ttr_t_ara_chq_trainSmallLight.jpg

phase_10/maps/ttr_t_ara_chq_trainStripes.jpg

phase_10/maps/ttr_t_ara_chq_trainTank.jpg

phase_10/maps/ttr_t_ara_chq_trainTankerEnd.jpg

phase_10/maps/ttr_t_ara_chq_trainTankerSide.jpg

phase_10/maps/ttr_t_ara_chq_trainTankerTop.jpg

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phase_10/maps/ttr_t_ara_chq_trainTracks.jpg

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phase_10/maps/ttr_t_ara_chq_trainWoodStrips.jpg

phase_10/maps/ttr_t_ara_chq_trainWoodStripsFlatCar.jpg

phase_10/maps/ttr_t_ara_chq_trainYellowStripe.jpg

phase_10/maps/ttr_t_ara_chq_tunnelFloor.jpg

phase_10/maps/ttr_t_ara_chq_tunnelWall.jpg

phase_10/maps/ttr_t_ara_chq_woodenPallet.jpg

phase_10/maps/ttr_t_ara_chq_woodenPallet2.jpg

phase_10/maps/tunnelInside.jpg

Phase 11

Lawbot HQ

Lawbot HQ has been (mostly) remastered! Files starting with "`ttr_`" are used by remastered models. Use these files for Content Packs going forward. The original TTO textures are still left in (but should be unused). We are planning to remove them in the future once we can 100% confirm they are unused as we remaster the remaining zones.

phase_11/maps/ttr_t_ara_lhq_GoldFrame_1.jpg

phase_11/maps/ttr_t_ara_lhq_GoldFrame_2.jpg

phase_11/maps/ttr_t_ara_lhq_GoldFrame_3.jpg

phase_11/maps/ttr_t_ara_lhq_LargeStoneBlocksLtEdge.jpg

phase_11/maps/ttr_t_ara_lhq_TopLights.jpg

phase_11/maps/ttr_t_ara_lhq_Whitestone.jpg

phase_11/maps/ttr_t_ara_lhq_bookcaseWood.jpg

phase_11/maps/ttr_t_ara_lhq_cardboardBox.jpg

phase_11/maps/ttr_t_ara_lhq_cardboardBoxTop.jpg

phase_11/maps/ttr_t_ara_lhq_clerkBook.jpg

phase_11/maps/ttr_t_ara_lhq_couch.jpg

phase_11/maps/ttr_t_ara_lhq_daCeiling.jpg

phase_11/maps/ttr_t_ara_lhq_daCeiling2.jpg

phase_11/maps/ttr_t_ara_lhq_daCeiling3.jpg

phase_11/maps/ttr_t_ara_lhq_daCeilingLights.jpg

phase_11/maps/ttr_t_ara_lhq_daCementFloorx4.jpg

phase_11/maps/ttr_t_ara_lhq_daDesk.jpg

phase_11/maps/ttr_t_ara_lhq_daLightCovering.jpg

phase_11/maps/ttr_t_ara_lhq_daLightTubes.jpg

phase_11/maps/ttr_t_ara_lhq_daLightTubesDim.jpg

phase_11/maps/ttr_t_ara_lhq_daPipeBase.jpg

phase_11/maps/ttr_t_ara_lhq_daPipeCapTop2.jpg

phase_11/maps/ttr_t_ara_lhq_daPipePlate1.jpg

phase_11/maps/ttr_t_ara_lhq_daPlatformEdge.jpg

phase_11/maps/ttr_t_ara_lhq_daPlatformTop.jpg

phase_11/maps/ttr_t_ara_lhq_daShadowCircle.jpg

phase_11/maps/ttr_t_ara_lhq_daSquareShadow.jpg

phase_11/maps/ttr_t_ara_lhq_daStomperBase.jpg

phase_11/maps/ttr_t_ara_lhq_daStomperMetalShaft.jpg

phase_11/maps/ttr_t_ara_lhq_daWallCementLightEdge.jpg

phase_11/maps/ttr_t_ara_lhq_daWallTan.jpg

phase_11/maps/ttr_t_ara_lhq_daWallTan2.jpg

phase_11/maps/ttr_t_ara_lhq_daWall_1.jpg

phase_11/maps/ttr_t_ara_lhq_daWall_2.jpg

phase_11/maps/ttr_t_ara_lhq_daWall_3.jpg

phase_11/maps/ttr_t_ara_lhq_daWall_4.jpg

phase_11/maps/ttr_t_ara_lhq_deskPen.jpg

phase_11/maps/ttr_t_ara_lhq_eagleLawEmblem.jpg

phase_11/maps/ttr_t_ara_lhq_elevatorCeiling.jpg

phase_11/maps/ttr_t_ara_lhq_elevatorCeilingLights.jpg

phase_11/maps/ttr_t_ara_lhq_elevatorDAOffices.jpg

phase_11/maps/ttr_t_ara_lhq_elevatorDoor.jpg

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phase_11/maps/ttr_t_ara_lhq_elevatorFloor.jpg

phase_11/maps/ttr_t_ara_lhq_elevatorWall.jpg

phase_11/maps/ttr_t_ara_lhq_emitter.jpg

phase_11/maps/ttr_t_ara_lhq_evidenceBox.jpg

phase_11/maps/ttr_t_ara_lhq_filingCabinent.jpg

phase_11/maps/ttr_t_ara_lhq_floorCarpet.jpg

phase_11/maps/ttr_t_ara_lhq_floorCement.jpg

phase_11/maps/ttr_t_ara_lhq_floorMarble.jpg

phase_11/maps/ttr_t_ara_lhq_floorMarble2.jpg

phase_11/maps/ttr_t_ara_lhq_gavelWooden.jpg

phase_11/maps/ttr_t_ara_lhq_lamptop.jpg

phase_11/maps/ttr_t_ara_lhq_lawbookA.jpg

phase_11/maps/ttr_t_ara_lhq_lawbookB.jpg

phase_11/maps/ttr_t_ara_lhq_lobbyDoor.jpg

phase_11/maps/ttr_t_ara_lhq_lobbyNightstand.jpg

phase_11/maps/ttr_t_ara_lhq_lobbyPlanter.jpg

phase_11/maps/ttr_t_ara_lhq_lobbyReceptionistDesk.jpg

phase_11/maps/ttr_t_ara_lhq_metalBox.jpg

phase_11/maps/ttr_t_ara_lhq_officeChair.jpg

phase_11/maps/ttr_t_ara_lhq_paperStacks.jpg

phase_11/maps/ttr_t_ara_lhq_paperStacksTop.jpg

phase_11/maps/ttr_t_ara_lhq_paperStrap.jpg

phase_11/maps/ttr_t_ara_lhq_planterBasket.jpg

phase_11/maps/ttr_t_ara_lhq_planterLeafA.jpg

phase_11/maps/ttr_t_ara_lhq_planterSoil.jpg

phase_11/maps/ttr_t_ara_lhq_planterStemA.jpg

phase_11/maps/ttr_t_ara_lhq_portraitBackstabber.jpg

phase_11/maps/ttr_t_ara_lhq_portraitFrame.jpg

phase_11/maps/ttr_t_ara_lhq_portraitWall.jpg

phase_11/maps/ttr_t_ara_lhq_portrait_1.jpg

phase_11/maps/ttr_t_ara_lhq_portrait_2.jpg

phase_11/maps/ttr_t_ara_lhq_portrait_3.jpg

phase_11/maps/ttr_t_ara_lhq_portrait_4.jpg

phase_11/maps/ttr_t_ara_lhq_portrait_5.jpg

phase_11/maps/ttr_t_ara_lhq_portrait_6.jpg

phase_11/maps/ttr_t_ara_lhq_portrait_7.jpg

phase_11/maps/ttr_t_ara_lhq_portrait_8.jpg

phase_11/maps/ttr_t_ara_lhq_portrait_9.jpg

phase_11/maps/ttr_t_ara_lhq_reflectionElevator.jpg

phase_11/maps/ttr_t_ara_lhq_roundShadow.jpg

phase_11/maps/ttr_t_ara_lhq_shineThrough.jpg

phase_11/maps/ttr_t_ara_lhq_square_drop_shadow.jpg

phase_11/maps/ttr_t_ara_lhq_squareshadow.jpg

phase_11/maps/ttr_t_ara_lhq_stonePillar.jpg

phase_11/maps/ttr_t_ara_lhq_torch_lampA.jpg

phase_11/maps/ttr_t_ara_lhq_torch_lampB.jpg

phase_11/maps/ttr_t_ara_lhq_torch_lampC.jpg

phase_11/maps/ttr_t_ara_lhq_wallCement.jpg

phase_11/maps/ttr_t_ara_lhq_wallPartition.jpg

phase_11/maps/ttr_t_ara_lhq_woodenPallet.jpg

phase_11/maps/ttr_t_ara_lhq_woodenPallet2.jpg

Phase 12

Bossbot HQ

Bossbot HQ has been (mostly) remastered! Files starting with "`ttr_`*" are used by remastered models. Use these files for Content Packs going forward. The original TTO textures are still left in (but should be unused). We are planning to remove them in the future once we can 100% confirm they are unused as we remaster the remaining zones.*

phase_12/maps/BQ_Fireplace_1.jpg

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