

Instances Tables

NOTES: locations & names of PC instances

Texture letters: Where a texture letter is given, this is the last letter of the .bmp filename, for whichever level the file is used in. If you want to work out the exact dimensions and cut area for the Instance texture, look up the original RV level it's used in on the table. Then open the texture file from that level, with the last letter being the texture letter listed in the table. Eg: For the Bush2, look at the file

Instance Solidity: Not all Instances listed as Solid are 100% solid. Some Instances surface maps (collision data) aren't complete because the Instances was designed to be placed in an area of the map where only part of the Instance would "protrude into" the track.

Botanical Garden Battle (\bot_bat)

	TREE1	BUSH2	LEAF1	PALMTREE	PLANT2	PLANT3	PLANT4	BUSH1	
Instance File	tree1.prm	bush2.prm	leaf1.prm	palmtree.prm, palmtree.ncp	plant2.prm	plant3.prm	plant4.prm	bush1.prm	
Texture File	A, I	I	I	E, I	I	I	I	I	
Solid	No	No	No	Yes	No	No	No	No	

Frontend (\frontend)

	BOX01	BOX02	BOX03	BOX04	BOX05	BOX5	CHICKS	CLOCKCAS	
Instance File	box01.prm	box02.prm	box03.prm	box04.prm	box05.prm	box5.prm	chicks.prm	clockcase.prm	
Texture File	B	B	B	D	?	B	?	? (D or F)	
Solid	No	No	No	No	No	No	No	No	

	CUP01	BBALLBOX	UFOSTAND	HELBLADE	HELBODY	HELLSB	LARGEMAG	LIGHT	
Instance File	cup01.m cup01.prm	bballbox.prm	ufostand.prm	helbladebig.prm	hellbody.prm	hellsb.prm	largemagstand.prm	light.prm	
Texture File	?	E	?	? (D or F)	? (D or F)	? (D or F)	D	?	
Solid	No	No	No	No	No	No	No	No	

	MAGSTAND	PANGACAR	PLAIN	PODIUM	POSTERST	POSTERST (#2)	SALEBIN	SMALLSCR	
Instance File	magstand.prm	pangacard.prm pangacard.ncp	plain.prm	box02.prm	posterstand.prm	posterstand2.prm	salebin.prm	smallscreen.m smallscreen.prm	
Texture File	D	D	?	? (d or f)	D	D	D	? (D or F)	
Solid	No	Yes	No	Yes	No	No	No	?	

	TRACK	TVSTAND	HELLBLADE	-	-	-	-	-	
Instance File	track.prm	tvstand.prm	helbladesmall.prm	-	-	-	-	-	
Texture File	D	D	D	-	-	-	-	-	
Solid	No	No	No	-	-	-	-	-	

Botanical Garden 1 (\garden1)

	IVY1	IVY2	IVY3	LEAF1	PALMTREE	PLANT2	PLANT3	PLANT4
Instance File	ivy1.prm	ivy2.prm	ivy3.prm	leaf1.prm	palmtree.prm. palmtree.ncp	plant2.prm	plant3.prm	plant4.prm
Texture File	J	J	J	I	E, I	A	A	I
Solid	No	No	No	No	Yes	No	No	No

	FOUNTAIN	BUSH1	BUSH2	4X4	TREE1	SCREEN	-	-
Instance File	fountain1.prm fountain1.ncp	bush1.prm	bush2.prm	4x4.prm	tree1.prm	screen.prm	-	-
Texture File	?	I	I	N/A	A, I	N/A	-	-
Solid	Yes	No	No	No	No	No	-	-

Market Arena (\markar)

	FABRIC02	FABRIC01	TIN_S	MILK_FF	MILK_NF	MILKROW F	MILKROW N	TIN_G
Instance File	fabric02.prm fabric02.ncp	fabric01.prm fabric01.ncp	tin_s.prm tin_s.ncp	milk_ff.prm milk_ff.ncp	milk_nf.prm milk_nf.ncp	milkrowf.prm milkrowf.ncp	milkrown.prm milkrown.ncp	tin_g.prm tin_g.ncp
Texture File	I	I	I	A	A	A	A	I
Solid	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes

Supermarket 1 (\market1)

	CHEESE	CHICKEN	CLOSED_N	CLOSED_P	FABRIC	FABRIC_01	FLOURO	FLOUROOF	FORKLIFT
Instance File	cheese.prm	chicken.prm	closed_n.prm closed_n.ncp	closed_p.prm closed_p.ncp	fabric.prm fabric.ncp	fabric_01.prm fabric_01.ncp	flouro.prm	flourooff.prm	
Texture File	G, ?	A	G	G	I	?	H	H	
Solid	No	No	Yes	Yes	Yes	Yes	No	No	

	KIDRIDE	LFLOURO	MILK_FF	MILK_NF	MILK_ROW	MILK_ROW (#2)	OPEN_N	OPEN_P
Instance File	kidride.prm kidride.ncp	lfloouro.prm	milk_ff.prm	milk_nf.prm	milk_row_ff.prm	milk_row_nf.prm	open_n.prm open_n.ncp	open_p.prm open_p.ncp
Texture File	H	H	J	J	J	J	G	G
Solid	Yes	No	No	No	No	No	Yes	Yes

	OUTSIDE	POST	POSTER	TIN_G	TIN_S	TRAY	-	-
Instance File	outside.prm	post.prm	poster.prm	tin_g.prm	tin_s.prm	tray.prm	-	-

		post.ncp	poster.ncp					
Texture File	B, C, J	B	J	J	J	G, C	-	-
Solid	No	Yes	Yes	No	No	No	-	-

Supermarket 2 (\market2)

Museum Battle (\Muse_bat)

None

Museum 1 (\muse1)

	4X4	ALLOS	AMON	ARMOUR	BENCH	BIN	CABINE	CLAW
Instance File	4x4.prm	Allos.prm, Allos.ncp	Amon.prm, Amon.ncp	Armour.prm	Bench.prm, Bench.ncp	Bin.prm, Bin.ncp	Cabine.prm, Cabine.ncp	Claw.prm, Claw.ncp
Texture File	N/A	C (?)	E	F	C (?)	C (?)	C	C (?)
Solid	No	Yes	Yes	No	Yes	Yes	Yes	Yes

	DOG	EGYPT1	EGYPT2	EGYPT2	FIREXT	FISH	GLAS01	GLAS02
Instance File	Dog.prm, Dog.ncp	Egypt1.prm, Egypt1.ncp	Egypt2.prm, Egypt2.ncp	Egypt2.prm, Egypt2.ncp	Firext.prm, Firext.ncp	Fish.prm	Glas01.prm, Glas01.ncp	Glas02.prm, Glas02.ncp
Texture File	E	E	E	E	F	C (?)	B	B
Solid	Yes	Yes	Yes	Yes	Yes	No	Yes	Yes

	GLAS03	GLAS04	GLAS05	GLASFISH	GLASL	GLASR	GLASSL	HANDLE
Instance File	glas03.prm, glas03.ncp	Glas04.prm, Glas04.ncp	glas05.prm, glas05.ncp	Glasfish.prm, Glasfish.ncp	glasL.prm, Glasl.ncp	Glasr.prm, Glasr.ncp	glassL.prm, Glassl.ncp	Handle.prm, Handle.ncp
Texture File	B	B	B	B	B	B	B	?
Solid	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes

	HELMET	HOLDER	HOLDER (#2)	KICKPLAT	MOP	MUMMY	MUSERAM P	POT
Instance File	Helmet.prm, Helmet.ncp	Holder.prm, Holder.ncp	holder2.prm, holder2.ncp	kickplate.prm, kickplate.ncp	Mop.prm, Mop.ncp	Mummy.prm, Mummy.ncp	museram.prm, museramp.ncp	Pot.prm, Pot.ncp
Texture File	F	B, F	B, F	?	?	B, E	F	?
Solid	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes

	RAIL	RAIL2	RAIL3	ROPE	SCARAB	SCREEN	SHIELD	SIGN1
Instance File	Rail.prm, Rail.ncp	Rail2.prm, Rail2.ncp	Rail3.prm, Rail3.ncp	Rope.prm, Rope.ncp	Scarab.prm, Scarab.ncp	Screen.prm	Shield.prm, Shield.ncp	Sign1.prm, Sign1.ncp
Texture File	?	?	?	D	D	N/A	F	F
Solid	Yes	Yes	Yes	Yes	Yes	No	Yes	Yes

	SIGN2	SIGN3	SIGN4	SIGNGO	SKULL	STAND	STRUT	SWORD	
Instance File	Sign2.prm, Sign2.ncp	Sign3.prm, Sign3.ncp	sign4.prm, sign4.ncp	Signgo.prm, Signgo.ncp	Skull.prm, Skull.ncp	Stand.prm, Stand.ncp	Strut.prm, Strut.ncp	Sword.prm, Sword.ncp	
Texture File	F	F	F	F	D (?)	?	E	F	
Solid	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	
	TRICER	TRILO	INVISBOX	-	-	-	-	-	
Instance File	Tricer.prm, Tricer.ncp	Trilo.prm, Trilo.ncp	invisbox.prm, invisbox.ncp	-	-	-	-	-	
Texture File	D (?)	C	N/A	-	-	-	-	-	
Solid	Yes	Yes	Yes	-	-	-	-	-	
Museum 2 (\muse2)									
	ARMOUR	ALLOS	AMON	BENCH	BIN	CABINE	CASE	DOG	
Instance File	armour.prm	allos.prm, allos.ncp	amon.prm, amon.ncp	bench.prm, bench.ncp	bin.prm, bin.ncp	cabine.prm, cabine.ncp	case.prm, case.ncp	dog.prm, dog.ncp	
Texture File	F	C (?)	E	C (?)	C (?)	C	C (?)	E	
Solid	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes	
	EAGLE	EAGLEB	FIREXT	FISH	FISHGLAS	GLASS	HANDLE	HELMET	
Instance File	eagle.prm, eagle.ncp	eagleb.prm, eagleb.ncp	firext.prm, firext.ncp	fish.prm	fishglas.prm, fishglas.ncp	glass.prm, glass.ncp	handle.prm, handle.ncp	helmet.prm, helmet.ncp	
Texture File	E	E	F	C (?)	F	F	?	F	
Solid	Yes	Yes	Yes	No	Yes	Yes	Yes	Yes	
	HOLDER	HOLDER (#2)	KICKPLAT	MOP	MUMMY	MUSERAMP	POST	POT	
Instance File	holder.prm, holder.ncp	holder2.prm, holder2.ncp	kickplate.prm, kickplate.ncp	Mop.prm, Mop.ncp	Mummy.prm, Mummy.ncp	museramp.prm, museramp.ncp	post.prm, post.ncp	pot.prm, pot.ncp	
Texture File	F	F	?	?	B, E	F	B	?	
Solid	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	
	RAIL2	RAIL3	ROPE	SATURN	SATURNB	SATURNC	SCARAB	SCREEN	
Instance File	rail2.prm, rail2.ncp	rail3.prm, rail3.ncp	rope.prm, rope.ncp	saturn.prm, saturn.ncp	saturnb.prm, saturnb.ncp	saturnc.prm, saturnc.ncp	scarab.prm, scarab.ncp	Screen.prm	
Texture File	?	?	D	E	E	E	D	N/A	
Solid	Yes	Yes	Yes	Yes	Yes	Yes	Yes	No	
	SHIELD	SIGN2	SIGN3	SIGN4	SIGNA	SIGNB	SIGNGO	SKULL	

