

# Corridor 7 Walls (Floppy Version)

				
Grey 1-Diagonal Stripe	Heath Chamber Facade	Grey w/ Diamond Windows	Maint. Corridor /w Light Reflection	Grey w/ Red Symbol
				
Electric Barrier	Light Panel w/ Right End Chair Rail	Grey Maint. Corridor	Red Access Terminal	Red Access Terminal Active (Non-accessible)
				
Blue Access Terminal	Blue Access Terminal Active (Non-accessible)	Brown Base/Yellow Rail/White w/Blue-Red Stripes	Fence	Light Panel w/ Left End Chair Rail
				
Vertical Shades	Exhaust Blower	Brown w/ Blue Stripes	Double Stacked Light Panel	Grey Disk Wall
				
Test Table Storage Wall	White Light Horizontal Pattern	Light Panel I	Open Triangles w/Brown Base	Orange Storage Boxes
				
White w/Grey Center Stripe	Grey/Blue Light Panel	Grey w/UFP Insignia	Infrared Scanner Panel	Intruder Alert (Blank Screen)



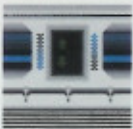
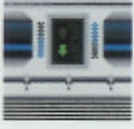



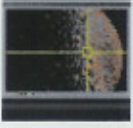



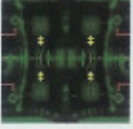




















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Intruder Alert (Active Screen)	White Squares/Brown Base	Red Wall: Left Side w/Yellow Lights	Blue/White Sparkle	Health Chamber Activator
Red Wall: Right Side w/Yellow Lights	Blue Stripe w/Grey Shield	Brown Block	Red Wall	Yellow w/Red-Grey Horizontal Stripes
Scanner Panel	Picture w/Orange Cloud (Left Side)	Picture w/Orange Cloud (Right Side)	Plotter w/Brown Planet	Grey/Red Skull Door/Wall
These 3 Complete the	Animation Sequence of an	Alien Door Opening	Red/Black Door/Wall	These 3 Complete the
Animation Sequence of an	Alien Door Opening	Health Chamber Door	These 3 Complete	the Animation Sequence depicting the Health
Chamber Door Opening	Glass Partition	Glass w/American Eagle Sign	Grey/White w/Chair Rail	Glass w/Security Office Sign







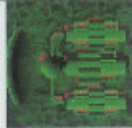
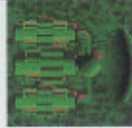



















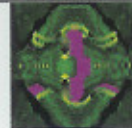
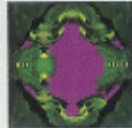
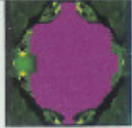


# Corridor 7 Walls (Floppy Version)

				
Glass w/UN Insignia	Elevator Walls	Elevator Controls	Elevator Controls Active (Non-accessible)	Eye Wall
				
Eye Wall Doorway Cube	Green w/ Yellow Bars	Operating Plotter w/Brown Planet	Unused Wall Type - Pairs With Next Code	Unused Wall Type - Pairs With Prior Code
				
Green/Black Wall	Green/Red/Yellow Wall	Elevator Door	These 3 Complete the	Animation Sequence
				
Depicting the Elevator Door Opening	Red/Black Wall (Paired With Next)	Red/Black Wall (Paired With Prior)	Red Alien Wall	Red Wall
				
Octal Door w/Blue Shield	These 2 Complete the Animation Sequence	Depicting the Octal Door Shield Opening.	Octal Door w/o Blue Shield	Medic Pack
				
These 2 Continue the Animation Sequence	Depicting the Medic Pack Door Opening.	Medic Pack (Open)	Medic Pack (Empty)	Control Panel I











# Corridor 7 Walls (Floppy Version)

				
Control Panel II	Grey wall	Visor Battery Charge	Used Visor Charge	Tape Drives (Operating)
				
Tape Drives - Unloaded	Green/Red Right Side Wall CD-ROM	Green/Red Left Side Wall CD-ROM	Lighted Wall Panel	Variegated Green w/Skull
				
Earth - Large and Small	Continued Animation	Continued Animation	Finished Animation	Red/Yellow Alien Beating Heart
				
Continued Animation	Continued Animation	Finished Animation	Bleeding Alien Heart	Blue Storage Boxes
				
Ammo Wall	Ammo Wall Used (Non-accessible)	Green w/Green Skull	Green w/Rabbit Head	Black/Red Animated Wall
				
Green/Yellow Wall	Green/Yellow Wall/Door	These 3 Codes Complete the Animation	Sequence Depicting the	Green/Yellow Door Opening.



## Corridor 7 Walls (Floppy Version)

				
Green w/Seated Figure	Unused Wall Type (See Note 1)	Wall-Green/Yellow/Red (Left)	Wall-Green/Yellow/Red (Right)	Where no one has gone before (See Note 2)
				
	NCC-1701D Wall (See Note 3)	Federation Symbol Wall (See Note 4)	Unused Wall Type (See Note 5)	

Note 1: To access this wall, use code**007a** in the Mapedit map definition file and name it "Red wall w/ blu/yel/wht/blk stripes" or whatever you wish to call it.

Note 2: To access this wall, use code**007d** in the Mapedit map definition file and name it "Where no one has gone before" or whatever you wish to call it. (This wall is only located in one place in the game. A secret area in the SE corner of Level 2 and is only accessible using the "No Clipping" mode.)

Note 3: To access this wall, use code**007e** in the Mapedit map definition file and name it "NCC-1701D" or whatever you wish to call it. (This wall is only located in one place in the game. A secret area in the SE corner of Level 2 and is only accessible using the "No Clipping" mode.)

Note 4: To access this wall, use code**007f** in the Mapedit map definition file and name it "Federation Symbol Wall" or whatever you wish to call it. (This wall is only located in one place in the game. A secret area in the SE corner of Level 2 and is only accessible using the "No Clipping" mode.)

Note 5: Though this wall is in the Corridor 7 graphics file, it does not appear to have a "code" available for it as I have been unable to locate it. If anyone knows the code for this wall, if one is available, please e-mail me at [corridor7@tripod.com](mailto:corridor7@tripod.com) with the code so I can update this set.

Additional Notes: You can also access the following walls by using the accompanying codes:

**000a** - Activated Red Access Terminal

**000c** - Activated Blue Access Terminal

**0070** - Used Ammo Wall