

The price of freedom is eternal vigilance.



WING COMMANDER

IV

December 8, 1995.



© 1995, ORIGIN Systems, Inc. Origin Interactive Entertainment is a trademark of ORIGIN Systems, Inc. Origin and Wing Commander are registered trademarks of ORIGIN Systems, Inc.



Wing Commander IV Post Mortem

Product Support and Customer Feedback

Game Release Date 2-12-96
Post Mortem Date 5-10-96

Written and compiled by :

Anthony L. Sommers
QA/CS Project Leader
Wing Commander IV QA Team

Thanks to J. Allen Brack, and the Wing Commander IV QA Team

Wing Commander IV Post Mortem

Product Support and Customer Feedback

Introduction

This document summarizes most of the comments, compliments, problems encountered and complaints encountered in testing and supporting Wing Commander IV as well as features and design issues Quality Assurance, Customer Service, and actual non-Origin gamers would like to see fixed and added to future Wing Commanders (if applicable, Maniac Missions, Wing Commander V, Privateer II, etc.) It is divided into several sections, namely *Positive Feedback*, *Interviews With The Development Team*, *Problems*, and *Suggestions*. Customer letters, faxes and e-mail messages will emphasize both the positive and negative aspects of Wing Commander IV, with the hope that they will be taken into consideration not only for future Wing Commanders, but for any future Origin Product.

Overview of the Development/Testing Cycle

Wing Commander IV was in QA approximately 6 months. To sum up the development feeling in one word, *'rushed'* comes to mind. The shipped product is one of the best products on the market, but it was not as good as it could have been. Important bugs were killed, documentation was shipped and printed before the game was completed, and too many design changes were made during the later stages of the development process. We need to take the time to make a good game; the Wing Commander property is too important.

Overview of the Tracking Cycle

Once shipped, the project was tracked in Customer Service for 6 weeks. Reports on the status of the support for the game were sent to the key members of the team.

Along with troubleshooting problem calls with the game, steps were taken to record anything that could be used to make a better game.

During this time...

- problem hardware was isolated; vendors were contacted for product swaps; hardware was tested for possible solutions.
- patches for common problems were made.
- a WC4HELP.TXT file was created and released online to help customers troubleshoot problems without the need to contact Technical Support.

- data was collected for the Post Mortem.

Positive Feedback

All aspects of Wing Commander IV have received positive feedback :

Graphics

- 👍 Stunning movies, filmed with real sets
- 👍 Photo-realistic ship and terrain textures
- 👍 Multi-colored HUDs
- 👍 Explosions are beautiful!
- 👍 Cockpit lens effects were not confined to one area

Sound

- 👍 16-bit Dolby Surround™ stereo sound during cinematic sequences

Storyline and Gameplay (Player Interaction and User Interface)

- 👍 The game itself is fun!
- 👍 All star cast : Mark Hamill, Malcolm McDowell, Tom Wilson, John Rhys Davies, Jason Bernard [and Robert Rusler! Ahem... 😊]
- 👍 Multiple endings (2 winning, 2 losing)
- 👍 The gameflow map
- 👍 The return of the tractor beam
- 👍 MIPs (Manned Insertion Pods, small torpedo sized 'missiles' designed to hold one marine during takeover operations)
- 👍 Variable on-screen wingman stats
- 👍 Branching plotline enables replay value
- 👍 Multiple mission gameflow states, where your choice of 3 possible missions is selected
- 👍 Plot branching missions

- 👍 The virtual dogfight in Mission A1
- 👍 Greater variety of missions, not just 'Search and Destroy' and 'Escort'
- 👍 Wing Commander III flight model

AI

- 👍 More challenging than Wing Commander III
- 👍 Docking ships
- 👍 AI finally shoots missiles at player on the ACE difficulty level

Technical Issues

- 👍 A new movie player capable of displaying 16-bit (32,000) color movies in 640x480 with Dolby Surround™!
- 👍 A working boot disk maker
- 👍 Machine speed test used for benchmarking
- 👍 Soundcard autodetection
- 👍 Test movie in the installation program

Documentation Issues

- 👍 Machine SKU did not reflect a 486DX2/66

QA/PD Relationship

- 👍 PD was very receptive to all QA suggestions, even though most could not be implemented in the timeline.
- 👍 It would appear that the overall opinion of QA from a development standpoint has changed for the better.
- 👍 Unlike Wing Commander III, where the QA team received a new version of the game per day, with Wing Commander IV, the QA team received a new version of the game every 2-3 days. This gave the testing team more time to test the version.
- 👍 Chris, Tony and Frank went out of their way to make QA feel like part of the team.

Fixed from Wing Commander III

- 👍 Capital ship collision detection was improved
- 👍 Texture warping was fixed
- 👍 Mouse spaceflight was fixed
- 👍 Long load times were shortened
- 👍 Leech missiles were fixed
- 👍 AI not shooting missiles at the player was fixed (albeit a little 'too' fixed...)
- 👍 Victim camera was fixed
- 👍 Thrustmaster hat works in flight to control views

Interviews with Members of the Development Team

Frank Roan, Lead Programmer

- 1) **As a game, what was your opinion of Wing Commander IV?** *I believe it was a good game, but I was a bit too close to the development to be very subjective. I plan to go back and play it "fresh".*
- 2) **Did you have any problems with the way the game was developed?** *It was too rushed.*
- 3) **Did you have any problems with the way the game was tested?** *No, QA went way beyond the call of duty.*
- 4) **What would you like to have seen in Wing Commander IV?** *Hard question. I can't really answer this...*
- 5) **What suggestions do you have for future Wing Commanders?** *As I am directing Wing 5, all the suggestions I have for future Wing Commanders I'm trying to do!*

David Downing, Associate Producer

- 1) **As a game, what was your opinion of Wing Commander IV?** *Great game!*
- 2) **Did you have any problems with the way the game was developed?** *Not enough time and resources — too much pressure to ship*
- 3) **Did you have any problems with the way the game was tested?** *Testing did an awesome job!*
- 4) **What would you like to have seen in Wing Commander IV?** *More time to finish and get docs correct.*
- 5) **What suggestions do you have for future Wing Commanders?** *More time.*

JC Combs, Art Director

- 1) **As a game, what was your opinion of Wing Commander IV?** *I have not played it. The art and cinematic sequences, though, are some of the best in the industry.*
- 2) **Did you have any problems with the way the game was developed?** *Yes, no direct leadership and vast communication problems.*
- 3) **Did you have any problems with the way the game was tested?** *I am not completely sure how testing is handled, so [perhaps] I should not comment. One thing, I should be kept in the loop concerning any art related suggestions, that way [I] can determine if they have precedence or not.*

- 4) **What would you like to have seen in Wing Commander IV?** *Better (any) preproduction, more development time and profit sharing.*
- 5) **What suggestions do you have for future Wing Commanders?** *I believe, since the driving force behind WC has departed the company, that WC should be more game driven than cinematic driven. You have no one here able to pull off what Chris did, so don't try or it will fail badly, thus destroying the franchise.*

Anthony L. Sommers, QA Project Leader

You can consider the Post Mortem as my feedback on the project... ☺

J. Allen Brack, QA Assistant Project Leader

- 1) **As a game, what was your opinion of Wing Commander IV?** *Wing IV, the greatest game ever made. Interesting game, far better movies, far more detailed story, Great technology, OK story, good art, decent objects, a real achievement for such a short dev cycle. The game is one of the slower games I've ever seen. I think this could have been avoided with fewer faced objects. While Origin has a reputation for creating the best looking games, it has been rather conclusively that people would rather have a smoother game than a great looking game. Development needs to keep this in mind.*
- 2) **Did you have any problems with the way the game was developed?** *Development time was far too little for a game of this magnitude. This was "The largest and most expensive game in computer gaming history." The development cycle did not allow [enough] time for some of the [original problems/killed bugs] from Wing III to be corrected.*
- 3) **Did you have any problems with the way the game was tested?** *The test team was FAR to green for a project of this magnitude. Experienced testers are in short supply! Avoid the *Mostly Green* teams from now on, if possible.*
- 4) **What would you like to have seen in Wing Commander IV?** *The list is endless... Check killed bugs #1 through 100. Most important suggestions were here, but were killed due to time. Top suggestions : Revamped damage system, Collision imminent alarm, etc...*
- 5) **What suggestions do you have for future Wing Commanders?** *Most important : An on-line help system. During Install of Wing V, the option "Use help" would default to on during installation. The first time anything unusual happened, (ie, morale choice, moving around gameflow, etc.) the game would stop and a nifty "help box" would appear, presented in a complete "non-fiction" sort of way. This would minimize calls regarding faulty documentation and could eliminate ""My screen locks up with 'Help him out/ Straighten him out' and I don't know what to do?????"*

"Privateer" like damage system. Make players feel the pain and fear of damage.

Check killed bugs #1- 100
- 6) **Any other comments?** *On the QA side, a potential Project Leader should be assigned to the project from inception. If this job rotates, fine, but QA will have been part of the "Core Team" and involved in various decisions from the beginning. I*

understand this is being done with Wing V. This should be part of the normal procedure.

Marketing should not post a street date on an ad. Period. End of story. No Exceptions. What happened during Wing Commander IV a hideous mistake, and missing a street date causes far more bad publicity than it generates "hype" should you actually make the date.

[Due to the rushed development cycle, much of the documentation suffered from being incorrect.] Documentation should not reach final sign off until after the game has been completed. This will [allow time to] create better install guides, more user-friendly, and most important, more accurate documentation. This is not the fault of any one person, but more the process.

Post-Game Release Information

Problems and Customer Feedback

The following list details the most common problems with Wing Commander IV, and denotes the most common Customer complaints. It is important to note that most [if not all] of these complaints were voiced during the QA process.

Graphics

- 💡 VGA scaling was too blurry.

Sound

- 💡 General Midi was not implemented
- 💡 Streamed digital music had an impact on frame rate.

Storyline and Gameplay (Player Interaction and User Interface)

- 💡 Higher SKU required, SVGA was not possible on anything less than a Pentium.
- 💡 Game was *too* short.
- 💡 Game was *too* hard after the missile change.
- 💡 Obscene language
- 💡 Flying down to a planet surface reset the power settings
- 💡 Crazy missions B1 : To complete the mission, after locating the frigate, you are supposed to turn toward the white crosshair and afterburn until you receive an Autopilot light. What?!?
- 💡 Crazy mission LC : To complete the mission, you need to destroy all turrets, all rear engines, and inflict 50% damage to the ship. What?!?

AI

- 💡 Missiles! In any AI level, a hit by ONE missile will kill the player.
- 💡 Not much of a delineation in AI levels.

Technical Issues

- 👉 Frame rate was often too slow in combat.
- 👉 Detail levels had minimal impact on frame rate.
- 👉 Communications system would sometimes play with no audio during important comms.
- 👉 Annoying minute 1/2 second pauses while loading in-flight comms during combat.
- 👉 Saving in savegame 100 (the last savegame slot) will cause that game state to be reloaded upon replaying the mission, even if you're several missions past the point you saved!
- 👉 Joystick routines were irritating. The precision control of Wing Commander III was lacking. More accurate joystick control should have been implemented.
- 👉 Windows 95 caused problems with users and 8 MB of RAM. Also, there appeared to be a Windows 95 timer spike that occasionally interfered with joystick control.

Hardware Issues

- 👉 Customers believed the Microsoft Sidewinder 3D Pro joystick should have been natively supported.
- 👉 Video cards with the S3 Vision 968 chipset and the IBM RGB 524 RAMDAC could not view 16-bit color movies. This turned out to be an issue with the movie player, which was subsequently patched.
- 👉 There was a GUS Max option in the installation program, and the GUS Max was not supported in the game.
- 👉 The GUS (a 16-bit stereo sound card) was used as a mono sound card.

Documentation Issues

- 👉 Ordinance information was not included with the documentation.
- 👉 Documentation was erroneous in too many places due to last minute changes in the game during development.
- 👉 Documentation did not undergo formal sign-off until several weeks after the original version of the game was released.

Miscellaneous Issues

- 👉 Certain error messages were too cryptic.

For example : 'Open failed on file ..\..\data\sound\gfmix.iff' is easier to understand as 'Please make sure a Wing Commander IV CD is in the CD-ROM drive before running the game.'

- 🔧 Installation program was not too user-friendly.
- 🔧 The CD wallet could not be used to do its job of protecting the CDs. After several times of inserting and removing the CDs, often, the CDs would have scratches on them.
- 🔧 Help him out/Straighten him out lockup : Possibly due to a lack of good documentation, some customers would not know that a morale choice had to be made in the introduction. After pressing [ESC] to bypass the introduction, the game appeared to lockup.

QA Frustrations

- 🔧 Marketing often would not want to consult QA on items concerning Wing Commander IV (such as ads, box contents, etc.) and requests for changes were often met with opposition. Customer Service has the responsibility of support for the entire product, and should see them.
- 🔧 Creative Services placed high demands to sign-off documentation when it was not completed and not correct.
- 🔧 QA would often be asked to stay and wait for a version that would not be finished until the next day.

Could Not Be Fixed 'Because of' Wing Commander III

- 🔧 Sound system
- 🔧 Damage system in spaceflight
- 🔧 Collision detection for missiles

Wing Commander IV Patches

There were three patches created for the game. A joystick patch for port/joystick problems, a joystick patch for the Notebook Gameport, and a patch for the 16-bit SVGA with certain video cards.

Suggestions for Future Wing Commanders

The Post Game Release Information (see *previous section*) included many items customers [as well as QA] had complaints about. That list should be reviewed for possible suggestions.

In addition to the list we have below, I would recommend screening the Wing Commander IV Killed Bug List, an excellent breeding ground for new suggestions and creative feedback.

Also, an extensive list of AI maneuvers was created for use in Wing Commander IV, however, due to time constraints, they were not implemented. This list will be mailed to the Development Team upon request.

Graphics

- Colored shields based on intensity and strength!
- Damaged textures on fighters!
- Bring back the cockpit [or at least the option]!
- Similar to the Dragon, allow fighters to have moving components!
- Allow the ability to upgrade weapons, with a visible change to the object in spaceflight!

Sound

- The ability to turn off repetitive enemy taunts!
- More variety of enemy taunts!
- Recordable player taunts!

Storyline and Gameplay (Player Interaction and User Interface)

- Multiplayer Capabilities - Gamers want to be able to fly with a human pilot on their wing. Wing Commanders have always been story based, but the simulator would be an excellent location to add a multiplayer option!
- Even more mission complexity!
- More missions!
- Tutorial/Training missions!
- Bring back the simulator!
- Protagonist needs a love interest!

- More ships/weapons/missiles!
- Add a bulletin board system in gameflow for pure fiction, with story updates, e-mail messages, etc.
- More playability/ship functionality from the external cameras!
- An extensive damage system that would impair the players ability to fly the ship correctly!

As examples : Blown stabilizers, can't yaw normally.
 Damaged guns, only one gun barrel works.
 Damaged missile hardpoints, can't fire missiles!
 and much more!!!

- Bring back the object viewer with online stats that would be updated as the player encountered new enemy ships throughout the game!

AI

- More AI maneuvers for attack and avoidance. Chasing the same ship the same way wave after wave becomes monotonous!
- Consult the AI document!

Technical Issues

- Support for more input devices or more 'types' of input devices, such as the throttle or rudder pedals!
- If the game is to be Windows 95 only, support for 3D accelerator cards!
- Add VR headset support for spaceflight!

Documentation Issues

- Ensure the documentation is accurate, reviewed and signed off before being printed!

Miscellaneous Issues

- Have Marketing consult with QA on the box contents!
- Use hard-plastic jewel cases for the CDs. Consider multiple CD CD wallets!

QA/PD Relationship

- Involve certain members QA earlier in the development process to provide customer feedback on design issues!
- And lastly... Implement all suggestions in the Post Mortem!!!

Post-Game Released Documents

WC4HELP.TXT - Internet Help File

This document was released on the online services approximately two weeks after Wing Commander IV hit the stores. Product Support continually updates this file to provide information to the customers on how to fix the most common problems.

Wing Commander IV : The Price of Freedom
Frequently Asked Technical Questions

Version 1.0
3-4-96

Written and updated by

Anthony L. Sommers
QA Project Leader
Wing Commander IV
Origin Systems, Inc.

(C) 1996, Origin Systems, Inc. This document may not, in whole or part, be copied, photocopied, reproduced, translated, or reduced to any electronic medium or machine readable form without prior consent, in writing, from Origin Systems, Inc.

This help file has been provided as a supplement to the Wing Commander IV documentation. It details a number of the most common questions asked and their solutions.

It is recommended that the Playguide, Install/Troubleshooting Guide AND the README.TXT file on the CD are also read in addition to this file.

Origin Systems, Inc. believes the information contained in this document is accurate and reliable. Origin Systems, Inc. reserves the right to update this manual at any time and without notice.

This file will be updated continuously and can be found on our BBS (512-346-2227) & on the Internet (ftp.ea.com /pub/patches/wc4help.txt).

To find out the latest information about Wing Commander IV, check out our Internet web site! (<http://www.ea.com/origin.html>)

[INDEX]

NOTE : * indicates the section has been added or modified in this revision

- 0.0 Making a "BOOT DISK" for Wing Commander IV
 - 0.1 BOOTDISK.EXE - The automatic boot disk maker
 - 0.2 Making a floppy BOOT DISK
 - 0.3 Making a Windows 95 shortcut to MS-DOS mode
- 1.0 * Troubleshooting Wing Commander IV
- 2.0 Movies Playback Issues
 - 2.1 Movies pausing (starting and stopping)
 - 2.2 Movies play with odd colors in 16-bit SVGA
- 3.0 Error messages
 - Upon typing WC4, scrolling ASCII characters appear
 - A processor exception has occurred.
 - Bad .EXP file
 - Bad .TRE file format

- Bad xxxx chunk in yyyy
- Critical error on file : ..\..\<filename>
- CVManager::getPtr ()
- Exception 13 happened :)
- Malloc () failed
- Open failed on file : ..\..\data\sound\gfmix.iff
- Read failed on file : ..\..\<filename>
- Seek failed on file : ..\..\data\englmovi\[testmovi.avi OR
sc_0010.avi]
- VESA mode unavailable

4.0 Gameplay

- 4.1 Installation program rates machine slower than normal
- 4.2 Undocumented keyboard commands
- 4.3 Views always returning to FRONT when F-key or hat is used
- 4.4 How do you use the tractor beam?
- 4.5 My joystick won't calibrate properly!
- 4.6 Game runs fine after a fresh install; when game is rerun,
game runs at 4FPS
- 4.7 Excessive pausing occurs during spaceflight; game stops for
a split second
- 4.8 Game has a really poor frame rate
- 4.9 Game is too hard!

5.0 Specific Hardware/Software

- 5.1 Operating Systems
 - 5.1.1 Windows 95
 - 5.1.2 OS/2
- 5.2 Control (keyboard, mouse, joystick)
 - 5.2.1 Microsoft Sidewinder 3D Pro
 - 5.2.2 Mouse incompatibilities
 - 5.2.3 My joystick won't calibrate properly!
- 5.3 Video cards
 - 5.3.1 Diamond Viper VLB
 - 5.3.2 Matrox MGA PCI
 - 5.3.3 Hercules Graphite Terminator Pro 64
 - 5.3.4 STB Velocity 64
- 5.4 Sound cards
 - 5.4.1 Mozart by Oak Technologies
 - 5.4.2 Media Chips MAD 16 (Opti930)
 - 5.4.3 Media Magic 16 (ISP16 and MAGIC20)
 - 5.4.4 Sound Blaster AWE 32
 - 5.4.5 Pro Audio Spectrum 16
- 5.5 CD-ROM drives
- 5.6 Miscellaneous (CPUs, hard drives, SCSI host adapters, etc.)
 - 5.6.1 BUSLogic 542S SCSI Host Adapter
 - 5.6.2 AMD Processors
 - 5.6.3 Cyrix 486 processors (DLC, SRX2, DRX2, DX, DX2)

6.0 Patches

- 6.1 WC4JOY.DLL, the joystick patch
- * 6.2 WC4JOY.DLL, the Notebook Gameport patch

7.0 Problem CD-ROM drivers and their updates

8.0 Origin Technical Support

9.0 Acknowledgements

[0.0] Making a "BOOT DISK" for Wing Commander IV

Almost all problems can be solved by making a boot disk for Wing Commander IV. Regardless of the total amount of RAM and/or conventional memory, processor speed/power, etc., the boot disk will set up your computer specifically to run Wing Commander IV. Expanded Memory Managers (EMM386, QEMM386, 386MAX, NETROOM, etc.) are not needed and if configured incorrectly, will often conflict with our own protected mode memory manager.

[0.1] BOOTDISK.EXE - The automatic boot disk maker

It is recommended that you create a floppy boot disk for Wing Commander IV. If you have a blank floppy disk for your A: drive, the program BOOTDISK.EXE can be used to assist you. BOOTDISK.EXE examines your hard drive CONFIG.SYS and AUTOEXEC.BAT and determines the best configuration for running Wing Commander IV. All you have to do is put a blank floppy in the drive, type BOOTDISK at the CD-ROM drive prompt, and press [ENTER].

Once the boot disk is finished, simply reboot your machine with that disk in the A: drive. It's that easy!

[0.2] Making a floppy BOOT DISK

To make a boot disk for Wing Commander IV, please use the following instructions :

- 1) Place a blank disk in drive A:
- 2) Type C: and press [ENTER]
- 3) Type FORMAT A: /S and press [ENTER]
- 4) Type A: and press [ENTER]
- 5) Type COPY C:\CONFIG.SYS and press [ENTER]
- 6) Type COPY C:\AUTOEXEC.BAT and press [ENTER]
- 7) Type EDIT A:\CONFIG.SYS and press [ENTER]
- 8) Different computers have different sound cards, CD-ROM drives, etc. Therefore, after the first 5 initial lines, we cannot list out the exact lines needed. However, the original lines from your hard disk CONFIG.SYS will be there, and you can try to make sure lines of the CONFIG.SYS on the boot disk read somewhat like the following :

```
DEVICE=C:\DOS\HIMEM.SYS
DOS=LOW
FILES=25
BUFFERS=99
SHELL=C:\DOS\COMMAND.COM C:\DOS\ /P /E:2048
DEVICE=C:\<path>\<possible sound card drivers>
DEVICE=C:\<path>\<CD-ROM drivers>
DEVICE=C:\<path>\<possible mouse driver>
```

Lines to make sure you want to remove from the CONFIG.SYS of the

boot disk :

```
DEVICE=C:\DOS\EMM386.EXE ...
DEVICE=C:\WINDOWS\IFSHLP.SYS
DEVICE=C:\DOS\SMARTDRV.EXE ...
```

- 9) After you are finished with the CONFIG.SYS, press [ALT-F], then [X], then [Y]. You should return to the A: prompt.
- 10) Type EDIT A:\AUTOEXEC.BAT and press [ENTER]
- 11) Similiar to CONFIG.SYS, since different computers have different sound cards, CD-ROM drives, etc., we cannot list out the exact lines needed for the AUTOEXEC.BAT file. However, the original lines from your hard disk AUTOEXEC.BAT will be there, and you can try to make sure lines of the AUTOEXEC.BAT on the boot disk read somewhat like the following :

```
@ECHO OFF
PROMPT $p$g
PATH C:\DOS
C:\<path>\MSCDEX.EXE ...
<possible soundcard lines (SET BLASTER=, SET SOUND=, etc.)>
<possible mouse driver line (C:\DOS\MOUSE or C:\MOUSE\MOUSE)>
```

Lines to make sure you want to remove from the AUTOEXEC.BAT of the boot disk :

```
C:\DOS\SHARE.EXE ...
C:\DOS\SMARTDRV.EXE ...
```

- 12) After you are finished with the AUTOEXEC.BAT, press [ALT-F], then [X], then [Y]. You should return to the A: prompt.
- 13) Reboot your computer with the new boot disk. You may now try to install/run the game!

[0.3] Making a Windows 95 shortcut to MS-DOS mode

If you are having trouble running the game in Windows 95, there is no need for a physical diskette, you can simply make a MS-DOS mode shortcut :

- 1) Right-click on the desktop anywhere where there is not an icon
- 2) Left-click New, Shortcut
- 3) For command line, type C:\COMMAND.COM and press [ENTER]
- 4) For a title, type WING COMMANDER IV and press [ENTER]
- 5) Right-click on the new WING COMMANDER IV icon
- 6) Left-click Properties, Program, Advanced
- 7) Left-click the box/button next to :

```
MS-DOS mode
Specify a new MS-DOS configuration
```

- 8) Left-click on START (lower left corner), `_Programs_`, `_Accessories_`, `_Notepad_`
- 9) Left-click `_File_`, `_Open_`
- 10) Type `C:\CONFIG.SYS` and press [ENTER]
- 11) Left-click `_Edit_`, `_Select All_`, `_Edit_`, `_Copy_`
- 12) Click the X to close the Notepad
- 12) Go back to Advanced Program Settings, left-click on the `CONFIG.SYS` for MS-DOS mode box.
- 13) Use [SHIFT][INSERT] to paste the `CONFIG.SYS`.
- 14) Different computers have different sound cards, CD-ROM drives, etc. Therefore, after the first 5 initial lines, we cannot list out the exact lines needed. However, the original lines from your hard disk `CONFIG.SYS` will be there, and you can try to make sure lines of the `CONFIG.SYS` shortcut read somewhat like the following :

```

DEVICE=C:\WINDOWS\HIMEM.SYS
DOS=LOW
FILES=25
BUFFERS=99
SHELL=C:\COMMAND.COM /P /E:2048
DEVICE=C:\<path>\<possible sound card drivers>
DEVICE=C:\<path>\<CD-ROM drivers>
DEVICE=C:\<path>\<possible mouse driver>

```

Lines to make sure you want to remove from the `CONFIG.SYS` section :

```

DEVICE=C:\WINDOWS\EMM386.EXE ...
DEVICE=C:\WINDOWS\IFSHLP.SYS
DEVICE=C:\WINDOWS\SMARTDRV.EXE ...

```

- 15) Left-click on START (lower left corner), `_Programs_`, `_Accessories_`, `_Notepad_`
- 16) Left-click `_File_`, `_Open_`
- 17) Type `C:\AUTOEXEC.BAT` and press [ENTER]
- 18) Left-click `_Edit_`, `_Select All_`, `_Edit_`, `_Copy_`
- 19) Click the X to close the Notepad
- 20) Go back to Advanced Program Settings, left-click on the `AUTOEXEC.BAT` for MS-DOS mode box
- 21) Use [SHIFT][INSERT] to paste the `AUTOEXEC.BAT`
- 22) Similar to `CONFIG.SYS`, since different computers have different sound cards, CD-ROM drives, etc., we cannot list out the exact lines needed for the `AUTOEXEC.BAT` section. However, the original lines from your hard disk `AUTOEXEC.BAT` will be there, and you can try to make sure lines of the `AUTOEXEC.BAT` shortcut read

somewhat like the following :

```
@ECHO OFF
PROMPT $p$g
PATH C:\WINDOWS;C:\WINDOWS\COMMAND
C:\WINDOWS\COMMAND\MSCDEX.EXE ...
<possible soundcard lines (SET BLASTER=, SET SOUND=, etc.)>
<possible mouse driver line (C:\WINDOWS\MOUSE or
C:\MOUSE\MOUSE)>
```

Lines to make sure you want to remove from the AUTOEXEC.BAT section :

```
C:\WINDOWS\COMMAND\SHARE.EXE ...
C:\WINDOWS\SMARTDRV.EXE ...
```

- 23) Left-click OK, then OK
- 24) Double-left-click on the WING COMMANDER IV icon. This will restart your computer with a specific configuration to run the game.

NOTE : Type EXIT to return to Windows 95, or restart your machine. When prompted, press [ESC] to cancel the loading of MS-DOS to proceed to load Windows.

[1.0] Troubleshooting Wing Commander IV

If the game crashes inexplicably or there are sound and/or video glitches, it is probably the result of an invalid configuration. Try making a boot disk and start again. The problem may not reoccur. If it does, consult the troubleshooting section. You may have outdated CD-ROM device drivers or your hardware may have loose cables, bad SCSI termination or some other problem. If the CD-ROM appears undamaged, check your hardware and/or contact the manufacturer of your CD-ROM drive to obtain the latest software device drivers and/or hardware fixes.

Here are some things to check :

- 1) Make sure your machine meets the requirements listed on the SKU label that is on the bottom of the box as well as the README.TXT file on the CD.

CPU Benchmark

Pentium 120	7	Pentium Class CPU Speed
*Pentium 90	8	Pentium Class CPU Speed
Pentium 60	10	Pentium Class CPU Speed
i486DX4/100	12	High-End 486 Class CPU Speed
* i486DX4/75	15	High-End 486 Class CPU Speed
i486DX2/66 and below	17+	Mid-End 486 Class CPU Speed

* At least this CPU is required. Lower numbers indicate faster performance.

Video Card Benchmark

PCI Video card	0-3	High-End Video Speed
* VLB Video card	3-7	Mid-End Video Speed
ISA Video card	8+	Low-End Video Speed

* At least this video card is required. Lower numbers indicate faster performance.

CD-ROM Drive Benchmark

150,000 bytes	Single Speed CD-ROM Drive
* 300,000 bytes	Double Speed CD-ROM Drive
450,000 bytes	Triple Speed CD-ROM Drive
600,000 bytes	Quad Speed CD-ROM Drive
900,000 bytes	6 Speed CD-ROM Drive
1,200,000 bytes	8 Speed CD-ROM Drive

* At least this CD-ROM drive is required. Higher numbers indicate faster performance.

- 2) Set up a BOOT DISK! :)
- 3) Make sure your VESA driver is current and up to date. Try playing in VGA with "WC4 -V". Alternatively, try loading UNIVBE; the latest version is available from Sci Tech Software.
- 4) Make sure you have a 100% compatible mouse driver. Attempt to REM out your mouse line and see if the problems persist.
- 5) Make sure you have a clean hard disk with at least 30MB of free space (60MB if you are using disk compression).
- 6) Check sound card settings and compatibility. Try disabling your sound card to see if that allows you to get into the game.
- 7) Make sure your CPU is 100% Intel compatible.
- 8) The MSCDEX driver can have unpredictable behavior. If it is loaded high OR if the /E parameter is used, its behavior generally becomes much worse.
- 9) SCANDISK and DEFRAG your hard drives regularly. Consult your DOS manual for instructions on using these utilities.

The following instructions detail a manual installation of Wing Commander IV :

- 1) Create a directory on the hard drive such as C:\WC4. Make sure you have 30 free MB of hard disk space.

Type MD C:\WC4 and press [ENTER]

- 2) Copy the following files into the C:\WC4 directory from Disc 1 :

Type COPY FILENAME.EXT C:\WC4 and press [ENTER]

globals.iff
 hmidet.386
 hmidrv.386

jemm.ovl
mcga.dll
music1.tre
startwc4.exe
vesa480.dll
wc4.anm
wc4.cds
wc4.exe
wc4lang.iff

- 3) Assuming you are attempting a manual install for a very good reason, it might be beneficial to run a file compare between some of the copied files and the files resident on the CD. This can be accomplished with the command :

```
FC <source file with path> <destination file with path> /B
```

So, the example :

```
FC C:\WC4\MUSIC1.TRE D:\MUSIC1.TRE /B
```

would compare the two files and check for discrepancies. If no problems are detected, file compare will report :

```
FC: no differences encountered
```

If the files are not identical, you will receive something similar to :

```
00001657: 92 00  
00001658: 9B 00  
00001659: 95 00
```

This is useful to determine if the the CD-ROM drive is not communicating correctly the system. If differences are consistently found, contact a local hardware dealer. If there are no problems, proceed.

- 4) Switch to the installed directory and type WC4.EXE. This will take you to speed test where you should be able to proceed normally from there.

[2.0] Movie Playback Issues

[2.1] Movies pausing (starting and stopping)

The movies pause because data cannot be transferred from the CD-ROM drive to our game at a sustained rate. The following may be attempted to help alleviate movie pausing :

- 1) Play the movies in VGA. There is roughly 4 times as much data in SVGA-16 to display to the screen than in VGA. Run the installation with WC4 -I and make sure Movie Video Mode is VGA. You may also go to the Main Terminal, under Control Parameters/Movie Video and click on the box next to VGA.
- 2) Make sure your CD-ROM driver is up to date. You will need to contact your CD-ROM drive manufacturer to see if you have the latest

version. You can check the list of problem CD-ROM drivers at the end of this file to see if your driver needs to be updated.

- 3) We test the speed of your machine and rate it according to the time it takes for certain actions to be completed (see README.TXT for more information). The benchmarks for your system are accurate. You must make sure you rate at least :

0-15 for CPU Speed. Lower score = Faster processor
0-7 for Video Card Speed. Lower score = Faster video card
300+ for CD-ROM drive transfer rate. Higher rate = Faster CD-ROM

If you do not meet any of the above requirements, you probably will experience movie pausing, even in VGA!

[2.2] Movies play with odd colors in 16-bit SVGA

Some video cards with the IBMRGB524 DAC cause the video to display a bad palette in 16-bit SVGA. Some of these cards include the Hercules Graphite Terminator Pro 64 PCI and the STB Velocity PCI. There is no fix at this time for this problem to display the movies in 16-bit, however, 8-bit SVGA works perfectly.

[3.0] Error messages

These are the most common error messages that may occur with suggestions on how to solve the problem :

- o Upon typing WC4, scrolling ASCII characters appear
 - Make boot disk
 - Try different version of HIMEM.SYS; Windows directory?
 - Check surface of CD for dust/dirt/etc.
 - Verify CD-ROM drivers are up to date
- o A processor exception has occurred.
 - Your system may be unstable at this point.
 - Make sure HIMEM.SYS is loading correctly in CONFIG.SYS
 - Make boot disk (remove POWER.EXE from CONFIG.SYS)
- o Bad .EXP file
 - Check surface of CD for dust/dirt/etc.
 - Verify CD-ROM drivers are up to date
 - Could be bad CD
- o Bad .TRE file format
 - Remove CORELCDX.COM in AUTOEXEC.BAT, replace with MSCDEX.EXE
 - Delete .TRE file(s) from the Wing Commander IV directory
 - Try copying .TRE file(s) from another CD
 - Make boot disk
- o Bad xxxx chunk in yyyy
 - Delete .TRE file(s) from the Wing Commander IV directory
 - Try copying .TRE file(s) from another CD
 - Make boot disk
- o Critical error on file : ..\..\<filename>
 - Check surface of CD for dust/dirt/etc.
 - Verify CD-ROM drivers are up to date

- Check CD-ROM physical connections
- Could be a bad CD
- o CVMManager::getPtr ()
 - Make clean boot disk w/ as much XMS as possible (DOS=LOW, BUFFERS=25, etc.)
- o Exception 13 happened :)
 - Make boot disk
 - Try disabling VESA (-v)
- o Malloc () failed
 - Make boot disk
- o Open failed on file : ..\..\data\sound\gfmix.iff
 - Make sure CD is in the drive
 - Check CD-ROM driver lines to make sure CD-ROM drive is active
- o Read failed on file : ..\..\<filename>
 - Check surface of CD for dust/dirt/etc.
 - Verify CD-ROM drivers are up to date
 - Could be a bad CD
- o Seek failed on file : ..\..\data\englmovi\[testmovi.avi OR sc_0010.avi]
 - PC-DOS 7.0; Type SETVER WC4.EXE 6.20 at the DOS prompt.
 - Make sure DEVICE=C:\DOS\SETVER.EXE is in the CONFIG.SYS!
- o VESA mode unavailable
 - 16-bit SVGA unsupported. Don't select 16-bit SVGA; use 8-bit SVGA instead.

[4.0] Gameplay

[4.1] Installation program rates machine slower than normal

If CPU Speed is rating slower than normal, make sure that both internal and external CPU caches are enabled. Also, check to see that the turbo button is on. Our benchmark scale applies to Intel microprocessors. Other processors tested may show a result slower than their Intel counterparts. Contact the microprocessor manufacturer for a more detailed explanation.

[4.2] Undocumented keyboard commands

The following spaceflight keyboard commands were not listed in the reference card :

ALT-F Display frame rate

[4.3] Views always returning to FRONT when F-key or hat is used

This often occurs with Thrustmaster programmable joysticks. Simply set the Control Type in the Spaceflight Options Screen to *JOYSTICK*, not *THRUSTMASTER*.

[4.4] How do you use the tractor beam?

Make sure your between 100 and 500 clicks of the targeted item to tractor in; press [F4], use [G] to switch guns to the tractor beam, [TRIGGER] fires beam. Hold the trigger to sustain the beam. Once the item has been tractored in, the beam will stop -- unless there is another target to tractor in. Targets are identified as having a white circle around them.

[4.5] My joystick won't calibrate properly!

- 1) Make sure you have only one joystick port active. If you do not, you may have a joystick port conflict. Resolve and retry.
- 2) Remove the joystick completely, and see if you can get into the game's installation program. Plug in the joystick after the game has been installed and calibrate from within the game.
- 3) Try another joystick.
- 4) If you have more than one joystick port, disable the current joystick port and the second joystick port and retry.
- 5) Try the Wing Commander IV Joystick Patch (section x.x.x).
- 6) Disable all open joystick ports and try using a speed adjustable gamecard.

NOTE : During calibration, if the lower-right values are greater than (1400,1400), you may be a prime candidate for a speed adjustable gamecard

[4.6] Game runs fine after a fresh install; when game is rerun, game runs at 4FPS

If you have a CH Gamecard III Automatic, make sure you run CHJOY3.EXE to initialize the gamecard before you run the game.

[4.7] Excessive pausing occurs during spaceflight; game stops for a split second

There are literally hundreds of communication events in Wing Commander IV. Pausing will occur if the game is waiting on CD-ROM access. Most users with 8 MB of RAM will see decreased performance. 16 MB will help, the more RAM, the better. Additional RAM beyond 16 megabytes allocated to a SMARTDRV cache will also improve inflight pausing.

[4.8] Game has a really poor frame rate

Try *Troubleshooting Wing Commander IV*, make sure the CPU speed is below 15 and the video speed is 5 or above. Additionally, try playing in VGA.

[4.9] Game is too hard!

Switch difficulty level in the Spaceflight Options Menu to Rookie and/or turn on Invulnerability. :)

[5.0] Specific Hardware/Software

There are several hardware/Software specific issues that need to be addressed as follows.

[5.1] Operating Systems

[5.1.1] Windows 95

Wing Commander IV is best run under a DOS reboot. See section [0.3].

[5.1.2] OS/2

NOTE : Full OS/2 compatibility with Wing Commander IV was unable to be verified. The following settings should provide the most optimal settings for use under OS/2. Please check periodically for additional WC4HELP.TXT updates via the Origin Web Page that may have more information.

The minimum memory requirement for OS/2 is 12 MB (16 MB recommended) OS/2 must have DPMI_ENABLED set in the DOS settings. It should have at least 12 MB of DPMI_MEMORY set.

Wing Commander IV is DPMI compliant, so it should be relatively easy to create a DOS session under OS/2 that will run Wing Commander IV. SVGA is fully supported under a full screen session. You can fly spaceflight missions on the desktop in VGA. Sound cards natively supported under OS/2 work extremely well. You may be able to get the sound to work with unsupported cards by adding the appropriate sound drivers in the 'DOS_DEVICE' setting as specified in your manual. You may also need to add your drivers in your system AUTOEXEC.BAT for further compatibility.

To create an OS/2 DOS session :

1. Open the OS/2 System folder
2. Open the Command Prompts folder
3. Right click once on DOS Full Screen
4. Left click on the copy choice
5. Highlight DOS Full Screen and type Wing Commander IV in the title bar
6. Left Click on 'Desktop' in the spiral, then Left Click on the copy button
7. Close all open windows
8. Right Click on the Wing Commander IV icon
9. Left Click on the Settings selection
10. Type your hard drive directory where you installed Wing Commander IV, a backslash, and WC4.EXE (i.e. C:\WC4\WC4.EXE)
11. Left Click the Sessions tab
12. Left Click DOS Settings
13. Left Click OK for All DOS Settings
14. Change the settings listed below to the value indicated:

AUDIO_ADAPTER_SHARING	REQUIRED
DOS_BACKGROUND_EXECUTION	OFF
DOS_DEVICE	<add sound driver lines>
DOS_FILES	30
DOS_HIGH	ON
DPMI_MEMORY_LIMIT	16
EMS_MEMORY_LIMIT	0
HW_ROM_TO_RAM	ON
HW_TIMER	ON

IDLE_SECONDS	60
IDLE_SENSITIVITY	100
INT_DURING_IO	ON
KBD_BUFFER_EXTEND	OFF
SESSION_PRIORITY	32
VIDEO_8514A_XGA_IOTRAP	OFF
XMS_MEMORY_LIMIT	0

15. Left Click the Save button

16. Close the window by left double clicking to upper left corner.

Your icon should be installed and ready to go. Left Double Click to begin the game.

For OS/2 2.0, 2.01, 2.1, and 2.11, omit the settings that are not present in those versions. You should not need to change any other settings.

Additionally, if you have DOS version 5.0 or above, you may find a substantial performance increase if you create a virtual secession running the actual copy of DOS. Creating a VMDISK is relatively easy, and complete instructions can be found on-line by typing 'HELP VMDISK' in an OS/2 window. This is highly recommended for optimal performance.

NOTE : OS/2 is not an officially supported environment for Wing Commander IV. These settings are suggestions only. While they should work for you, in the event you are having problems, Origin recommends you contact IBM Technical Support for a resolution.

[5.2] Control (keyboard, mouse, joystick)

[5.2.1] Microsoft Sidewinder 3D Pro

If used in Windows (even in a Windows DOS Box), the 3D Sidewinder will act as a digital joystick, which will conflict with Wing Commander IV.

What's the solution? A DOS reboot! Alternatively, this joystick will function correctly in a Windows 95 DOS Box if you change the joystick type in the Control Panel from 'Microsoft Sidewinder 3D Pro' to 'CH Flightstick Pro'

[5.2.2] Mouse incompatibilities

It is very important that 100% Microsoft-compatible mouse drivers are used. It has been noted that non-100% Microsoft-compatible mouse drivers will cause lockups during game initialization or during the movies.

[5.2.3] My joystick won't calibrate properly!

See section [4.5].

[5.3] Video cards

Our game is having a problem with the following video cards :

[5.3.1] Diamond Viper VLB

The VPRMODE VESA program seems to cause random pixels and screen trash. This appears to only be with the VLB version of the card in SVGA. We are in contact with Diamond. For now, you will need to play in VGA with WC4 -V.

[5.3.2] Matrox MGA PCI

The Matrox MGA PCI Windows Accelerator card seems to score poorly for during video card testing (a rating of 43, when 12 is needed to play the game). You will need to select VGA for Spaceflight and Movies, and on some machines, the movies appear to run smoothly, on others pausing is unavoidable. Contact Matrox for more information.

NOTE : The Millenium tested great!

[5.3.3] Hercules Graphite Terminator Pro 64

See section [2.2]

[5.3.4] STB Velocity 64

See section [2.2]

[5.4] Sound cards

[5.4.1] Mozart by Oak Technologies

The MOZART sound card (created by Oak Technologies) will not work with the game. It appears to lockup at the start of the intro movie. There is no work-around for this problem at this time, you will have to play the game with NO SOUND. You can recognize a Mozart sound card by spotting the following lines in the configuration files :

```
CONFIG.SYS      : DEVICE=C:\MZT\MZTINIT.SYS /A220 /I5 /D1 /G /V7
AUTOEXEC.BAT    : SET BLASTER=A220 I5 D1 T4
                  SET SOUND=C:\MZT
```

Contact your hardware manufacturer for a solution.

[5.4.2] Media Chips MAD 16 (Opti930)

The Media Chips MAD 16 sound card must be configured as a Sound Blaster Pro. You must add a parameter which is not normally found on the M16INIT line (/C). You can recognize a MAD 16 by spotting the following lines in the configuration files :

```
CONFIG.SYS      : DEVICE=C:\MAD16\CDSETUP.SYS /T:S /P:340 /I:5
AUTOEXEC.BAT    : SET MAD16=C:\MAD16
                  SET BLASTER=A220 I5 D1 T4
                  C:\MAD16\M16INIT /B /C
AUTOEXEC.BAT    : SET SOUND16=C:\OPTI930
                  SET BLASTER=A220 I5 D1 T4
                  C:\OPTI930\SNIDINIT /B /C
```

[5.4.3] Media Magic 16 (ISP16 and MAGIC20)

Media Magic 16 sound cards (MAGIC20 and ISP16) work great with the game, but in the installation program, should be set as Sound Blaster Pro. Sound Blaster/Compatibles will cause lockups. The following lines will appear in AUTOEXEC.BAT if the customer has any of these cards :

```
AUTOEXEC.BAT : SET BLASTER=A220 I5 D1 T4
                SET ISP16=C:\ISP16
                C:\ISP16\ISPINIT /B
```

```
AUTOEXEC.BAT : SET BLASTER=A220 I5 D1 T4
                SET SOUND16=C:\MAGICS20
                C:\MAGICS20\SPDINIT /B
```

```
AUTOEXEC.BAT : SET BLASTER=A220 I5 D1 T4
                SET SOUND16=C:\DIAMOND
                C:\DIAMOND\SPDINIT /B
```

[5.4.4] Sound Blaster AWE 32

Occasionally, this card is detected as a Sound Blaster 16. This will not reduce sound quality in the game.

[5.4.5] Pro Audio Spectrum 16

[5.5] CD-ROM drives

Configured correctly (latest drivers, firmware upgrades, connections, etc.), most CD-ROM drives should have no problems with Wing Commander IV.

[5.6] Miscellaneous (CPUs, hard drives, SCSI host adapters, etc.)

[5.6.1] BUSLogic 542S SCSI Host Adapter

If you are experiencing reboots when switching CDs, you will need to use EMM386.EXE and possibly exclude DC00-DFFF. The address range is used by the host adapter and may conflict with Wing IV. You must consult your documentation for specific information on which range to exclude.

```
DEVICE=C:\DOS\EMM386.EXE RAM X=DC00-DFFF
```

[5.6.2] AMD Processors

The AMD DX4/120 and AMD DX4/133 seem to cause random errors, lockups, etc. We are in contact with AMD to find the problem, but several people have commented that the speed jumper on the motherboard must be changed. By default, the speed jumpers are set to Enhanced mode; this must be disabled. You will also need to go into the BIOS and change the Cache option from Write back to Write through.

Most 100Mhz machines may have speed jumpers set for non-enhanced mode, so this is OK.

AMD states that changing speed jumpers to non-enhanced will affect system performance by about 2% overall.

[5.6.3] Cyrix 486 processors (DLC, SRX2, DRX2, DX, DX2)

If configured incorrectly, these have been found to cause random lockups and Exception 13s. We are working together with Cyrix, and the most common problem we have found is the processor is being used in an incompatible motherboard.

[6.0] Patches

There are two patches available at this time for Wing Commander IV.

[6.1] WC4JOY.DLL, a joystick patch

This patch is for users who are experiencing problems with joystick calibration (lockups, bad calibration, etc.) It is intended for users with two button joysticks.

To remove the patch, type DEL C:\WC4\WC4JOY.DLL and press [ENTER].

Instructions for the installation and usage of this patch accompany the file WC4JOY.EXE found on our BBS and FTP site.

[6.2] WC4JOY.DLL, the Notebook Gameport patch

WC4JOY.DLL is a set of alternate joystick routines used to provide support for Colorado Spectrum's Notebook Gameport. Joysticks tested with the Notebook Gameport in combination with this patch include the CH Flightstick, the CH Flightstick Pro, the Thrustmaster FCS, and the Gravis Analog Pro.

Instructions for the installation and usage of this patch accompany the file WC4JOYNG.EXE found on our BBS and FTP site.

[7.0] Problem CD-ROM drivers and their updates

If you are experiencing problems with Wing Commander IV (bad CD reads, movie pausing, etc.) make sure your CD-ROM driver is up to date. The following is a list of CD-ROM drivers we tested the game with and we know that work with the game and their locations.

* NOTE : These may not be the latest CD-ROM drivers. You will need a driver of this version or later.

+ This is a location where you can find the driver. It is not the original source for the driver.

Driver Name	Driver Version	Driver Date	Filename to DL	Driver Location
ASPICD.SYS	3.13	6-10-94	N/A	Adaptec BBS 408-945-7727 TECH 408-945-2550 + Creative Labs BBS 405-742-6660 TECH 405-742-6622
CDMKE.SYS	4.04	12-3-93	N/A	+ Reveal BBS 818-704-6321
DD260.SYS	1.42			MediaVision BBS 510-770-0968 TECH 510-252-4315
MTMCDAE.SYS	1.17	7-14-93	CDAE.EXE	Mitsumi
MTMCDAS.SYS	1.16		FX116.EXE	BBS 415-691-4469

MTMCDAI.SYS	1.33		IDE133.EXE	TECH 415-691-4465
SBCD.SYS	4.19	4-30-94	CD-DOS.EXE	Creative BBS 405-742-6660 TECH 405-742-6622
SLCD.SYS	1.73a		173A.EXE SLCD173.EXE	Sony BBS 408-955-5107 MediaVision BBS 510-770-0968 TECH 510-252-4315
TSLCDR.SYS	3.16	4-26-94	316.EXE	MediaVision BBS 510-770-0968 TECH 510-252-4315

[8.0] Origin Technical Support

If you would like to contact Origin Technical Support, please call 512-434-HELP (4357) M-TH 9:00am to 1:00 pm, 2:00pm to 5:00 pm, F 9:00am to 1:00pm, 2:00pm to 4:30pm.

Internet at support@origin.ea.com.
 Internet Web site <http://www.ea.com/origin.html>.
 Our BBS number is 512-346-2BBS (2227).
 AOL : Mail to ORIGIN CS.

If you decide to contact Technical Support, your problem can be resolved much faster if you provide the following information :

- * The EXACT error message displayed (very important!)
- * A copy of your CONFIG.SYS and AUTOEXEC.BAT files used to run the game
- * A copy of your hard disk CONFIG.SYS and AUTOEXEC.BAT files
- * Information on your sound card including manufacturer and settings
- * Information on your video card and its manufacturer
- * Any information you feel would be helpful

[9.0] Acknowledgements

Thanks must go to the following people : J. Allen Brack, Lionel Menchaca, Jason Yenawine

Good Luck and Happy Gaming! -ALS

-- END OF FILE --

README.TXT for WC4JOY.EXE - Alternate Joystick Routines Patch

May 10, 1996

Wing Commander IV Post Mortem Post-Game Release Documents

WC4JOY.DLL for Wing Commander IV : The Price of Freedom

(C) 1996, Origin Systems, Inc.

Written by Anthony L. Sommers (support@origin.ea.com)

DISCLAIMER : Origin Systems, Inc. shall not be responsible for the usage of this patch, in whole or in part. In no event will Origin Systems, Inc. or the author of this patch be liable for any damages resulting from the use or misuse of this patch. Use at your own risk. The document included with this patch may not be reproduced in any manner without the written consent of the author.

About WC4JOY.DLL

WC4JOY.DLL is a set of alternate joystick routines. If you are experiencing lockups, bad calibration data, or any other problems concerning joystick calibration, you may want to give this alternate set of routines a try.

```
+-----+
| NOTE : THIS PATCH MAY NOT WORK FOR YOU! Machines of different |
| speeds return different joystick values (hence, the need for |
| joystick calibration). During testing of these routines, it |
| appeared that machines that returned high-end values for the |
| right-most and down-most positions (in excess of approximately |
| 1300) would have trouble looking down and left. If this is |
| what is happening in your case -- if the values returned with |
| is greater than 1300 -- you may be a prime candidate for a |
| speed-adjustable game card. |
+-----+
```

Installation of WC4JOY.DLL

- 1) Change to the directory where WC4JOY.EXE was extracted.
- 2) Copy the WC4JOY.DLL file to the C:\WC4 directory, or the directory used to install the game, i.e. :

```
COPY WC4JOY.DLL C:\WC4 [ENTER]
```
- 3) Delete the JOY0.DAT file in your directory.
- 4) Make sure your joystick is firmly attached to the joystick port.
- 5) Run Wing Commander IV. The patch will let you know if it was successfully installed; it should say :

```
"Alternate joystick DLL loaded."
```

You will be asked to recalibrate the joystick.
- 6) Once you're into the game, if your joystick drifts. This is due to the fact that alternate joystick routines are being used rather than the ones used when you initially installed the game. Simply recalibrate by selecting Calibrate Joystick in the Main Terminal, or press [ALT-C] in gameflow or in space flight.
- 7) Enjoy! :)

Uninstallation of WC4JOY.DLL

To remove this patch, just type in the Wing IV directory :

```
DEL WC4JOY.DLL [ENTER]
```

Notes

- * If the current joystick routines work fine, it is recommended that this patch is not used.
- * You MUST have a working joystick to use this patch. If there is a joystick port conflict, or if the joystick or port is faulty, you may not be able to successfully use this patch.
- * Tested joysticks include :
 - CH Flightstick Pro
 - Microsoft Sidewinder 3D Pro
 - Thrustmaster FCS
- * Check out the WC4 Technical Help File (WC4HELP.TXT)!
 - Origin BBS : 512-346-2227
 - Internet : www.ea.com/origin.html
 - [ftp.ea.com /pub/patches/wc4help.txt](ftp://ftp.ea.com/pub/patches/wc4help.txt)
- * Thanks to Jason Yenawine!

Technical Support

If you are having trouble installing this patch, please feel free to contact our Technical Support department. See Install Guide for further information.

-ALS

-- END OF FILE --

README.TXT for WC4JOYNG.EXE - Notebook Gameport Patch

May 10, 1996

Wing Commander IV Post Mortem Post-Game Release Documents

WC4JOY.DLL Joystick Patch for Notebook Gameport w/ Wing Commander IV

(C) 1996, Origin Systems, Inc.

Written May, 1995 by Anthony L. Sommers (support@origin.ea.com)

Adapted for Wing Commander IV February, 1995 by Anthony L. Sommers

DISCLAIMER : Origin Systems, Inc. shall not be responsible for the usage of this patch, in whole or in part. In no event will Origin Systems, Inc. or the author of this patch be liable for any damages resulting from the use or misuse of this patch. Use at your own risk. The document included with this patch may not be reproduced in any manner without the written consent of the author.

About WC4JOY.DLL

WC4JOY.DLL is a set of alternate joystick routines used to provide support for Colorado Spectrum's Notebook Gameport. Joysticks tested with the Notebook Gameport in combination with this patch include the CH Flightstick, the CH Flightstick Pro, the Thrustmaster FCS, the Gravis Analog Pro, and the Microsoft Sidewinder 3D Pro.

```
+-----+
| NOTE : THIS PATCH MAY NOT WORK FOR YOU! This patch assumes |
| the Notebook Gameport is in perfect working condition before |
| use. In the event the game locks up during detection or      |
| cannot detect the Notebook Gameport, please consult the     |
| Notebook Gameport's documentation or Colorado Spectrum      |
| for troubleshooting instructions.                             |
+-----+
```

Installation of WC4JOY.DLL

- 1) Change to the directory where WC4JOYNG.EXE was extracted.
- 2) Copy the WC4JOY.DLL file to the C:\WC4 directory, or the directory used to install the game, i.e. :

```
COPY WC4JOY.DLL C:\WC4 [ENTER]
```
- 3) Delete the JOY0.DAT file in your directory.
- 4) Make sure your joystick is firmly attached to the Notebook Gameport.
- 5) Run Wing Commander IV. You should see a brief message stating whether or not the Notebook Gameport was detected, and whether or not the patch was installed. You will be asked to recalibrate the joystick.
- 6) Once you're into the game, your joystick may drift. This is due to the fact that alternate joystick routines are being used rather than the ones used when you initially installed the game. Simply recalibrate by selecting Calibrate Joystick in the Main Terminal, or press [ALT-C] in gameflow or in space flight. Everything should be working normally.
- 7) Once you're in space flight, you can choose your type of joystick in the Spaceflight Options menu [ALT-O]. This will allow you to use more functional joystick such as the CH Flightstick Pro, the Thrustmaster FCS, the Logitech Wingman Extreme, or the Microsoft Sidewinder 3D Pro.
- 8) Enjoy! :)

Uninstallation of WC4JOY.DLL

To remove this patch, just type in the Wing IV directory :

DEL WC4JOY.DLL [ENTER]

Notes

- * You MUST have a working Notebook Gameport to use this patch. If the joystick is unplugged, if there is a joystick port conflict, or if the joystick or port is faulty, you may not be able to successfully use this patch.
- * If you are using a computer that has the ACER BIOS, attempting to use this patch with Wing Commander IV without NG.EXE installed will cause a lockup. Simply install NG.EXE before attempting to run Wing Commander IV.
- * Check out the WC4 Technical Help File (WC4HELP.TXT)!

Origin BBS : 512-346-2227
Internet : www.ea.com/origin.html
[ftp.ea.com /pub/patches/wc4help.txt](ftp://ftp.ea.com/pub/patches/wc4help.txt)
- * Thanks to Jason Yenawine at Origin Systems, Inc. and Ken Hall and Dayle Towers at Colorado Spectrum.

Technical Support

If you are having trouble installing this patch, please feel free to contact our Technical Support department. See the Install Guide for further information.

-ALS

-- END OF FILE --

README.TXT for WC4_SV16.EXE - 16-bit SVGA Color Patch

May 10, 1996

Wing Commander IV Post Mortem Post-Game Release Documents

WC4PATCH for Wing Commander IV : The Price of Freedom

(C) 1996, Origin Systems, Inc.
Written by Anthony L. Sommers (support@origin.ea.com)

DISCLAIMER : Origin Systems, Inc. shall not be responsible for the usage of this patch, in whole or in part. In no event will Origin Systems, Inc. or the author of this patch be liable for any damages resulting from the use or misuse of this patch. Use at your own risk. The document included with this patch may not be reproduced in any manner without the written consent of the author.

About WC4PATCH

WC4PATCH was written to address 16-bit SVGA palette problem found with video cards using the S3 Vision 968 chipset and the IBM RGB524 RAMDAC. Cards we know Wing Commander IV has a problem with include the Hercules Graphite Terminator Pro 64 PCI and the STB Velocity PCI.

WC4PATCH verifies that the original executable (found on disc 1 of the release version) is used. If it does not work, try copying the WC4.EXE file from disc 1 into the Wing Commander IV directory.

Installation of WC4PATCH

- 1) Change to the directory where WC4PATCH.EXE was extracted.
- 2) Copy the WC4PATCH.EXE file to the C:\WC4 directory, or the directory used to install the game, i.e. :

COPY WC4PATCH.EXE C:\WC4 [ENTER]
- 3) Type WC4PATCH and press [ENTER]. The patch will let you know if it successfully updated the game. It should say :

"Wing Commander IV 1.04F successfully updated! -ALS"
- 4) Try to run the game (using WC4). The odd colors should now be normal!
- 5) Enjoy [16-bit SVGA]! :)

Uninstallation of WC4PATCH

To remove this patch, just recopy the WC4.EXE file from disc 1 into your Wing Commander IV directory, i.e. :

COPY D:\WC4.EXE C:\WC4 [ENTER]

Notes

- * If 16-bit video works perfectly, it is recommended that this patch is not used.
- * Check out the WC4 Technical Help File (WC4HELP.TXT):

Origin BBS : 512-346-2227
Internet : www.ea.com/origin.html
ftp.ea.com /pub/patches/wc4help.txt
- * Thanks to Armond Bruno for discovering the cause of the problem! Thanks to Jason Yenawine for letting me know what needed to be fixed! Thanks to Hercules for providing a Graphite Terminator Pro 64 PCI card for testing!

Technical Support

If you are having trouble installing this patch, please feel
free to contact our Technical Support department. See
Install Guide for further information.

-ALS

-- END OF FILE --

Customer Feedback

Customers are an excellent source of feedback about our games, from great cheers and pats on the back to nit-picks and complaints.

The feedback is organized into two segments, Direct Comments, which support many of the issues outlined in Section 2 : Post Game Release Information, as well as General Online Comments, which contains a wealth of Customer feedback on the game.

Direct Comments

These comments represent selected messages from online customers commenting on key items either missing from or not working correctly in Wing Commander IV. These comments support many of the issues outlined in Section 2 : Post Game Release Information.

Subj: 486 dx/2
Date: 96-02-14 14:53:57 EST
From: JKWheel
Posted on: America Online

BOOT DISK MAKER

'4 works great with my slow machine. Good job Origin on your easy installation. The boot disk maker fixed any problems that I had. I guess it's time to get a faster machine so I can really enjoy it. Also will your new game that is supposed to be like Privateer, will it have the same requirements or higher. please respond.

Box CONTENTS

Origin Customer Service

From: loftedahl
Subject: Web Customer Support
Date: Thursday, February 15, 1996 5:55PM

Sent to you on Thu Feb 15 17:55:58 PST 1996

Name : Kris OFtedahl
Phone : 836-3702
E-mail : loftedahl@aol.com
Platform : PC CD Rom
Title : Wing Commander IV

Problem :

I have a question about the documentation in the box. Along with all of the other documents there was a card in there. It is about the size of a baseball card.

On one side there is the Wing Commander logo. On the other there is a picture of Arrow light fighter. On the top it says Arrow and just below that are two small fighter logos

Just under the picture it says Scarlet Speedster Squadron and has a little picture of a man on a rocket. At the bottom left of the card there is a small circle and a picture of a rocket.

On the circle there is a number two and on the rocket there is a zero. The bottom right of the card

has an arrow pointing upward and a half an oval. The arrow has a four on it and the half oval

has a 3. What is this card for and what do these symbols and numbers mean?

I would appreciate

it if you could tell me. Thanks.

Subject: WC IV No cockpit ?

From: Will Caraway 73671,2434

To: Leslie Cheung 76746,3047

Forum: GAMAPUB Section: 12 - Origin Msg #:504075

Date: 15-Feb-96 15:11

COCKPITS

Les

>>Without cockpit graphics, you lose a sense of craftsmanship in your style of flying and how it relates to the enemy when dogfighting. Its not crucial to the game...but it will be missed.<<

I understand what your saying from the purist's point of view; but as someone who has gotten to sit in the cockpit of current high performance aircraft, I can tell you that simulations with a cockpit have so little visibility comparitively that its ridiculous to compare them to real combat. In the WC series the cockpit typically occurs 25-30% of the lower screen. In current aircraft, the visibilitiy is so good that you hardly notice the cockpit. Also given that a flat screen cannot offer a full 360 degree view (a restriction computer opponents don't suffer), maximizing the combat viewing area increases the realism from my perspective. Note I'm not refering to Privateer; I agree with you about that game; only because of the freighters; for a purely aircombat game though the more visibility the more realistic. IMHO

Regards,

Will

Subj: THE BEST GAME FOR THE PC!
Date: 96-02-28 18:13:10 EST
From: GRobe85965
Posted on: America Online

CONFIDENTIAL

I have just finished playing WING COMMANDER 4, and I think this game beats EVERYTHING out on the market! The folks at ORIGIN really put their heart and soul into this game, and I think that they deserve a pat on the back! Not only was the entire storyline redone, but I think that the new story is even more interesting! Another change is even better cinematography! I read that most of the full motion video was shot on 35mm film! I also heard it cost approximately 10 million dollars to produce! I just wanted to take time out to tell people who read this, that this game is well worth the money! By the way, I have a 486DX75 with a 820mg hard drive, sound blaster16 sound card, and a quad speed CD ROM drive. I have had very few problems with the game! (what problems I did have, I was able to resolve and the game ran just fine!) GREAT GAME ORIGIN!

Subject: WC4: Praise & Complaint

From: Anders Jarnberg 100325,322

To: [F] Origin 76004,2612

Forum: GAMAPUB Section: 12 - Origin Msg #:509361

Date: 2-Mar-96 11:24

COMPLIMENT

Some praise and one complaint from Sweden:

- Really awesome intro, crank up the stereo and the walls are shaking

- The gamegraphics is wonderful, and flows easily (except sometimes when loading an explosion)

- Music sounds like real "movie-music"

- I like the choices in the cut-scenes

One complaint though, that the movies crash on PC-DOS 7. What I've gathered here is that it's due to the fact that Win95 also reports back ver 7 so the checking algorithm inside WC4 makes an erroneous assumption ? Will there be a fix for this ?

Ok, now it's back to the game. I have to get Sosa back from the Com Station...

regards, Anders in Stockholm, Sweden

Subject: WC IV - great !

From: Michael Milan 100130,1554

To: Origin Marketing 76004,2612

Forum: GAMAPUB Section: 12 - Origin Msg #:509180

Date: 1-Mar-96 15:25

Just finished WC IV. A fantastic game ! The video cut scenes are great. This is cinema quality. Could you send Chris Roberts and his team

my congratulations ? I think he could be a professional director. On the game side, WC IV is much more stable than WC III, it crashed very often on my system.

Perhaps you could answer a few questions about WC V:

Is it going to be a real movie, with a game developed parallel to the film ?

Is it a sequel to WC IV, or will it start at the beginning ?

(My suggestion: How about a new and unknown alien race attacking earth ?)

Greetings,
Mike

There is 1 Reply

COMPLIMENT

Date: Wednesday, February 14, 1996 12:31am
From: David A. Lindsey
To: ** ALL **
Re: WC4

/Wing4
Msg#: 221235

(N)ext, (P)revious, follow (T)hread, or (R)ead this message?

Well greetings WC fans. I picked up WC4 today, and I cant say enough GREAT things about it. I would like to thank Chris Roberts and the entire Origin staff for producing another AMAZING game, that is sure to set gamming standards for years to come.

Well back to WC4, hope you all are having as much fun as I am playing this totally kick game. Thanks again Origin.

Chris Roberts for Prez!!

Subject: WC IV No cockpit ?

From: Milton Friedman 103666,2217

COMPLIMENT

To: David V. Watts 102734,2307

Forum: GAMAPUB Section: 12 - Origin Msg #:504129

Date: 15-Feb-96 17:53

WC4's cockpit is very good, and Lucas Arts can't come close to WC4 for their life!!!! I have all the Wing Commanders up to date and this is the best I've seen yet!

```

      W                W                CCCCC
4      4                W                C
      W                W                C
      4                W                C
      W                W                C
44444                W                C
      W                W                C
      W                W                C
      4                W                CCCCC
      W
      4

```

Subject: WC4

From: ERIC BROWN 102345,1440

To: J. Yuen 72466,1621

Forum: GAMAPUB Section: 12 - Origin Msg #:503766

Date: 14-Feb-96 17:18

COMPLIMENT

No intent on yelling but this game is the best space adventure since the Star Wars trilogies. I picked up my copy from EB in the Bay area yesterday. I called in sick at work !!!

There is 1 Reply

Subj: INSTLLATION PROBLEMS IN WC4
Date: 96-02-29 00:20:04 EST
From: AFosha
To: Origin CS
Sent on:WAOL 2.5

CRYPTIC ERROR MSG

_le: AOL.TXT (2615 bytes)
DL Time (38400 bps): < 1 minute

The autoexec.bat and config.sys files have been set up following your instructions in the readme.txt file. As upper memory is not used, this gives less than 380,000 bytes for maximum program size.

The autoexec.bat and config.sys files are contained in the attached file AOL.TXT, as is the results of the mem command.

System is a Pentium 60, Double speed CD-ROM, Soundblaster 16 sound card, & STB Lightspeed Video Card.

The exact error message received when trying to run the program is
Open failed on file ..\..\DATA\SOUND\GFMIX.IFF

Using my normal autoexec.bat and config.sys files, the program originally installed and ran OK. However, in trying to make it faster, I made a boot disk as shown above, which resulted in the error message. After this, I booted up using my original autoexec and config files, and get the same error message.

Any ideas?

CRITICAL ERROR MESSAGE

Origin Customer Service

From: Horst Lindner
To: 'support@origin.ea.com'
Subject: Wing Commander 4 tech help
Date: Sunday, February 25, 1996 9:46PM
Priority: High

Dear Sir or Ms.,

I am writing to get some help on getting my WC4 running properly. I have tried just about everything to fix the problem I have, but I am out of answers. I spent 4 hours trying different things, using windows '95, dos, and a boot disk. Nothing works. The error I keep getting deals with my Soundblaster 16. After it says "looking for 16 bit sound" it gives me this error line:

Open failed on file: ..\..\DATA\SOUND\GFMIX.IFF=09

I can't get around this with the boot disk or windows '95. I tried to get around it with dos by using just the Soundblaster compatible setting. It will work thru the opening movie, but will lock up somewhere after I go into the cockpit with no warning. I am really desperate. I feel frustrated enough to almost return the game, but I loved the last one and I know I would love this one as well.

I can play the game if I select no sound in the installation program.

So it must be the sound the is screwing everything up. I have a custom built computer. It is a Pentium 75 with 2 hard drives totalling 1.5 gig, and 16 meg of memory on the mother board. I also have a kraft joystick card with a flightstick attached to it. I really need help.

Thank you,

Steve Lindner

Subj: (Spoiler)CD#2 Critical Error
Date: 96-02-14 20:24:39 EST
From: EagleKrndr
Posted on: America Online

CRYPTIC ERROR MESSAGE

The game runs perfectly on my 486-100, w/ 10 meg ram and a 2 meg Diamond
Speedstar 64 Video Card until I get to the part where you have to escort the
Intrepid to the Jump point, destroy the Lexington, etc. After beating the
mission, and viewing the video sequence involving the death of the Lexington's
new Cap. (forget his name), I get a Critical Error on file: D:LANGUAGE.TRE.
This only happens here, nowhere else in the game. I tried a boot disk, I
tried blowing on the CD, etc. Any suggestions on a fix? Thanks.

=====

Newsgroups: alt.games.wing-commander
Subject: Documentation in WC IV Lacking
From: shawnh@falcon.cc.ukans.edu (Shawn Hennessee)
Date: 7 May 96 21:12:19 CDT

I cannot believe that the specifications for the fighters and weapons are not included with WC IV. For over \$60 you would think that that would include COMPLETE documentation. I'll be damned if I'm going to fork out another \$20 for the "GUIDE" with the specs. They provided one for WC 3, so why not for WC IV. Nor should I have to go to their web site to print out a copy of the specs. They may be trying to cut costs and make more money by selling an additional "GUIDE", but I will not purchase any more games from them because of this.

Shawn Hennessee

EASTER EGG

Origin Customer Service

From: 2cyben
Subject: Web Customer Support
Date: Thursday, February 15, 1996 3:15PM

Sent to you on Thu Feb 15 15:15:35 PST 1996

Name : Colby Perry
Phone : 916-635-8056
E-mail : 2cyben@cwo.com
Platform : PC CD Rom
Title : Wing Commander IV

Hardware :
486\120 16 Megs Of RAM, 6x CD-ROM (Toshiba)

Config :

Problem :

This really isn't a problem. I wanted to tell you guys that I have noticed that the no name pilots that you fly with have the real names of the Programmers and other important jobs of the staff of Wing Commander IV. Very clever!!!

Subject: WCIV = art!

From: Aaron Takahashi 102750,2360

To: Surexa Cacodcar 102505,3125

Forum: GAMAPUB Section: 12 - Origin Msg #:504281

Date: 16-Feb-96 7:57

GAME TOO SHORT

I agree about the overall coolness of the game, but is it just me, or was this game a lot shorter than WC3? Maybe I just completely zoned out when I started playing it, but I finished in less than 2 days.

Still, it's good enough that I'm going through it a second time already!

Subj: Flight Problems!!!
Date: 96-02-14 00:35:37 EST
From: Vid Freaks
Posted on: America Online

FRAME RATE TOO
SLOW

I am running with a P75 , 16 megs RAM, Cirrus Logic 16-bit Video Card (1 meg RAM), and a quad-speed cd-rom. My problem is that when I am flying missions the game becomes extremely choppy when a lot of input is on the screen. I've tried switching between VGA /SVGA options to no avail. I also tried using a bootdisk (only loading in the necessary drivers and TSRs), but this only improved the performance a slight bit. When installing the game, the game configured itself for highest detail, SVGA, etc.....after running the self-diagnostic. What I'd like to know is if anyone knows any tricks to improve my gameplay.

Frustrated in Florida,
V i D

GAME TOO SHORT

Origin Customer Service

From: FVonlonski
To: support
Subject: WingCommander IV
Date: Monday, February 26, 1996 4:24PM

Hello Guys,
I'm verya angry about your new game. I just needed two (!!!) days to see the end. I think, your company forgot the real game. At the moment you are just selling a demo verson.
;-)))
I think, that over 100 Marks (I am from Germany) is a lot of Money for such a small game . WingCommander III was better.
cu
Frederik

Subject: WCV Suggestions

From: Gary Bass 73300,3710

To: Origin Product Support 76004,2612

Forum: GAMAPUB Section: 12 - Origin Msg #:508515

Date: 28-Feb-96 6:17

GENERAL MIDI

Here is my Wing Commander V wish list....

1. General MIDI support
2. More wingman command options and more missions with a separate wing at different nav points
3. General MIDI
4. Optional cockpit graphics (like in WC3)
5. General MIDI
6. More branching storylines and alternate endings
7. General MIDI
8. Blair got pretty lonely in WC4 - he needs a good woman for the next one!
9. Did I mention General MIDI????

Gary Bass

Subj: Gravis Ultrasound Max
Date: 96-02-14 00:42:07 EST
From: RossRx
Posted on: America Online

GUS MAX

have a Dell P90 with 8meg and a #9 GXE PCI. CPU speed is 8 video speed is 1.
let the game make the boot disk. I checked the settings in the autoexec.bat
and everything checks out ok but the setup programs configures my settings as
a Ultrasound. Every time I try to pick Ultrasound Max when I test the sound
the setup gives me a "error #13"? The game plays fine if I leave it set to
the Ultrasound. Is this the correct setting or will the game sound better if
I can get it to configure to the Ultrasound Max?

RossRx

Subject: WC4 Movie Lockup
From: Tim W. Tang 103305,1610
To: Origin Product Support 76004,2612
Forum: GAMAPUB Section: 12 - Origin Msg #:509519
Date: 3-Mar-96 2:51

HELP HIM OUT /
STRAIGHTEN HIM OUT
LOCKUP

I don't know what the problem is, but I'm not able to get pass the intro movie clip. It will play all the way up to the bar scene, then I see the subtitle at the top "Get him out" and at the bottom "Help straighten him up"; then the system hangs. If I pressed [ESC] to skip the movie clip, I get the same result - system hang with the two subtitles.

I have a Pentium 90 with 64MB RAM, MGA Millennium with 4MB, SB16, Adaptec PCI with Toshiba 6x CD-ROM. I even created a bootdisk. This did not help. I even tried all the different video settings for movies; it still hangs.

Below is the autoexec.bat and config.sys from the bootdisk:

```
==== CONFIG.SYS ====  
REM ALS - Wing Commander IV CONFIG.SYS  
DOS=HIGH  
FILES=25  
BUFFERS=99  
SHELL=A:\COMMAND.COM A:\ /P /E:2048  
DEVICE=C:\WIN95\HIMEM.SYS  
DEVICE=C:\DOS\SETVER.EXE  
LASTDRIVE = Z  
DEVICE=C:\DEV\ADAPTEC\ASPI8DOS.SYS /D  
DEVICE=C:\DEV\ADAPTEC\ASPICD.SYS /D:ASPICD0  
DEVICE=C:\DEV\SB16\DRV\CTMMSYS.SYS  
DEVICE=C:\DEV\SB16\DRV\CTSB16.SYS /UNIT=0 /BLASTER=A:220 I:5  
D:1 H:5
```

```
====AUTOEXEC.BAT====  
@REM ALS - Wing Commander IV AUTOEXEC.BAT  
@ECHO OFF  
PROMPT [ Wing IV Boot Disk ] $P$G  
PATH=C:\DOS;C:\BIN;C:\UTIL;C:\BATCH;G:\GAMES;J:\BC4\BIN  
SET MGA=E:\ENGLISH\MGA\SETUP\  
SET TEMP=K:\TMP  
SET SOUND=C:\DEV\SB16  
SET BLASTER=A220 I5 D1 H5 P330 T6  
SET MIDI=SYNTH:1 MAP:E  
SET TMPDIR=K:/TMP  
SET ROOTDIR=C:  
C:\DEV\SB16\DIAGNOSE /S  
C:\DEV\ADAPTEC\MSCDEX.EXE /D:ASPICD0 /M:12 /L:X  
C:\DEV\LMOUSE\MOUSE.EXE  
C:\DEV\SB16\SB16SET /P /Q  
G:  
CD\  
CLS  
ECHO Run WC4 from hard drive;Install from CD  
ECHO.
```

Subject: WC4 MOVIES

From: George Economus 75371,2272

To: [F] Origin Product Support 76004,2612

Forum: GAMAPUB Section: 12 - Origin Msg #:509052

Date: 29-Feb-96 23:07

INTERLACED VIDEO

I just installed WC4 and it runs fine except I am curious about the appearance of the movie scenes. Compared to WC3, it seems that there more horizontal screen lines the WC4 video images (sort of like the old CGA displays but not as bad). Is this typical for WC4 as compared to WC3? I'm using a Pentium 100 with a Diamond Stealth 64 Vram card and a Plextor 4Plex and 32MB ram and a AWE32.

Thanks George

9:04 PM PST,
Thursday, February 29, 1996
Portland, Oregon USA

JOYSTICK SUPPORT

Origin Customer Service

From: aes
Subject: Web Customer Support
Date: Friday, February 16, 1996 10:00AM

Sent to you on Fri Feb 16 10:00:43 PST 1996

Name : Allan Smith
Phone : 519-836-1291
E-mail : aes@connecttech.com
Platform : PC CD Rom
Title : Wing Commander 4

Hardware :
Sidewinder 3D Pro

Problem :

This is less of a problem than a question. I have just purchased WC4 and have been total amazed at the quality and attention to detail of the game, but I have a Microsoft Sidewinder 3D Pro joystick and figured that there would be better support for some of its features built into the game. For example support for the throttle or the rudder for maybe slide operations. I guess it can be used in Flight Stick Pro or Thrustmaster mode but I was wondering if you had any plans to add support for throttle or rudder inputs somehow?

Subject: WC4 & mouse-problem

From: Alexander Deindl 100141,2134

To: [F] Origin 76004,2612

Forum: GAMAPUB Section: 12 - Origin Msg #:516872

Date: 29-Mar-96 7:51

KILLED BUG

Hi folks,

im discovering a problem with my mouse. Everytime im beginning a new mission, my controls are set to keyboard, even if i saved my settings to use the mouse as steering-device. So ive to switch to ALT-O to set the mouse again...

Any comments?

Thanx alot

By the way...great game

LACK OF ORDINANCE
DOCUMENTATION

Origin Customer Service

From: 103153.2066
Subject: Web Customer Support
Date: Monday, February 26, 1996 8:10AM

Sent to you on Mon Feb 26 08:10:27 PST 1996

Name : Lionel Mamane
Phone : +32 (2) 374 91 53
E-mail : 103153.2066@compuserve.com
Platform : PC CD Rom
Title : Wing Commander IV

Hardware :
Isn't important for this question

Config :
Isn't important for this question

Problem :
I'm searching for detailed technical descriptions of the Wing Commander IV
ships and Weapons. I found those of the ship's, but not these of the Guns and
Missiles (Weapons). Do they exist? How can I have them?

Thanks for your help,

Schoinobates Volans

Subject: WC4 Ship Stats

From: Bradford Wollangk 102311,3616

To: [F] Origin 76004,2612

Forum: GAMAPUB Section: 12 - Origin Msg #:504239

Date: 16-Feb-96 1:29

LACK OF ORDINANCE
INFORMATION

One question about WC4 - the documentation says that the full stats on ships/weapons are in the Readme file - but they're not there. Any chance on getting them thrown in the library here?

Brad

MINIMUM SKV

Origin Customer Service

From: Jim Jaeger
To: origin
Subject: Wing Cmdr IV
Date: Thursday, February 15, 1996 8:05PM

Tell me its not true! I waited months for the game to arrive, and now I read that it won't run on my 486DX2-66???

If this is true, advise me immediately on how to obtain a refund!

Jim Jaeger
cust #80001000 (for the last time!)

MS SIDEWINDER 3D PRO

Origin Customer Service

From: Michael Noland
To: Origin Support
Subject: WC4
Date: Thursday, February 15, 1996 7:48AM

Greetings,

I just purchased WC4 and am having a problem. I cannot get the calibration program to work with either of my joysticks. My computer is:

Dell XPS p90c,
16 megs of RAM
1.2 gig HD
4XCdrom
2 meg PCI video, Number 9, GXE64
MS Sidewinder Pro joystick
CH flightstick (old 2 button)
I am running MS WIN 95 for an operating system
SB 16 sound card, standard defaults, 220, 5, 1,
Mouse, Dell (logitech) current drivers

More inf. upon request.

The game runs flawlessly until I try to fly (Movies and Sound are all excellent). I configured the game for joystick control. The MS stick emulates both the CH flightstick pro and the thrustmaster stick...I tried them both to no avail. Your read.me file indicated a conflict or bad hardware as the problem...Both of my sticks worked flawlessly with Crusader and all other games I own.

The Calibration program may be the problem. When run (several times for each stick) the program doesn't immediately acknowledge a button click. It seems to change x,y coordinates during the calibration...but when it goes to 0,0...it does not seem to know that the joystick is moving any longer.

I have played the game with mouse and keyboard, not easy or fun, I definitely need a joystick. So, any help would be appreciated.

Sincerely,

Michael Noland
Rodrigodelaespada@MSN.com

Origin Customer Service

From: Ken Selk
To: ORIGIN
Subject: Joystick Problems
Date: Friday, February 16, 1996 1:29AM

Dear Origin:

I just purchased and installed WC4. Everything seems to work fine, except the joystick and the joystick calibration routine. I am running WC4 in Windows 95. Installation went fine. The initial video clips play fine also. When I get into the mission, I press <CTRL> J to enter joystick mode. Then I press <ALT> O, select the joystick as the input device and click on the calibrate icon. The calibration screen comes up but sometimes it's in a small window, and other times it's in a full screen window. When I attempt to calibrate it the joystick it either runs through the calibration process without letting me press the buttons, or it just sits there. In either case, I don't get readings of +/- 16.

I only get a "0" no matter where I maneuver the joystick.

I have two joysticks and both respond in the same way. I would like to use the Microsoft Sidewinder Pro 3D digital joystick. But, the Thrustmaster Mark II doesn't work either. I get the same problem with either controller.

Computer: SuperMicro P55CMS Motherboard with a Pentium 120 MHz processor and a Quantum Fireball 1.2 Gig HD. I use Microsoft Windows 95. The mouse is a GyroPoint Desk that uses Windows 95 logitech drivers. The sound card is a Soundblaster AWE 32 installed via PNP. The video card is a Matrox Millinium with 4 Megs. I bought everything new in November 95.

Please call me at (310) 814-1872, FAX me at (310) 814-4633, or E-mail me at 76020.3007@compuserve.com.

Thanks for your tech. support.

Ken

No error message is displayed, but the fire button is the only part of the joystick that works. It just does not respond to anyother joystick input during the game (it worked on about 1 out of 6 attempts and I don't know why). I get different window sizes at calibration by rebotting.

config.sys

```
DEVICE=C:\WINDOWS\HIMEM.SYS
DEVICEHIGH=C:\WINDOWS\EMM386.EXE
DEVICEHIGH=C:\SCSI\ASPI8DOS.SYS /D
rem DEVICEHIGH=C:\SCSI\ASPICD.SYS /D:ASPICD0
DEVICEHIGH=C:\XYZZY\TEAC_CDI.SYS /D:TEAC-CDI
DEVICEHIGH=C:\SB32\DRV\CTSB16.SYS /UNIT=0 /BLASTER=A:220 I:5 D:1 H:5
DEVICEHIGH=C:\SB32\DRV\CTMMSYS.SYS
DEVICEHIGH=C:\TELECOM\FAX\SATISFAX.SYS IOADDR=0350
DEVICEHIGH=C:\XYZZYMOUSE.SYS
FILES=50
BUFFERS=60
DOS=HIGH, UMB
```

Subject: Notebook gameport

From: Nick Boughen 102165,1635

To: [F] Origin 76004,2612

Forum: GAMAPUB Section: 12 - Origin Msg #:504041

Date: 15-Feb-96 13:21

NOTEBOOK GAMEPORT: SUFFOK

Hi. Is there support in WC4 for the Notebook gameport?

Thanks

Nick Boughen

NOTEBOOK GAMEPORT

Origin Customer Service

From: Kevin Downs
To: support
Subject: WCIV - Notebook Gameport support
Date: Thursday, February 15, 1996 1:20PM

Hello -

I looked at the install instructions and on your web site for any information telling me that WCIV supported the Notebook Gameport.

There was a patch for the Gameport for WCIII and it worked great.

Does the patch for WCIII work for WCIV?

I must confess that I just bought the game and have NOT installed it to see if it supports the Gameport (I'm at work).

Thank you for your time and help.

--

kc@mcs.com
Kevin Downs

Subject: WC4 and IBM DOS 7.0

From: Jon Kline 71431,1777

To: Origin Product Support 76004,2612

Forum: GAMAPUB Section: 12 - Origin Msg #:503804

Date: 14-Feb-96 18:23

PC DOS 7.0 BUG

There seems to be a problem running WC4 under IBM DOS 7. Whenever it tries to run a movie, it returns the 'Seek failed on file: ..\..\data\englmovi\sc_0010.avi' others have experienced. Running under an older version of MS-DOS seemed to solve the problem. Running under Win95 DOS mode also solved the problem, but I refuse to give in and run it that way.

I don't think its caused by memory shortages, since I have less with the older version, and I'm using the same CD/sound/VESA driviers with both versions of DOS. BTW, my friend's machine experienced the same problem, and he is also running DOS 7.0.

The solution is strange, since the demo that shipped on ROM worked fine under DOS 7.

Hope this helps,

jon

Subject: WC4 errors

From: J. C. Dick 103004,203

To: [F] Origin 76004,2612

Forum: GAMAPUB Section: 12 - Origin Msg #:503760

Date: 14-Feb-96 17:09

PC 005 70806

I seem to be having a problem with my WC4, or my system, or both. When I try to run it, I get the following error:

Seek failed on file: ..\..\data\englmovi\sc_0010.avi

Any idea what may cause this? Thanks...

JCD

There is 1 Reply

POWER SETTINGS RESETTING

Origin Customer Service

From: popham
Subject: Web Customer Support
Date: Monday, February 26, 1996 8:07AM

Sent to you on Mon Feb 26 08:07:28 PST 1996

Name : Darren Popham
Phone : 508-881-0231
E-mail : popham@zk3.dec.com
Platform : PC CD Rom
Title : Wing Commander III and IV

Hardware :
N/A

Config :
N/A

Problem :
Not a problem, but a suggestion.

When game transitions from Space Combat to Planet Combat and vice versa, it would be nice if power settings were retained and not reset.

Perhaps for next game (WC V....)

-Darren

SVGA PATCH

Origin Customer Service

From: Support2
To: 'chico'
Subject: FW: Web Customer Support
Date: Thursday, February 15, 1996 9:20AM

From: dcollins[SMTP:dcollins@albany.net]
Sent: Wednesday, February 14, 1996 8:12 PM
Subject: Web Customer Support

Sent to you on Wed Feb 14 20:12:36 PST 1996

Name : Dale Collins
E-mail : dcollins@albany.net
Platform : PC CD Rom
Title : WC4

Hardware :
p5-100, 16mb ram, Pro 3D, STB velocity 64

Problem :
I saw the readme.txt about 16bit SVGA is there going to be a fix by you or STB. Also why is this the only card having this PROBLEM?
Thanks,
Dale

Subject: WC4-Hercules Graphite Terminator Pro
From: Thomas Franz 101517,1012
To: Origin Systems 76004,2612
Date: 2-Mar-96 5:50

16-BIT SVGA BUS

Hello,
my Hercules Graphite Terminator Pro 2MB VRAM does not support
you 16BIT-SVGA-Video-Modus. Where (and when) can i get a patch
to fix this bug ?
I think, that the hole family of the new hercules-cards have
the same problem !
(-> HERCULES)

Thanks,
Thomas

General Online Comments 2-13-96

Sommers, Andy

From: Steinberg, Richard
Sent: Tuesday, February 13, 1996 8:50 AM
To: Mehnert, Donna; Lindner, Michelle; Williams, Marie; BBS origin.games.feedback
Subject: Online comments, 2/13/96 mailout

Microsoft Mail v3.0 IPM.Microsoft Mail.Note

From: Steinberg, Richard
To: Mehnert, Donna
Lindner, Michelle
Williams, Marie
BBS origin.games.feedback
ML MARKETING DEPARTMENT
ML OSI SENIOR PRODUCERS
ML WING 4
Subject: Online comments, 2/13/96 mailout
Date: 1996-02-13 08:50
Priority:
Message ID: 0C686286
Conversation ID: 0C686286

Subj: WC4- Worth the money!!!
Date: 96-02-09 19:13:38 EST
From: ChuckyT148
Posted on: America Online

I just got WCIV today and it really does kick some serious @ss! The intro is phenomenal and the music ROCKS! It's in great Dolby Surround so make sure you have good speakers. The graphics are a little better then WC3 and so is the gameplay... I miss the cockpit but you do get a much better view of the action. I've only played the first 3 missions so I really can't comment on much else. Overall, WCIV is better then 3 but I won't know HOW MUCH better for a few more hours. Feel free to E-mail any questions you have about the game.

Chuck

Subj: My thoughts...(WCIV)
Date: 96-02-11 00:59:08 EST
From: Records29
Posted on: America Online

Just beat one track, only about a third of the total missions, and another few threads to explore. One word. Cool... Jus be sure to expect missles, many many missles, and bone up on your morals... remember where your loyalties lie...

Just a thought...

Subj: I got it!!
Date: 96-02-12 15:42:37 EST
From: Kyle K1
Posted on: America Online

Well i just got WC4 and it's excellent!!The Movies are really cool!!There`s some new stuff here and there but when flying the missons it feels like Wc3(but no CP)!
Even tho i have selected SVGA it doesn`t really look as sharp as in WC3 for some reason.....
But in all great game!!

Subj: McDowell on PI
Date: 96-02-12 22:06:29 EST
From: PKafadar
Posted on: America Online

Malcom McDowell was on Politcally Incorrect last week helping promote WCIV. There was a box of WCIV on the table, boy did I want to take it! Anyways, I was very funny and witty.

PKafadar
P.S. Any place to buy WCIV in Denver yet?

Subj: Suggestion for ORIGIN
Date: 96-02-11 10:19:36 EST
From: EINSTAIN
Posted on: America Online

Origin you should make a technical manual about all the ships from Wing commander 1 to Wing Commander 4. Plus include ships from WC Academy, WC Privateer, WC Armaded, and other ships from expansion pacs.

THAT KIND OF TECHNICAL MANUAL WOULD BE COOL.

Please read!!!!!!!

From: Douglas Patterson, Compuserve 70702,2656
To: ORIGIN Marketing
Date: 2/11/96
RE: Received copy of Wing Commander IV

Mine arrived Friday!!!! No shit, it really did!!!

To: Wing Commander 4 owners
From: Randall . Beaman, CompuServe 102211,3002
Date: 2/10/96

KINJITE-

Assuming youve played WC3, how much better do you think WC4 is in turms of speed, cause I have a quad speed CDROM and a fairly fast machine but when I tried to run a demo, it was really slow. Include any more info you can...
Im planning on buying in next week.

To: Randall . Beaman, CompuServe 102211,3002
From: KINJITE, CompuServe 75300,3625
Date: 2/10/96

wing 3 ran fine on my p60 in svga, but wc4 seems noticeably slower -- i wouldnt play it in svga on my 32 bit ATI P60 setup. P75 and better should run svga fine, w a fast graphics card.

Does this info
exist?

From: James P. Debbs, Jr., CompuServe 103544,37
To: Theo Thourson, CompuServe 73214,2131
Re: Wing 4
Date: 2/10/96

I have not gotten too far yet either but I have read that at some points you can pick your own wingman and then set the flight assignments for another element of 2 fighters indicating who is the wingleader and who is the wingman. Otherwise the game's movies are excellent and the spaceflight model seems equal to or better than WC3. Your enemies and wingmen also fly much better!

To: James P. Debbs, Jr., CompuServe 103544,37
From: Theo Thourson, CompuServe 73214,2131
Re: Wing 4
Date: 2/10/96

Sounds good, James. I'll have to get myself to Tallahassee Monday to pick it up. Just watched the movie for the first time, and was dazzled. Really looks like a movie now. Sorta makes WC3 pale in comparison. I'm waiting for the *real* movie.

From: "Thaumaturge Dragon (Johnathan Elsea)" <jelsea@pacifier.com>
Newsgroups: alt.games.wing-commander
Subject: Solved WC4
Date: Sun, 11 Feb 1996 16:11:47 -0800

So anybody solved WC4 yet, well to tell you all the ending is great and there is two of them know I have to go back and replay the game to see the other ending. Also the direct plot to the ending only has like 35 missions, so there is other paths you can take to see them all.

From: c-2000@ix.netcom.com(Steve Chow)
Newsgroups: alt.games.wing-commander
Subject: WCIV commercial
Date: 10 Feb 1996 18:13:29 GMT

Did anyone see the Wing Commander 4 commercial on c-net on cable? I must say I was surprised. I thought the commercial would be just like the one I downloaded from Origin's web site but it was completely different. It didn't say anything about the Border World. The commercial show that Towlyn was the villian and the he is destroying millions of innocent people and how he wants to stop the rebellion and stuff. It gave me a new perspective on the game. Maybe in the game Blair can choose side on who is right, Towlyn or the Border Worlds. The commercial was pretty good, the graphic and the way they present it. I can't wait for the game. I saw it on c-net on USA if you haven't seen it. It is very cool.

From: Albion <albion@primenet.com>
Newsgroups: alt.games.wing-commander
Subject: Re: WCIV commercial
Date: 11 Feb 1996 10:41:10 -0700

Steve Chow wrote:

>

> Did anyone see the Wing Commander 4 commercial on c-net on cable? I
> must say I was surprised. I thought the commercial would be just like
> the one I downloaded from Origin's web site but it was completely
> different. It didn't say anything about the Border World. The
> commercial show that Towlyn was the villian and the he is destroying

> millions of innocent people and how he wants to stop the rebellion and
> stuff. It gave me a new perspective on the game. Maybe in the game
> Blair can choose side on who is right, Tolwyn or the Border Worlds. The
> commercial was pretty good, the graphic and the way they present it. I
> can't wait for the game. I saw it on c-net on USA if you haven't seen
> it. It is very cool.

>
> MikeMike, I thought the new commercial was dynamic! It did give a
certain
slant to the game, however, since we were told that Blair would have a
choice about which path to follow, ie: good boy who follows orders or
someone who breaks away from Tolwyn and joins the rebels.

The new commerical pretty much says Blair must join the rebels (and
fight Tolwyn) if he's really a good guy.

What do the rest of you think?

Albion

From: "Thaumaturge Dragon (Johnathan Elsea)" <jelsea@pacifier.com>
Newsgroups: alt.games.wing-commander
Subject: Wing Commander VI Arived
Date: Fri, 09 Feb 1996 17:39:59 -0800

Its here, its here, its here, WC4 arived today, anybody else get the game
it is VERY BAD!

From: jwl2672@is.nyu.edu (John W. Leo)
Newsgroups: comp.sys.ibm.pc.games.action
Subject: Ok today is WC4 Day!
Date: 9 Feb 1996 15:27:13 GMT

Yay! Start the WC4 postings. Enough of this Duke Nukem 3d junk!

From: mchm@uhura.cc.rochester.edu (Matthew Cham)
Subject: WING COMMANDER 4 (WC4) RULES !!!!!!!
Newsgroups: comp.sys.ibm.pc.games.action
Date: Sat, 10 Feb 96 04:40:58 GMT

Okay everyone, it's time to follow up to this post!

Let us all know what you think about WC4 !!!

Raves, Gripes, Bug Reports, all welcome!!!

From: ttrusock@edcen.ehhs.cmich.edu (Thomas Michael Trusock)
Newsgroups: comp.sys.ibm.pc.games.flight-sim,comp.sys.ibm.pc.games.action
Subject: Re: WC IV - What's the situation??
Date: 11 Feb 1996 18:52:49 GMT

Adrian Vacaliuc (adrianv@gas.uug.arizona.edu) wrote:
: Ok. People are saying that those who ordered it overnight have it
: now. Are any of you people READING this? Is the game really that
: good? Fill us in!

I know if I had it, I certainly wouldn't be wasting time talking about it
on the net :)

From: joshia@coral.indstate.edu
To: OSI
Date: 2/3/96
RE: WC

You guys/gals have done a great job on the Wing Commander series. The best one of the series I believe is the first one. Although WC 2 & 3 are gratly enhanced, they are missing the replay value of the first. The branching storyline and the debriefings after the mission are the two biggest things that I miss the most. The branching storyline kept me coming back for more long after I had compleated the game, and the post mission debriefings were a excellent touch. In WC3 I still wonder how many ships I actually shot down most of the time. Oh well just a thought.

WHAT I WOULD NOT DO FOR A UPDATED PRIVATEER WITH THE WC3/4 ENGINE and maybe a few more wormholes and innocent garbage scows to dust. Wheeee!!!

From: seanpav@singnet.com
TO: Origin
Date: 2/8/96
RE: Chris Roberts

First All I Have To Thank You Guys For Providing Endless Hours Of =
Entertainment And Excitement For Computer Gamers Like Me, I wonder how I
Would Have Done It Without The Incredible Games That You Make, =
Especially Wing Commander Series and Strike Commander!=20

I would also like to take this oppurtunity to thank Mr Chris Roberts, =
the genius that he is for coming up with the ideas and creativity, he has
got to be =
a like the the supreme game creator, "thank you very much Mr Roberts, you
are well respected and admired"

Can't wait for the next one, my god IV already, is this the first time a
part IV of the same game has been released?

Eagerly Waiting

-Sean Pavan

General Online Comments 2-17-96

Sommers, Andy

From: Steinberg, Richard
Sent: Saturday, February 17, 1996 6:35 PM
To: Mehnert, Donna; Davies, Marten; Lindner, Michelle; Williams, Marie; BBS
origin.games.feedback
Subject: WC4 online comments, 2/17/96 mailout, (1

Microsoft Mail v3.0 IPM.Microsoft Mail.Note

From: Steinberg, Richard
To: Mehnert, Donna
Davies, Marten
Lindner, Michelle
Williams, Marie
BBS origin.games.feedback
ML MARKETING DEPARTMENT
ML OSI SENIOR PRODUCERS
ML WING 4
Subject: WC4 online comments, 2/17/96 mailout, (1 of 2)
Date: 1996-02-17 18:35
Priority:
Message ID: 1A46F8E4
Conversation ID: 1A46F8E4

Date: Fri, 16 Feb 96 05:12:33 UT
From: "Nick Prkut" <Nick_Prkut@msn.com>
To: www
Cc: Nick_Prkut@msn.com
Subject: WC4

I have no idea to whom this may concern but I would really like to thank all the computer programers and the actors and all the other folks involved in the game, my greatest thanks. This is how I wanted to play a game all my life. I can not believe what you guys did. I have finished the game and I'm starting over. They say Bill Gates is the smatest guy in the world. WRONG!!!! For every one involved, you guys are God. I just want to say thank you, and I really hope I get to play WC5. The story was perfect. I did'nt find a single glitch, nor one lockup. It was perfect. Thank you for a perfect experince.
Nick Prkut
Seattle, Wa.

From: KeyOfEFlat@aol.com
Date: Fri, 16 Feb 1996 13:23:14 -0500
To: info
Subject: WC5 questions, suggestions, and more...

You can never get too many suggestions if you want a good product.
(Questions

are further down.)

An idea popped into my head while responding to a posting on AOL. How about releasing a set of add-in CDs for WC4 that will help make the transition into the new script (when you get one) for WC5 (as well as create anticipation which breeds demand) and contains patches for the WC4 engine? I think there might be a market for this. There is a great demand for improvements on the WC4 engine already.

There IS a market for MoDem/network play. I would like to suggest some on-line modes for WC5. These modes will not have anything to do with the main plot. You would play in a mission that you build, choose up to eight equal teams (eight people maximum regardless of the number of teams), choose any obstacles and any extra enemies, and choose the objective ("race for the flag", dog-fight, siege and defend, etc.).

I do have a complaint about WC4 that I would really like to see changed in WC5. The new Kilrathi were mangy and pacifistic looking. It seemed extremely out of character. I prefer the aggressive and noble appearance that they had in WC3.

I would also like to suggest a Win95 version for WC5. I believe that it would let anybody who can run Win95 run WC5.

Now for the questions:

What scripts are you looking into for WC5?

Is there any truth to the rumor of a contest involving a Walk-on or Cameo appearance on WC5?

Date: Fri, 16 Feb 96 04:01:05 UT
From: "Milette Bertrand" <Bertrand_Mil@msn.com>
To: info
Subject: Release of WC IV !!

Hi , I live in Montreal, Quebec, and it seems like there's no trace of WC IV in any stores around here !! And I'm talking about the small ones and the big ones like Club Price , Future shop ,.....
Is there some kind of a small problem with the delivery?
I look forward to buy it !
(Hope it comes soon.....)

Date: Feb. 15, 1996
From: kcurti19@skypoint.com
To: OSI
I have been a fan of Wing Commander for years, and I have played Every Ultima Game, and the Ultima Worlds games. I just want to say thanks for all the great games that you have given us, and that you and Chris Roberts have a WORLD and UNIVERSE that you can be VERY PROUD OF!!

You have, yet again, blown me away with the advancements that you have made with Wing Commander 4. I am telling everyone to get WC4!

Ken Curtis

Date: Feb. 14, 1996
From: Baron_of_Darkness@prodigy.com
To: OSI

For all you hard-working gals and guys at Origin, I just wanted to say that I think you are one of the best, highest-quality Software developers in the industry. As a Software Retailer, I routinely wade through dozens of new games and other software each month, but invariably the titles I look forward to and count down the days until shipping tend to be Origin products.

I just took a look at what Wing Commander 4 had to offer only hours ago, and I already know that you've done it again.

At work, the games which are constantly on the demo machines are: WC3 (and now WC4), Crusader, and Cybermage.

Few have continued to release such quality work so regularly as you do, and all I would like to say is "Thank you", your work is much appreciated here.

<=The Baron=>

From: nimbus (nimbus@pacific.net.sg)
To: www
Subject: Wing Commander 4
Date: Friday, February 16, 1996 2:32AM

I'd just like to say a big 'EXCELLENT!' to everyone over at Origin for the work on WC4, I caught the first shipment over here in Singapore and just finished the game a few minutes ago. It's too riveting to be true!

I think that the fewer missions played are more than made up by the excellent movie clips, and the new functions like the shipboard map make moving around a pleasure.

My utmost admiration goes to the two main actors, Mark Hamil and Malcom Mcdowell. The former is the veteren fighter incarnate and the latter speaks his lines (and great rhetoric it is!) so believably that I already felt tingles down my spine just watching the demo a few weeks back. It's a pity Towlyn had to die but I guess it's integral to the story. Not forgetting the rest of the production staff and especially the programmers that came up with such a great compression system that kept the game to 6 discs.

I'd really like to know if it's true that WC5 is scheduled for the end of 1996 (incredible rumour that's been spreading!), or if a movie version is actually on track. But anyway...from a fan who's been there since the start...it was great guys!

Subj: Re: Wing commander 4
Date: 96-02-13 19:11:06 EST
From: eng50026@leonis.nus.sg (Lim Hoe Meng)
To: OSI@aol.com

Great news! It is here in Singapore! Thanks for everything guys! HAPPY NEW YEAR!

Subj: Thanks -- Nice Job!
Date: 96-02-12 22:43:16 EST
From: mdragone@li.net (Michael J. Dragone)
Reply-to: mdragone@li.net
To: OSI@aol.com, OriginCS@aol.com

NOT
TRUE!!
RIGHT?

Richard and Monty,

You'll know me better as "Mulder3724." And in case you're wondering, yes I am still on AOL, but I use my ISP account for all my Internet tasks. Direct ISP is much cheaper, faster, etc. than AOL.

Anyways, I just wanted to express my thanks for all you have done for the (drooling) Wing Commander IV customers. From the moved release date, Richard, you managed to keep the peace. And it was great to see you "snap" back somewhat! :-)

Monty, great tech. support -- both in the demo, and now in the actual game. What would we do without you? (Probably shoot our systems.)

Now the big question is "Where is it??!?!?" Can't these people calm down!! RELEASED on Feb. 9 -- contrary to popular belief, stores DO have other shipments. (Although none as important.) I'm not upset, though...ordered mine overnight from EA Direct..free clue book too. :-) EA Direct is great -- friendly, helpful...

And WC4 is great....no complaints..... :-)

So, just a great big: THANKS!!!!!!!!!!!! :-)

Warmest regards and ENJOY WC4!!!! :-)

Mike

BTW, if you have any WC4 questions (storywise, since Monty can handle Tech.) don't hesitate to mail me at mdragone@li.net

Subj: MB: Re:Bartender
Date: 96-02-12 23:45:31 EST
From: Antdude
To: OSI
Sent on: America Online (using WAOL 2.5)

*** Response to your Message Board Posting ***

Richard,
Just a note to let you know I just received the game via UPS. Played it for a few hours and all I can say is, My Compliments to Chris, Tony, Frank, and the rest of the WCIV team. Outstanding game as always. As for the drink, there's a bottle of Crown Royal here in San Diego with your name on it. Thanks for putting up all the questions and abuse here as well. Job well done!!
-=Dave=-

From: "Thaumaturge Dragon (Johnathan Elsea)" <jelsea@pacifier.com>
Newsgroups: comp.sys.ibm.pc.games.action,alt.games.wing-commander
Subject: Re: Wing Commander 4: REALLY SMALL Review
Date: Wed, 14 Feb 1996 17:54:53 -0800

DOYAMA JASON wrote:

> up a medical convoy! You also get to meet Maniac (who is STILL very
> annoying :D) and have a nice chat with Tolwyn (who is actually NICE to

> you!!) Ok one minor *SPOILER*, you get to fight Maniac in a 'virtual'
> dogfight, in the intro. Your lasers shoot 'virtual' shots so you take
> 'virtual' damage. Felt SOOOOOO good finally ripping the hell out of
> Maniac. And of course being the 'good sport' he is, he doesn't take it
> in stride (luck he says...)
>
> Dogfighting, similar to WC3. The new Hud takes a bit getting used
> to. Haven't got around to checking out all the features. But it's not a
> bad thing IMHO. Oh and loading time is a bit better (but for me that's
> from 10 seconds to 7 seconds :D) But it is noticeably faster.
>
> Well like I said, haven't got too far but so far it's a WONDERFUL
> game. Well worth the wait. Go out and get it. I mean if I can get it
> in CANADA surely you guys in the US must have it. If not.. AHAHAHAHAHAH!!
>
> Oh one more thing. NO KILRATHI YET!!!!!! but I'm on mission 3 so
> I shouldn't speak too soon. Maybe Hobbes' ghost will come? :D
>
Ya glad to here you like it. Your running it under windows, must
be because you have a P90, I had to uninstll Win95 to get it to run
faster on my Pentium-83Mhz Overdrive system. Once I did that all the
movies were fluid. I was surprized must be How windows handles the
processing of the cpu. Oh well just glad it works in Dos. One drawback
about the game WC3 took me a couple of weeks to solve, I solved this one
in 2 days, I don't think that it is that hard even on the ACE setting,
everything above that is pretty much impossible, don't want to be playing
a mission for a week. Oh and you will be seeing the Kilrathi, they have a
small plot in the game.

From: Christian Koerner <koerner@inet.uni-c.dk>
Newsgroups: alt.games.wing-commander
Subject: WC4 Cheat Discovered!
Date: Wed, 14 Feb 1996 20:53:38 +0100

Hi All WC4 Fans!

By looking into the wc4.exe file, I found out, that they removed the
-mitchell cheat, and now use -chicken instead. To activate it you have
to start the game by:

wc4 -chicken

I haven't found out the keys yet, but <alt>-<d> is some sort of debug
mode. If anybody else found any keys, post a reply (and please e-mail me
to?)

From: Kris_Erickson@mindlink.bc.ca (Kris Erickson)
Newsgroups: alt.games.wing-commander
Subject: Wing Commander IV Mini Review (Another One)
Date: 14 Feb 1996 18:06:31 GMT

Ok, after having finally getting ahold of WC4 I thought I would
share a
little about the game for those of you who are eithre hesitating, or unable
to
get the game yet...

No spoilers, nothing about plot, strictly about the engine and other

features.

Well, anyone who has played the WC4 demo will know that the addition of a lot of textures to the engine has made it look absolutely beautiful. Everything looks way better than WC3, and with surprisingly little (or no) loss of speed. The digitized sound sounds about as good as the General Midi did on my Gus Max, but I really think this should have been an option that you could have turned off (it must cost a little in frame rate, plus those people who do have nice GM, like a Roland SC or something, probably think the music sounded better in WC3). Origin claims that they have gone beyond General Midi, but I don't hear any new instruments or anything... Another note about the digitized video, that you will only get from close reading of the Install Guide (what they call the WC4 Introduction) if you have a compressed drive you will take a real performance hit because the music streams off of the CD, and because it is compressed, it really messes around with DoubleSpace and DriveSpace. Unfortunately I have way too much stuff on my tiny hard drive, and have it compressed, and it really did knock 2 to 3 fps off the performance speed in certain area, and a lot more when communicating with Wingmen (I assume that video and sound is also streamed off of the CD), so you really have to move it to an uncompressed drive. After doing so I noticed that my framerate noticeably increased... (BTW does anyone know how to make a boot disk that doesn't load DriveSpace, I think the game would run even faster without the 100 odd K that DriveSpace uses... Agg, I really have to get another big Hard Drive.)

Back to the game... Things that I have seen interest in... The video is exactly the same as in the Demo. I get the odd sound skip when it plays more than 5 minutes of video, slightly annoying, but not terrible, I guess.

And it does warn that Gravis owners might get skipping (who the hell knows why..) The video looks stunning... but anymore than that I won't say... Experience it for yourself... Well, I will add that the train intro for Dolby Surround looks and sounds great (it's like really being in a theatre :-)

Other things people have been interested in, or at least I was before I got the game. No native support for the Sidewinder, but at least they have full support for FS Pro and Thrustmaster. Use of all 4 buttons, the only thing you lose with the SW is the throttle, and that really isn't that important in WC. They fixed the annoying afterburner bug, so that you can afterburn with button 1 and still steer perfectly (ie you don't end up spinning round if you try to turn while afterburning).

They also fixed the collision detector with Capital ships, at least with the few I tried to ram (purposefully...) It doesn't kill you the first

time but completely stops you and you lose almost all of your front shield and armour.

The ship seems considerably smaller than the Victory, even though it is supposed to be bigger... There are probably a lot of other areas on other ships to go to, however, and that is why the Lexington is so small...

The mission load times as just as fast as the demo... It prints you

directions on top of the screen and boom, you are ready to go. 20-30 seconds.

Though this is with a P-90 and 16megs of ram, buffers 99, etc. The WC3 load time on this machine was about 1-2 minutes.) Also the cutting to the movie player is practically instantaneous. So when Blair walks around the Lexington there is no way to cut out the "transitions", but they load so fast anyway (this is also true in space flight... no more of the annoyances when watching the behemoth blow up, or flying land based missions). Also there is a new way of navigating around the Lexington so you won't have to worry about transitions.

And the last thing I will talk of (before returning to playing) is land based missions. Unlike WC3 they haven't hidden them at the end of the game (I would have to, they looked very embarrassing, almost an afterthought...) because in WC4 they look incredible... Absolutely stunning... Of course there is a serious framerate hit ... I get about 10fps on a surface mission and 24fps in space (not near a carrier, or in a dogfight with 5 or so ships)...

In fact I am having a lot of trouble getting by the first land based mission, because you lose a lot of maneuverability at 10fps... Oh well...

Which brings me to my final point... The game is hard! A lot harder than WC3. I basically breezed through the first 20 or so WC3 missions in the first few days of owning. I have spent several hours getting to the 4th mission in WC4... No, no, I don't want any tips... I'm enjoying the game, savouring it, as you will...

This one is definitely a keeper... Show off to your console owning friends... (yeah sure the 3D0 and playstation will have it, but I'd like to

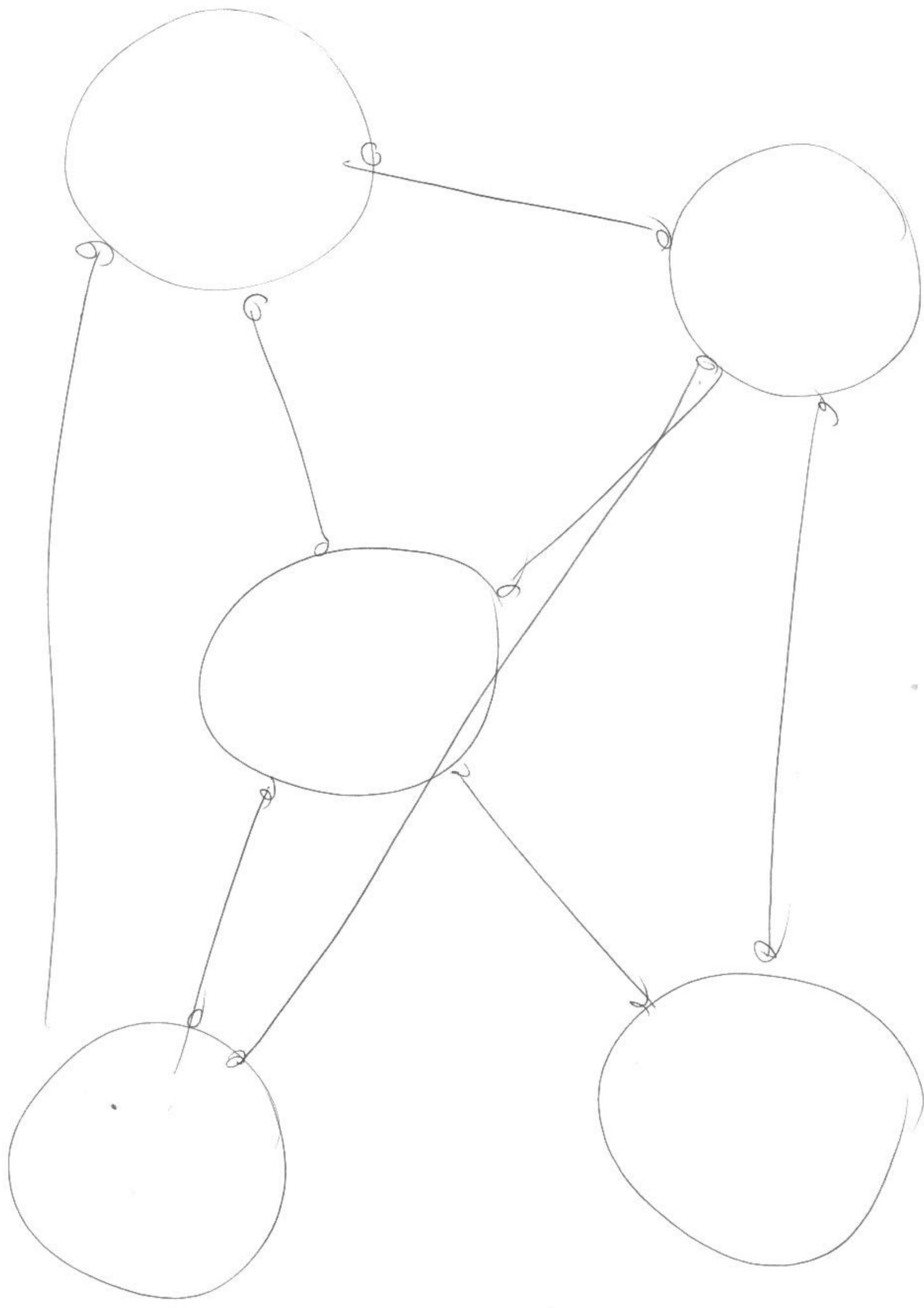
see this kind of detail and resolution on a TV!)

Kris

P.S. The other thing someone was asking about was the framerate... It is limited (I assume because it is what I get in SVGA and VGA) to 24fps. 4 more than the demo... I don't understand why they do this, but...

P.P.S. Slight spoiler...

Did anyone else notice that the planet in the 4th mission looks an awful lot like the generic "earth" planet in privateer?



From: doyama@ecf.toronto.edu (DOYAMA JASON)
Subject: Re: Wing Commander IV Mini Review (Another One)
Newsgroups: alt.games.wing-commander
Date: Thu, 15 Feb 1996 01:39:25 GMT

In article <4ft8b7\$f4s@fountain.mindlink.net>,
Kris Erickson <Kris_Erickson@mindlink.bc.ca> wrote:

>
> Back to the game... Things that I have seen interest in... The
video
>is exactly the same as in the Demo. I get the odd sound skip when it plays

>more than 5 minutes of video, slightly annoying, but not terrible, I guess.

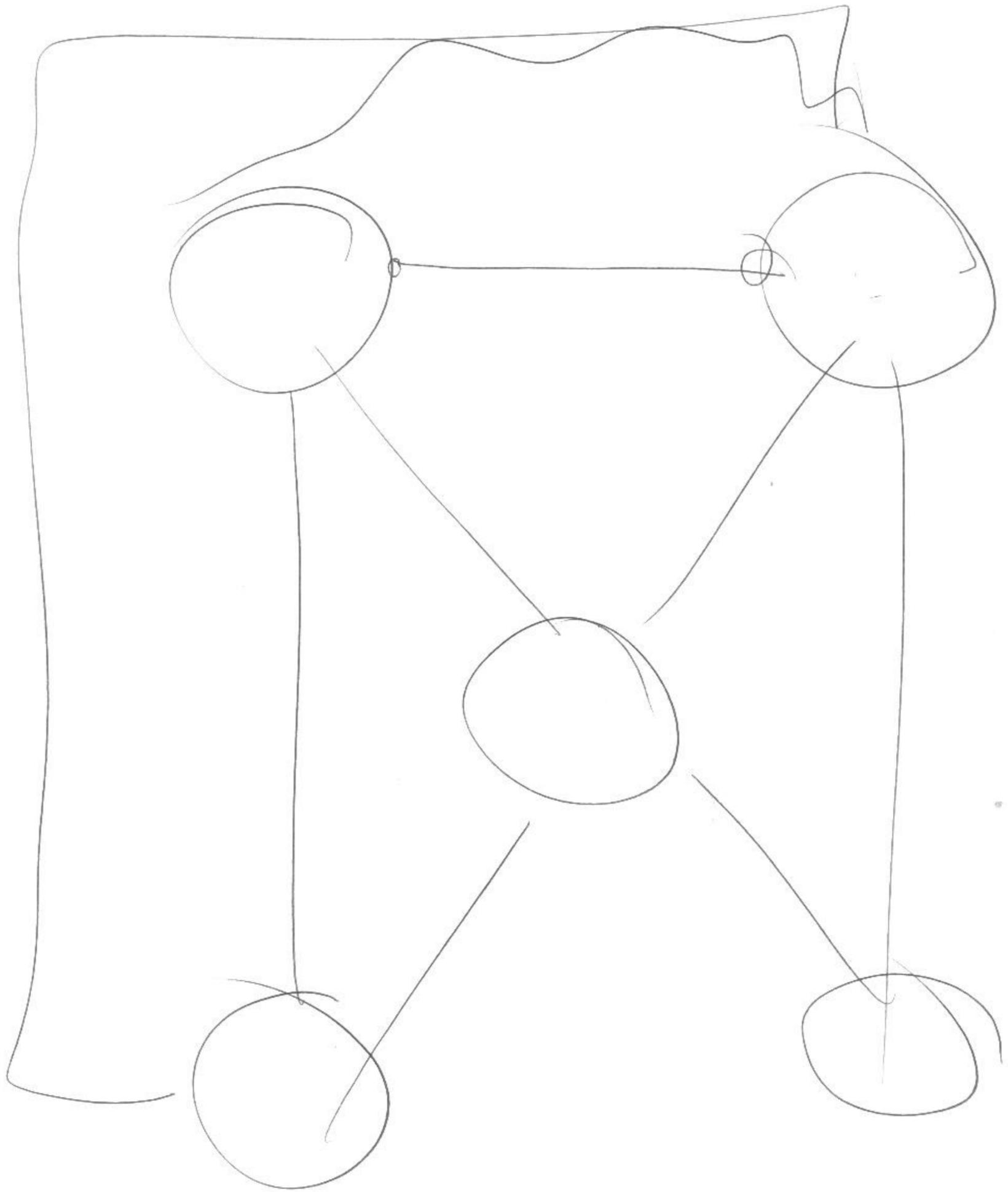
>And it does warn that Gravis owners might get skipping (who the hell knows
>why..) The video looks stunning... but anymore than that I won't say...
>Experience it for yourself... Well, I will add that the train intro for
Dolby
>Surround looks and sounds great (it's like really being in a theatre :-)
Didn't care much for the train....
> The mission load times as just as fast as the demo... It prints you

>directions on top of the screen and boom, you are ready to go. 20-30
seconds.
> Though this is with a P-90 and 16megs of ram, buffers 99, etc. The WC3
load
Huh?!?!? That's weird... Even in Win95 my load times are around
12 seconds. This is on a P90 with 16Mb RAM. In DOS it's even better,
but it crashes more in DOS. Funny, a game that actually runs BETTER in
Win95. Scary.
>time on this machine was about 1-2 minutes.) Also the cutting to the movie

>player is practically instantaneous. So when Blair walks around the
Lexington
>there is no way to cut out the "transitions", but they load so fast anyway
>(this is also true in space flight... no more of the annoyances when
watching
>the behemoth blow up, or flying land based missions). Also there is a new
way
>of navigating around the Lexington so you won't have to worry about
>transitions.
Yeah that new map thing is neat. Just so yuo don't go wandering
around the ship looking for conversations.

> And the last thing I will talk of (before returning to playing) is
land
>based missions. Unlike WC3 they haven't hidden them at the end of the game
(I
>would have to, they looked very emberassing, almost an afterthought...)
>because in WC4 they look incredible... Absolutely stunning... Of course
there
>is a serious framerate hit ... I get about 10fps on a surface mission and
>24fps in space (not near a carrier, or in a dogfight with 5 or so ships)...
In
>fact I am having a lot of trouble getting by the first land based mission,
>because you lose a lot of maneuvability at 10fps... Oh well...

ugh..... When you're looking at the ground the frames SKID to a



horrible frame rate, then go back to normal when you pull up. This makes the mission SOOOO hard, cuz you basically can't shoot them when they dive for the planet. When you take off there's a big frame hit there too.

> This one is definately a keeper... Show off to your console owning
>friends... (yeah sure the 3D0 and playstation will have it, but I'd like
to
>see this kind of detail and resolution on a TV!)

Hahaha.

> Kris

>

>P.S. The other thing someone was asking about was the framerate... It is
>limited (I assume because it is what I get in SVGA and VGA) to 24fps. 4
more
>than the demo... I don't understand why they do this, but...

Huh? Where did you get that from? Is it in the docs? Must have missed it....

>P.P.S. Slight spoiler...

>

>

> Did anyone else notice that the planet in the 4th mission looks an
>awful lot like the generic "earth" planet in privateer?

Didn't notice, will check out.

From: solitude@sentex.net (Solitude)
Newsgroups: alt.games.wing-commander
Subject: Wing Commander 4
Date: 15 Feb 1996 08:11:37 GMT

Just wanted to say that I have had the game for a couple of days now. It cost me 75 bucks Canadian. Man what a game, so many choices so little time. By the way I am already on disc 4 of the 6.

Also does anyone know why some of the boxes for WC4 have a t-shirt attached to them while some do not. I got mine before the stores had the t-shirt one.

Later
Solitude Eidos

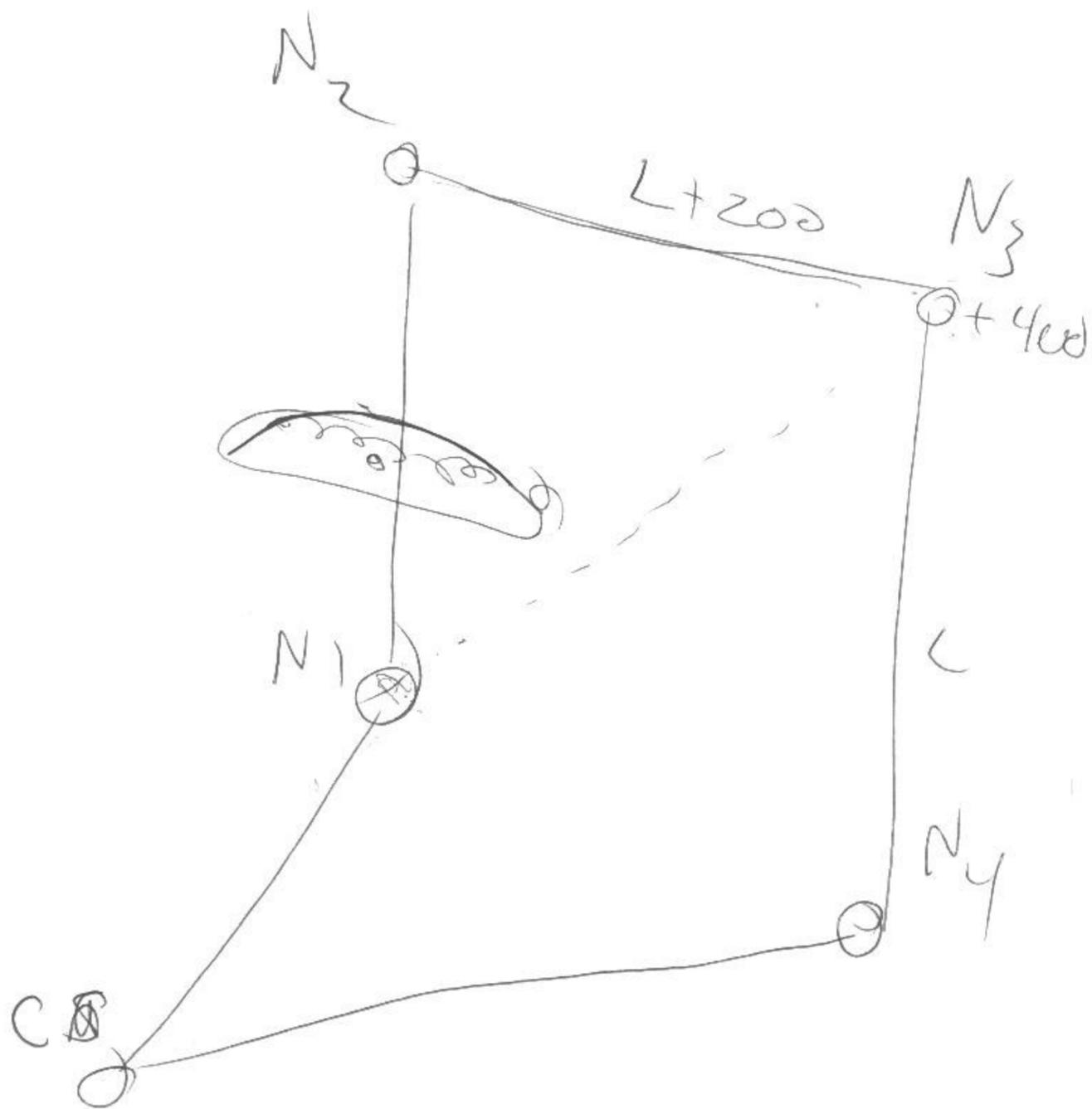
From: unknown@unknown.account.com (Bubunga Bubba)
Newsgroups: alt.games.wing-commander
Subject: WC4=cool
Date: 14 Feb 1996 19:10:37 GMT

Well like the other articles - I will not try to spoil anything in the game.

I
will give one hint - hit the gun turrents first. Man they just sit there
and
launch missile after missile. After about the third time I tried to do this
mission, I finally figured this one out.

I do have one question. Pliers tells me I can use the stormfire if I want,

N_1
 N_2
 N_3
 N_4



but
does anyone know how to change your guns. The only option I see in the
weapons
loadout is changing your hardpoints. Please I wanna use something than four
lasers.

I guess Catscratch has gotten go be my little pet. :-)

Man I gotta get to sleep - after playing 8 hours of wc4 my eyes feel like
they
are going to fall out.

From: Denden <Denden@sgi.net>
Newsgroups: alt.games.wing-commander
Subject: WC4 is THE BEST game I have EVER played But...
Date: 14 Feb 1996 15:18:54 GMT

I need help on disc 3, as a border-world rebel. When you insert
Sosa and Vagabond into the space station. I wait for 15 minutes,
she says she's on her way out but I don't see her. What am I supposed
to look for? What does the MIP look like from the outside?

From: hehe@somewhere.com (hey)
Newsgroups: alt.games.wing-commander
Subject: It's OUT!!!! WC4, WC4!!!!
Date: Tue, 13 Feb 1996 22:41:14 GMT

Well, in Massachusetts it is!!

YEEEEEEEEEEEEEE HAAAAAAAAAAAAAAAAAAAA!! Gimme some WC4 grandma!

You won't be seeing me on the newsgroup for a while! Gotta kick some
space hick ass!

From: christew@eden.com (Christopher Tew)
Newsgroups: alt.games.wing-commander,alt.games.ultima.dragons
Subject: Origin Systems Incorporated press release...
Date: Mon, 12 Feb 1996 21:49:02 GMT

AUSTIN, TEXAS

-Origin Systems Incorporated (OSI) has recently announced that
they will be distributing their products via ICBMs(InterContinental
Ballistic Missles). Their missles will drop MGDRVs (Multiple Game
Distrbution Vehicles) that will be guided to every major and minor
market around the world.

OSI is a major producer of interactive entertainment for PCs.
Their recent r leases include Wing Commander IV and Crusader: No
Remorse.

A company spokesperson, who wished to remain anonymous,
said, "We wanted to find a method of distributing games to retailers
that didn't involve a middleman. The ICBM method was deemed the
best." When asked why OSI wanted to undercut the middleman, the
spokesperson responded, "We need to ensure that games get released
everywhere silmutaneously. The distro centers have proved that they
can't do that for us."

Will the savings ensuing from direct distribution be passed on
to the consumer? "Unfortunately, no," said the spokesperson, "the

price of our games will remain constant due to the cost of distributing them via ICBMs."

From: Phil Paradias <pparadias@mail.bcs.ca>
Newsgroups: alt.games.wing-commander
Subject: WING COMMANDER 4 commercial
Date: Mon, 12 Feb 1996 11:30:56 -0500

Well, I can finally erase the wing commander 4 commercial from my hard disk that I downloaded from origin! After seeing it a hundred times I can now play the real thing!

From: hskspnad@inet.uni-c.dk
Newsgroups: alt.games.wing-commander
Subject: WCIV has arrived in Scandinavia
Date: 15 Feb 1996 08:51:53 GMT

I got my copy yesterday, but am only on the third or fourth mission - since the intro took a lot of my time last night... WOW
The only complaint is that it is almost too fast in space combat....

Great game

From: reckall@io.com (Vincenzo Beretta)
Newsgroups: alt.games.wing-commander
Subject: WC4 arrived!
Date: 13 Feb 1996 14:43:50 GMT

Hi!

I'm a professional game reviewer here in Italy, and I just got my copy of WC4 for evaluation. Just got it: final realase, in original box. 6 CDs.
Comments will follow :^)

From: Albion <albion@primenet.com>
Newsgroups: alt.games.wing-commander
Subject: Los Angeles
Date: 14 Feb 1996 22:21:03 -0700

WC IV has arrived!!!
Albion

From: bes@refractions.com (Brian Soderblom)
Newsgroups: alt.games.wing-commander
Subject: Chris Roberts leaving Origin?
Date: 14 Feb 1996 23:27:01 -0700

I heard a rumor today that Chris Roberts may be leaving Origin.. either by his choice or theirs... I have no proof of this, and it's at least twice-removed hearsay... anyone hear anything about this?

From: ron.b@mail.utexas.edu (Ron Blancarte)
Newsgroups: alt.games.wing-commander
Subject: Hey I Live in Austin and ...
Date: Thu, 15 Feb 1996 06:33:53 GMT

Well, I just got this game and I love it. I have faithfully been playing the WC

series since WC1 and just for the nostalgia, I have been playing WC2. I have to admit that they have COMPLETELY forgotten about what they did with Maniac in Special Ops 2. I liked him much better there.

Well, about my Austin thing. I used to work at Origin for about 1 1/2 months. I was working there from Nov to Dec. Didn't work on WC4 (glad too, didn't want to know anything about the story). I was working on Bioforge Plus, which unfortunately got cancelled (ie the reason that I was laid off). But I have to admit that there are things about WC4 that I really liked. Namely, in the credits on the back of the book, I know everyone that is listed in the Product Support Section. Really great bunch of guys.

Some other cool things. Not really big or anything but all of the pilots that are non-essential (Vero, Primate, etc) are really programmers and production people (not that hard to figure out, their names are the same in the credits and the flight roster), EXCPET for Mark "Hazard" Lewis. Actually the pict for him is Jason Hughes, I went to high school with him here. But Mark Lewis is a friend of ours, I guess that he wanted to get him some fame too.

Oh well, this was not really important, or really interesting, just wanted to get my \$.02 in. And to say THANK GOD that I have finally found the newsgroup for one of the finest games ever.

Sommers, Andy

From: Steinberg, Richard
Sent: Saturday, February 17, 1996 6:38 PM
To: Mehnert, Donna; Davies, Marten; Lindner, Michelle; Williams, Marie; BBS
origin.games.feedback
Subject: WC4 online comments, 2/17/96 mailout, (2)

Microsoft Mail v3.0 IPM.Microsoft Mail.Note

From: Steinberg, Richard
To: Mehnert, Donna
Davies, Marten
Lindner, Michelle
Williams, Marie
BBS origin.games.feedback
ML MARKETING DEPARTMENT
ML OSI SENIOR PRODUCERS
ML WING 4
Subject: WC4 online comments, 2/17/96 mailout, (2 of 2)
Date: 1996-02-17 18:38
Priority:
Message ID: 2C6985C2
Conversation ID: 2C6985C2

From: rsa@atl.mindspring.com (Wizzo)
Newsgroups: alt.games.wing-commander
Subject: Re: WCIV MAJOR Spoiler: Final Cutscene: MAJOR spoiler
Date: Fri, 16 Feb 1996 05:28:15 GMT

Chek Yang <chekyang@singnet.com.sg> wrote:

`(MAJOR SPOILER: Do not read this unless you've finished the game)

`I've just watched the final cutscene at the really long endgame
`sequence, and as the game credits were scrolling by, was thinking of
`what must had been in Chris Roberts' mind when he wrote the end
`story.

`Tolwyn... the traitor??????? That's crazy! Since at what point in
`time

`did Admiral Tolwyn ever turned bloodthirsty and merciless to the
`point

`of using biochemical weapons? I could understand his belief of
`wanting

`to keep the Confed on his toes, but the sort of person he's made out
`to

`be in WCIV simply hit very hard against the sort of person that's

`uncovered in the novels based on the Wing Commander universe,
`particularly Fleet Action by William Fortschen.

`That was the only thing in the entire game that gave me a bad taste
`in

`the mouth... seems that the WC has an interesting habit of coming up

`with controversial plot twists everytime, as Hobbes' defection showed
`in

`WCIII. Otherwise, loved the game, found the story intriguing and
`otherwise really immersive and believable. Even found myself cheering

`the Interpid when the St. Helen supercarrier made its debut against
the

`Versuvius carrier. :-)

`Cheers,
`Chek Yang
`!

I agree, Towlyn never seemed like Hitler to me, I could see him
having the Black Lance force, but not use the bio weapons.. I that
what you used against him in the council at the end? It gave me a
90%-10% vote, is that what you always get if you win or does it
change?

From: pkowalsk@nyc.pipeline.com (Paul J. Kowalski)
Newsgroups: alt.games.wing-commander
Subject: WC4-You Are All Lucky
Date: 15 Feb 1996 11:19:25 -0500

To all of you who have WC4, I'm happy for you. I ordered mine from
EA/Origin directly, and still have not received mine. I called and they
said it was shipped and should get it by today, Thursday. I paid the
over-bloated direct price, and they can't even get it to me quicker than
stores. To me, that is pure bullsh*t. If I don't get it by today, I'm
calling EA/Origin and refusing to ever buy anything direct from them ever
again.

--Dave

I hate all you people who have it, when I don't. I know, I'm only jealous.

From: rsa@atl.mindspring.com (RSA)
Newsgroups: alt.games.wing-commander
Subject: Re: Yes, *I* am the ultimate loser! I beat WC4! (BIG spoilers &
stuff)
Date: Fri, 16 Feb 1996 05:20:17 GMT

pokerfac@ix.netcom.com(Lee Hutchinson) wrote:

`Oh yes, I suck! After two days locked in my room, leaving only to
eat
`and go to the bathroom, I beat the game. Yeah yeah, I know, don't
all
`make fun of me at once.

`My review of WC4 can only be summed up in one word: FANTASTIC.

`Now for the spoilers...not all that many, but turn away unless you
want
`to learn just a bit about the ending...

`Alrighty then. Chris Roberts makes a very brief, like 2 second cameo
`appearance at the end...hehe. Quite cool. I suspect what he says is
`some sort of in-joke.

`What, you were expecting some sort of earth-shattering revalation about the game ending? Rest assured, from about the middle of CD 5 to the end of the game is one solid block of action, with some pretty freakin' awesome plot twists...although I don't anything they could do could ever equal the shock I felt when I found out that Hobbes was the traitor in WC3.

`Okay, 'nuff said...now I must explore all the alternate endings...
`muahahahaha...

`--
`Lee Hutchinson
`Pokerfac@ix.netcom.com

Hi I just beat it to, I thing I got the good ending, The council vote 90% to 10% not to have war, Towlyn was convicted and killed himself and blair became admiral? is that what you got?

Wizzo

From: Werner Bleys <Werner.Bleys@ping.be>
Newsgroups: alt.games.wing-commander
Subject: WC4 not yet released in Europe (Belgium)
Date: 14 Feb 1996 21:18:41 GMT

I live in Belgium (you know, between France and Germany) and WC4 hasn't been released yet. I have been calling all my neighborhood stores to ask if WC4 is already available but nobody has it for sale yet. One shop told me it will be available at Saturday, perhaps even Friday. I am really curious, I can't hardly wait! Does anyone else in Belgium (if other belgians read this) or Europe has WC4 already?

From: bman2@ix.netcom.com(Brenden Mecleary)
Newsgroups: alt.games.wing-commander
Subject: Anyone else find this kinda morbid? ****SLIGHT**** spoiler...
Date: 16 Feb 1996 06:13:18 GMT

On mission #2 (I said a SLIGHT spoiler...) , did anyone else notice the human skeletons floating outside the cooked transport? Now, is that SICK or what? I'm a pretty demented guy myself, but that even caught ME by surprise! I like it! Bravo, Origin!
Bman

From: Surfer22@msn.com
To: All
Date: 2/13/96

oh yeah the game is pretty cool but some things about it make me miss wc3.
What do you guys think?

From: PedXing@msn.com
To: Surfer22@msn.com
Date: 2/13/96

Personally, I think WC4 is a great game, but I am not all that impressed.

The video play back is good, but the interlaced lines gets annoying after awhile. The cinematography is great!

The AI seems tougher. I cannot knock out the bad guys as quickly as I could in WC3. The game play gets kind of jumpy in the heat of the combat when hundreds of laser beams fly all over the screen.

From: Kyp_Durron@msn.com
To: All
Date: 2/13/96

it is out and it rules. 'nuff said.

From: Hellbringer@msn.com
To: All
Date: 2/15/96

It ran fan with Win95 for me, but the joystick was frozen. I tried MS-Dos mode, which crashed every once in a while. Then I followed the instruction manual on how to make my own PIF in Win95, so the game would start in MS-Dos mode with it's own virtual boot disk. It hasn't crashed since. Yea it may be a pain in the butt to make a PIF, but it did work. I wish Orion had worked it out so I wouldn't have to spend the time doing it, but at least it taught me how to make a PIF. I had no clue how to do it before, but now I'm going to do it for all the games I usually use and toss their boot disks.

From: Kyp_Durron@msn.com
To: All
Date: 2/15/96

I have a P100 with 16MB and I run it in DOS with no problems. I was really referring to the simulation and movie scenes. They run much smoother and the sets look pretty darn good. The music and sound effects kick some butt and what do you all think about the Dolby Surround that it incorporates?

Alec

From: SESAULS@msn.com
To: All
Date: 2/16/96

It is a game that will hold you to the computer and it did it to me.

Pretty darn good.

Some thoughts.

It gets down right sticky. So sticky that you end up playing a mission over several times.

Subj: WC4 in Baton Rouge
Date: 96-02-13 23:20:14 EST
From: Swamplove
Posted on: America Online

WC4 made it to Baton Rouge today...I was the first person to buy it at EB in Cortana Mall. Video is great, but that Dolby Surround sound is fantastic!
Great job, Origin!

Subj: WC4 Rocks
Date: 96-02-14 01:47:38 EST
From: Paladin311
Posted on: America Online

Thanks alot Origin! Because of WC4, I can no longer take the video footage in other computer games seriously. WC4 is a Hollywood feature film for cryin out loud! Other games just won't cut it anymore. You have spoiled me. Dang! Anyway, one hell of an impressive product. I'm running on a Pentium 133 with 16 Megs Ram, a Plexor SCSI 4x, and a Matrox Millenium (Which gets a 0 rating in the speed test-this card kicks ass!!!). The game runs very nicely needless to say. It was worth the extra two month wait. Now if only Bethesda would put out Daggerfall. Well, keep up the good work and thanks again for an awesome product.

P.S. Can't wait for Ultima 9. I know it will be good.

Subj: Merchandise
Date: 96-02-14 03:33:53 EST
From: AMallon
Posted on: America Online

I must say that, of what I've seen so far, the game is certainly impressive. I must say I'm confused about the flyer for buying WC4 related accessories. Why on Earth would anyone pay to buy a shirt that advertises a product? I can see giving them away, but I must say that I think it's a pretty sad state of affairs when people will actually pay to advertise a product. I guess P.T. Barnum was right...

Subj: My thanks Origin...
Date: 96-02-14 13:56:20 EST
From: BillyB Jr
Posted on: America Online

I just wanted to post my support and thanks to Origin for another trend setting game. It's definitely a movie that you play on your computer. Boy what i went through to get it though... At 11am i called Electronic Boutique in the NewPort mall "yes we have it in!", then i decided to call EggHead in GreenBrook on Rt. 22 west "yes we have 50 copies". Since EggHead was closer i went there... "Uh, sorry we're not selling them to tomorrow" was what i was told (now i see why Uzi's were developed)... Had to drive all the way back and then all the way to Jersey City to get the game! (The things people have done and said for this game?!!)

Anyway I got it and it's great. -Will

Subj: Improvements for WC5
Date: 96-02-14 23:59:14 EST
From: KeyOfEFlat
Posted on: America Online

I had posted a message describing improvements to WC3. Forget most of that. The part I said about the nebulae is still an issue. The major problem I had with them was trying to read the HUD. I had to guess at a response during the supply-line-shut-down mission. Communicating orders would have been more difficult if I hadn't remembered the standard list of wingman

orders. I know that the Dragons change shape. The wings move. And, the turrets move on other stuff. I'd like to see some major movements like claw arms on the next WC. Some of the credits went off the edge of the screen in WC4. I'm guessing that the "ctor of whatever" was the "Director of whatever." I liked the improved collision detection, but I still died trapped inside a cap ship a couple of times. Trapped may not be the right word, but I sure bounced around a lot without being able to get free. (I like to fly real close to those things. Man, can that Vesuvius turn!) It may seem a little Rebel-Assault-ish, but I wouldn't have minded aiming at the security teams myself or picking which corridors to run through. I'm glad that there is more leadway for stray fire hitting an ally. (I just go crazy sometimes--that's how I got a higher kill score than Maniac.) Seether was a little disappointing in the end. So was the flash pak when it was my turn to use one. I would have liked a movie. I would have wanted something really extreme from Seether, maybe something extreme from him before the end as well. The character was just too good to end so simply. The cloaked palette was overkill. Darkening everything a little would be more realistic to me. On my 8-bit, some of the objects seen through cloak made it difficult to read the HUD. Excellent music--keep it up! Great cast! (Even made fun of Hamill putting on weight (since SW:ROTJ). What now, now that Blair holds his new position? Will Marshall ever get his promotion? (Given the way I flew, Maniac should have gotten one too.) The Borderworld Alliance insignia doesn't match the one on the book. It seems that the basic path of the game stemmed from a single conversation. (What I mean is, after I gave a response, things changed quickly. I could have done other things after, but they just didn't seem right anymore.) I really liked the comic relief through the character of Maniac. I switched discs often. A little too often. I know your trying to fit more than one plot line on all of the discs. I'd prefer only one plot line for disc (except for the one containing the endings). I also realize that you wanted to make it so that people would use the discs in order no matter what they chose. I'd prefer to start with disc one, but not necessarily play all of the discs each time through the game. (I feel I'd be more inclined to play again just to find out what I missed on those other discs.) I'd like to see more possible endings and more ways to get to them. I haven't played all of the possibilities in WC4, but in one run through, I've played about 50%, if the total scenarios number about 70. I liked the use of sets versus the blue/green screen backdrops. I know there was still computer drawn scenery in WC4, but it was less noticable due to the more extensive sets. I also know that sets cost more. Maybe when the totals come back from WC4, you'll give consideration to even more CINEMATIC effects versus computer generated. I saw that there was a noticable improvement in quality on the higher resolution playback. I'm impressed, but (you knew it was coming, didn't you) I feel that the quality in that mode could have been even better. I'm glad you got rid of scenes getting into the ships and other reapeating stuff. I'm running out of space, and this should be enough complaining anyway.

It is an excellent game. I want to see what you guys come up with next.
KeyOfEFlat

Subj: Great game &Story
Date: 96-02-15 03:20:22 EST
From: Kyle K1
Posted on: America Online

Hey Osi,

congratulations!!!Great game and Story!!!The real sets make a really big

different!!!Great cast..(i always said..I hate games that use FMV except WC3 and now WC4!!!)
In all fantastic work.....!!!

kyle k1

Subj: Hey OSI....just wondering?
Date: 96-02-15 13:42:53 EST
From: Thalad D
Posted on: America Online

I just got the game on Wed. it's great...I like the interface, and I am glad that you guys got rid of the cockpit.....Anyway I was just wondering how many copies of the game ORIGIN rolled out so far...

Thanks for a Great Game,

Al Mone

Callsign: WARLOCK

Subj: IT IS GOOD!!
Date: 96-02-15 16:20:27 EST
From: TCN April
Posted on: America Online

Oh...OSI..I'm sorry I ever doubted you. The game, people, is WELLLLLLLLLL worth the wait!!!!!!!!!!!!!! EEEEE!! I'm so happy! And so far...it is bug-free..and runs like a charm...GOOD WORK!!!

So all in all: IT IS GOOD!

--April "Glitz" Nagy, Founder of WC:CO

Subj: Make it a TV SHOW :]
Date: 96-02-15 18:32:00 EST
From: JOEP111139
Posted on: America Online

Anyone else besides me after watching the longer movie sequences(some are many mins long) start wishing it was a TV show with those same actors etc(well most of them)??

Something like this is perfect for a syndicated show. There are similar ones already but I think it would be different enough..

Subj: Old is forever new...
Date: 96-02-15 18:51:12 EST
From: Basball29
Posted on: America Online

OSI....Love the fact that you brought back the fact that you can see you **ship damaged after** a long and hard fight, it adds the realism back into the game. Good thinking.

Subj: Be honest
Date: 96-02-15 23:39:26 EST

From: Ryan Here
Posted on: America Online

Ok, I love WC - and I always will. WC4 is very impressive and can be a lot of fun. But I have a Pentium 120 and the game play is CHOPPY. This is really too bad. I mean the movies are cool and all, but I honestly thought WC3 had more drama and was much more of a breakthrough product. I just wish Origin would have spent a little more of that 12 million on the flight engine and a little less on those real sets.

Just my two cents.

Subj: Vagabond
Date: 96-02-16 02:09:14 EST
From: NB Designs
Posted on: America Online

Hey! I just saw Vagabond (Francois Chau) in a cameo on ER. Vagabond the ER doctor. :) He has a bigger part in Rapid Fire with Brandon Lee.

Subj: Re:Hey OSI....just wondering
Date: 96-02-16 10:19:27 EST
From: Dalenny
Posted on: America Online

I am really enjoying playing WC4. I heard that Origin is already working on wing 5. Is there an approximate idea of when it will be released.

Subj: Re:Hey OSI....just wondering
Date: 96-02-16 11:36:40 EST
From: KeyOfEFlat
Posted on: America Online

I've heard that they haven't gotten a script just yet. Without that, it's really too hard for them to tell accurately. (They'll need it to set a budget, determine the complexity of the game, features in the game, video production budgets, what will be video, what won't, what will have multiple choices, what the choices are, how much footage for each.) If you get a date now, expect some major deadline movements before it is actually released. (Even after they obtain a script, there's still the actual game design and post-production. They may continue with basically the same engine that they have now, or write an entirely new engine. They may decide that after they've started programming.) Don't put too much faith on deadlines. If you want a good product, let them take their time. A new technique may be developed during the final stages of the game that would really improve the it. I'd rather they implement in and fully test it before releasing the game. This is just my opinion.
KeyOfEFlat

Subj: A special message for Origin
Date: 96-02-17 00:46:51 EST
From: JimM804749
Posted on: America Online

WHAT A GAME!!!!!!!!!!!!!!!!!!!! WING COMMANDER IV!!!!!!!!!!!!!!!!!!!!

Sorry, thats out of my system now. Congrats on one of the best games I've played since... um.. let me think.... Oh yea.... Wing Commander III. I

guess when you have found the best you should stick with the best.
By the way, Did I see something about a Privater 2? Maybe a Wing
Commander V? Come on I gotta know! Please! Please! PLEASE!!!!!!!
Keep up the good work and I'll keep buying.

Subj: More ideas for WC5...
Date: 96-02-16 12:20:51 EST
From: KeyOfEFlat
Posted on: America Online

You can never get too many suggestions if you want a good product.
An idea popped into my head while responding to another posting. How about
releasing a set of add-in CDs for WC4 that will help make the transition
into the new script (when you get one) for WC5 (as well as create
anticipation which breeds demand) and contains patches for the WC4 engine?
I think there might be a market for this.
KeyOfEFlat

Subj: Re:WC4 Cockpit Graphics?
Date: 96-02-17 01:31:23 EST
From: VIKING382
Posted on: America Online

Cockpit graphics were memory hogs....they just sat on top as an overlay
anyway and took up a good portion of memory...we at Origin discovered that
most people turned them off anyway...None of our games will have them in the
future...I am currently on Privateer 2 and we aren't gonna use em....

I think you will get used to it...By not using them it freed up that chunk
of memory for other things.

Enjoy.

From: Ken, CompuServe 76655,312
To: ORIGIN Marketing
Date: 2/14/96

Hi,

I just got WC4 and have played through the first 10 missions or so. I
don't know how you guys keep doing this, but for the fourth game in a row,
(starting with WC1), you have pushed the computer gaming experience to a new
level. This is terrific. In preparation for the release of WC4, I went
back and replayed WC3. What a difference! WC3 was fantastic, but WC4 is a
work of art. The movie cut scenes are terrific, and the plot is engrossing!
You have again redefined the standard of computer games. I like how you
have REAL plot branching points, where my decision make a true difference
in THE MOVIE! Talk about replay value, I will be going back and forth
through this thing for a month or more! I tip my mouse to Mr. Chris Roberts
and all those who worked on this project. They should be very proud of
their result, and I can only hope for many more Wing Commander projects in
the future. Thank you for an excellent product.

Ken Porter

From: ROBERT E. RAINEY, CompuServe 74653,1325
To: Ken, CompuServe 76655,312
Date: 2/14/96

You Know, That was a great idea (Going back and playing Wing III) I mean

that would really give you a idea of how good Wing IV is.

Plus, It would get you tuned up!!!

Love the game, I am on Mission 10.....

Bob

From: Bradford Wollangk, CompuServe 102311,3616
To: ROBERT E. RAINEY, CompuServe 74653,1325
Date: 2/14/96

I finished the game already - and was *very* impressed. Although it didn't take anywhere near as long to get through the game, there seem to be *tons* of branching storylines, so I should be able to replay it a few more times, at least. Plus, the movies - both in terms of looks and story - are FANTASTIC!

I'm already looking forward to WCV.....

Brad

From: STEPHEN F. OTT, CompuServe 103346,2554
To: OSI
Date: 2/16/96

I would like to congradulate you and everybody who helped with this game. I loved WC3 and the other Wing Commander games, but this one tops them all.

The story line is superb, and game play is great. The control you have over the missions is even better than in WC3. I especially liked the easy installtion. The best part of it is that you can play it on either DOS or W95. All in all this is the best game I have Bought since WC3. Keep up the good work.

Steve

From: ERIC BROWN, CompuServe 102345,1440
TO: OSI
Date: 2/15/96

I don't care what anyone says, TO ORIGIN BE THE PRAISE !!!
Most people are upset because of shipping dates and so on, but a few months from now no one will care when Wc4 shipped, they'll all be drooling over it. Origin has created a world unlike anything ever experienced before on a desktop, I believe all fans of the Wing commander series will enjoy this one. My thanks go to Origin and everyone involved. My only question: When is WING COMMANDER V: THE SAGA CONTINUES ?

From: Milton Friedman, CompuServe 103666,2217
To: OSI
Date: 2/15/96

WC4's cockpit is very good, and Lucas Arts can't come close to WC4 for their life!!!! I have all the Wing Commanders up to date and this is the best I've seen yet!

W		W	CCCCC	4	4
W		W	C	4	
4					
W	W	W	C	44444	
W	W	W	C		
		4			
W	W		CCCCC		4

General Online Comments 2-23-96

Sommers, Andy

From: Steinberg, Richard
Sent: Friday, February 23, 1996 11:20 AM
To: Mehnert, Donna; Davies, Marten; Lindner, Michelle; Williams, Marie; BBS
origin.games.feedback
Subject: Online WC4 comments, 2/23/96 mailout (1

Microsoft Mail v3.0 IPM.Microsoft Mail.Note

From: Steinberg, Richard
To: Mehnert, Donna
Davies, Marten
Lindner, Michelle
Williams, Marie
BBS origin.games.feedback
ML MARKETING DEPARTMENT
ML OSI SENIOR PRODUCERS
ML WING 4
Subject: Online WC4 comments, 2/23/96 mailout (1 of 4)
Date: 1996-02-23 11:20
Priority:
Message ID: AED2867A
Conversation ID: AED2867A

From: pokerfac@ix.netcom.com(Lee Hutchinson)
Newsgroups: alt.games.wing-commander
Subject: Re: Is it just me or does is WCIV performance suck
Date: 16 Feb 1996 21:49:00 GMT

In <4g20mp\$hag@ixnews4.ix.netcom.com> Fawcett <fawcett2@ix.netcom.com>
writes:

>
>I have a P5-100 with a 4x CD Rom, 16 bit SB card an 32 Megs of
>ram. The movies are jumpy and the joystick control sucks.
>When I move the stick there are sudden jumps of the ship. I
>can't even hit anything!! If this is an upgrade in quality, I
>liked Ill better.

>
>Cj
>
>

I think it's just you. Me=P5/66, 6x CD Rom, AWE-32, 16 megs of RAM.
Movies are perfectly smooth in hi-rez, hi-color mode and space flight
is perfectly smooth in hi-rez mode (unless I get >5 ships on-screen).
The only missions I have jumpy framerate problems on are the planetary
ones.

From: Sam Peterson <sam@fitnesoft.com>
Newsgroups: alt.games.wing-commander
Subject: Re: Is it just me or does is WCIV performance suck
Date: Fri, 16 Feb 1996 09:33:41 -0700

My ship jumps all over too. It especially does when there are a lot of

craft around. I thought it was the jitter option, that seems to help a little, but not really. I guess it is just a speed or memory problem. Anyway this sucks WCIII looks a lot better.

From: Thomas Hong <th34@columbia.edu>
Newsgroups: alt.games.wing-commander
Subject: Re: Is it just me or does is WCIV performance suck
Date: Sun, 18 Feb 1996 01:43:41 -0500

On 16 Feb 1996, Fawcett wrote:

> I have a P5-100 with a 4x CD Rom, 16 bit SB card an 32 Megs of
> ram. The movies are jumpy and the joystick control sucks.
> When I move the stick there are sudden jumps of the ship. I
> can't even hit anything!! If this is an upgrade in quality, I
> liked III better.
> Cj

Hmm... How odd.

I have a P-90 using the old Intel Plato (Neptune chipset) motherboard, the old Diamond Stealth 64 VRAM, Creative SB-16, and a really plebian humble old double-speed Panasonic CR-562B CD ROM drive. WC4 runs *flawlessly* on my system-- No chop or jerks in the movies, and frame rate is always at 24 unless I am near a carrier or on a planet with details set on high. My Thrustmaster PFCS stick gives smooth control as well, no sudden jerks or drifts.

Could it be that you are running the thing from Win95? (GRIN)

From: Skeksis <Skeksis@buffnet.net>
Newsgroups: alt.games.wing-commander
Subject: Re: Is it just me or does is WCIV performance suck
Date: Sun, 18 Feb 1996 09:26:33 -0500

Thomas Hong wrote:

> Could it be that you are running the thing from Win95? (GRIN)

Thomas,

I am running from DOS, any other suggestions as to what might be causing this problem?
It seems liek there are a significant number of people experiencing this 'phenominom'.

From: hawkeye@texoma.com (Hawkeye)
Newsgroups: alt.games.wing-commander
Subject: Re: Is it just me or does is WCIV performance suck
Date: 18 Feb 1996 19:19:33 GMT

In article <4g20mp\$hag@ixnews4.ix.netcom.com>, fawcett2@ix.netcom.com says...

>
> I have a P5-100 with a 4x CD Rom, 16 bit SB card an 32 Megs of

>ram. The movies are jumpy and the joystick control sucks.
>When I move the stick there are sudden jumps of the ship. I
>can't even hit anything!! If this is an upgrade in quality, I
>liked it better.

Hmmmm. My GW2K P-75, 16MB EDO machine, 4x CD-ROM, 2MB Video Card is just fine,
AFTER I made a boot disk using bootdisk.exe. (I'm a WIN95-er, also.)

My FS PRO works fine, except in Ground Missions, as the whole system slows when facing significant amounts of terrain. Fly toward zenith, and it's smooth as silk.

Video is smooth, and flight mode is smooth.

Have you tried a bootdisk?

From: scsebesta@mail.utexas.edu (Stephen Sebesta)
Newsgroups: alt.games.wing-commander
Subject: Re: Is it just me or does is WCIV performance suck
Date: 18 Feb 1996 21:10:32 GMT

I hear you, I'm running on a P133, 16MB ram, 2MB video ram, a boot disk, and I am thoroughly unimpressed with the speed.

From: Cha_Cha@ix.netcom.com (Clay Cahill)
Newsgroups: alt.games.wing-commander
Subject: Re: Is it just me or does is WCIV performance suck
Date: Mon, 19 Feb 1996 03:36:22 GMT

Fawcett <fawcett2@ix.netcom.com> wrote:

>I have a P5-100 with a 4x CD Rom, 16 bit SB card and 32 Megs of
>ram. The movies are jumpy and the joystick control sucks.
>When I move the stick there are sudden jumps of the ship. I
>can't even hit anything!! If this is an upgrade in quality, I
>liked it better.

>
>Cj
>
>

Me thinks it's you. I'm still trudging with my 486dx/50 8 meg and have perfectly smooth movies (albeit in 8-bit SVGA) and just fine gameplay in VGA high detail (except with Banshees and cap ships).

From: pirovich@world.net (Ashley)
Newsgroups: alt.games.wing-commander
Subject: Re: wc4 in oz???
Date: Fri, 16 Feb 1996 17:11:09 GMT

dkoong@tartarus.uwa.edu.au (David B. Koong) wrote:

>anyone with wc4 in oz??!?!?

>WHEN!?!?!?!? ARRGH!!

YES!! Its been out since 9:00am on Friday 16th just like every where else. Ring up your computer store, they should have it. Well every store in Melbourne does anyway. \$89.95

From: tonyg@gui.com.au (Tony Goodhew)
Newsgroups: alt.games.wing-commander
Subject: Re: wc4 in oz???
Date: 19 Feb 1996 15:23:38 GMT

In article <4futvk\$V8@styx.uwa.edu.au>, dkoong@tartarus.uwa.edu.au says...

>
>anyone with wc4 in oz???!?
>
>WHEN!?!?!?!? ARRGH!!

Yep. I have it. It's very cool but shouldn't take you as long as WC3 to finish,
I wrapped my one up on Sat afternoon. The whole game is very cool.

From: Christian Koerner <koerner@inet.uni-c.dk>
Newsgroups: alt.games.wing-commander
Subject: Re: Need WC4 cheats
Date: Sat, 17 Feb 1996 15:05:22 +0100

bbrown@athens.net wrote:

>
> If anyone has any cheats for WC4 please post them.

Start game by:

wc4 -chicken

Use:
<ctrl>-<w> to kill target
<ctrl>-<shift>-<w> to kill all enemies
<ctrl>-<d> to enter debug mode
<ctrl>-<y> to commit suicide

From: kattahn@ix.netcom.com (Christopher White)
Newsgroups: alt.games.wing-commander
Subject: Re: WC4 on 486DX2-66 ?
Date: Sun, 18 Feb 1996 13:27:51 GMT

ukordel@algonet.se (Ulf Kordel) wrote:

>Ok,just purchased WC4 and am experiencing intermitent lock-ups.Running
>on a 486-66mhz,does that mean it's not playable...Anyone manage to
>play on a 66mhz machine????

I have played Wing Commander IV on a 486dx2/66 and it runs fine up until the mission that you fly on the planet (Tyr System). It was giving me like 2-3 fps in that mission. I upgraded to a dx4/120 with

16m ram for this game... Runs great now!

From: sgssmith@aol.com (SGS Smith)
Newsgroups: alt.games.wing-commander
Subject: Re: WC4 on 486DX2-66 ?
Date: 18 Feb 1996 06:58:20 -0500

Yes, I broke down and bought it. I have a 486/66 with 16meg, local bus video with 1 meg memory. It does work but it is slower overall. Considering that the flight engine is basically the same it seems they managed to slow the whole thing down by a frame or two. Also, it seems that to get hits on enemies it requires more precision than in WCIII. The only real speed issues seems to be in the ground missions. But if I am running VGA, low to medium detail, it works. But it is so hard to get a gun hit. I don't think shooting the enemy has anything to do with speed.

Anyway, maybe you do not have your memory configured correctly. Have you tried a boot disk?

From: rsa@mont.mindspring.com (RSA)
Newsgroups: alt.games.wing-commander
Subject: WCIV simulator
Date: Fri, 16 Feb 1996 21:20:23 GMT

I am rather disipointed that a fight simulator was not included. I hope Origin put out an add-on or seperate game close to wc academy but with ALL of the ships so far in the WC universe. I would love to take a pair of dragons on an attack of a Tiger's Claw class carrier. Or attack the Vesuvius in a fleet of BroadSwords. That would be cool.

From: pirovich@world.net (Ashley)
Newsgroups: alt.games.wing-commander
Subject: Re: WC 4 So Has Anyone Else Gotten Through It Yet?
Date: Sat, 17 Feb 1996 02:02:44 GMT

solitude@sentex.net (Solitude) wrote:

>Hey just wondering if anyone else out there has already beaten the game.
>(I know there are a tonne of endings). Just curious if anyone else
>found it as easy as I did. I beat it on ACE difficulty in just under 3
>days. On the replay I will increase the difficulty. Don't worry won't
>spoil it for anyone. Can't wait to play again trying different choices.
>Great Game.

Yea, I found it easy to. It only took about 26 missions on ace and only took about 10 hours. I hope by taking different choices it will take longer. It twas fun though. Cya. Ashley.

From: olivierg@clark.net (Garth Olivier)
Newsgroups: alt.games.wing-commander
Subject: WING COM IV CRASH AT END SECOND MISSION
Date: 15 Feb 1996 14:32:15 GMT

I HAVE COMPLETED SECOND MISSION A NUMBER OF TIMES WITH DIFFERENT CONFIGS

AND ALWAYS HAVE SAME RESULT ! CRASH ! WITH ERROR MESSAGES !
RUNING ON P,BELL PENTIUM 75 WITH 16 MEGS USING DOS 6.22 AND WIN95
RUNNING OFF SCSI HARD DRIVE
HAS ANY-ONE ELSE HAD THIS PROBLEM

THANKS.

From: thebye@aol.com (The Bye)
Newsgroups: alt.games.wing-commander
Subject: BOO Origin!!! (NO SPOILERS)
Date: 17 Feb 1996 05:25:10 -0500

I think someone should give the cast a crash course on military salutes. Either open handed (Ugh, please no), or closed handed. One or the other. Open handed would signify a loss in war, so I don't recommend that one. The only person I've seen give a halfway decent salute in WCIV is Catscratch. Every now and then, Eisen will pull a ok one, but come on. SOMEONE teach Mark Hamill. I will, hell, I'd be GLAD to...

From: dexus@cris.com (Rebellion)
Newsgroups: alt.games.wing-commander
Subject: Re: BOO Origin!!! (NO SPOILERS)
Date: Sun, 18 Feb 1996 00:10:11 GMT

On 17 Feb 1996 05:25:10 -0500, thebye@aol.com (The Bye) wrote:

>
> I think someone should give the cast a crash course on military
>salutes. Either open handed (Ugh, please no), or closed handed. One or the
>other. Open handed would signify a loss in war, so I don't recommend that
>one. The only person I've seen give a halfway decent salute in WCIV is
>Catscratch. Every now and then, Eisen will pull a ok one, but come on.
>SOMEONE teach Mark Hamill. I will, hell, I'd be GLAD to...

>
>
Everyone I know seemed to be commenting on that. To military people it looks VERY silly. Also when he does it, it looks almost casual ie. he's almost walking away at the same time he salutes. Why not have him come to attention before he salutes. I'm surprised with everything else so well done in the movie that military customs and curtesies were'nt included. Oh well

From: rogergl@singnet.com.sg (Philip Langdale)
Newsgroups: alt.games.wing-commander
Subject: Re: BOO Origin!!! (NO SPOILERS)
Date: 17 Feb 1996 23:22:33 GMT

The Bye (thebye@aol.com) wrote:

:
: I think someone should give the cast a crash course on military
: salutes. Either open handed (Ugh, please no), or closed handed. One or the
: other. Open handed would signify a loss in war, so I don't recommend that
: one. The only person I've seen give a halfway decent salute in WCIV is

: Catscratch. Every now and then, Eisen will pull a ok one, but come on.
: SOMEONE teach Mark Hamill. I will, hell, I'd be GLAD to...

Yeah, when Eisen goes off in the shuttle, the eight guys are there and 7
of them salute closed hand and hamill does it open hand. *slap forehead*
Oh well.
Great game, anyway.

From: casper@iglou.com (Casper)
Subject: Re: BOO Origin!!! (NO SPOILERS)
Date: Sun, 18 Feb 1996 11:08:11 GMT

On 17 Feb 1996 05:25:10 -0500, thebye@aol.com (The Bye) wrote:

>
> I think someone should give the cast a crash course on military
>salutes. Either open handed (Ugh, please no), or closed handed. One or the
>other. Open handed would signify a loss in war, so I don't recommend that
>one. The only person I've seen give a halfway decent salute in WCIV is
>Catscratch. Every now and then, Eisen will pull a ok one, but come on.
>SOMEONE teach Mark Hamill. I will, hell, I'd be GLAD to...

They're really playing thier roles. During wartime, salutes and other
protocol aren't as crisp, except for formal ceremonies and/or to
emphasize respect. And this is especially true for air wings, where
differences in rank are less important as to what duties are assigned.
Pilots become more of a family than a strict military sturcture. It's
the same with our current armed forces.

From: henrik.larsson@p42.orion.ct.se (Henrik Larsson)
Newsgroups: alt.games.wing-commander
Subject: alt.games.wc4?
Date: Fri, 16 Feb 96 09:46:00 +0200

Hello, all!

How about creating an alt.games.wc4 group? Or is there one already?

/ Henrik Larsson [TEAM OS/2 & PLUG]

From: Johan List <jlist@xs4all.nl>
Newsgroups: alt.games.wing-commander
Subject: Yeah...At Last!
Date: Sun, 18 Feb 1996 00:30:07 +0100

It (WC4...:) arrived over here in Amsterdam at last! Picked it up this
afternoon
(17/2/96) and it really rocks....the intro is definitely the best thing
I have seen.

Damn...gotta get back kicking Confed butt. :)

From: Al Banks <abanks@premier.net>
Newsgroups: alt.games.wing-commander

Subject: Re: is there somewhere to download
Date: 18 Feb 1996 02:13:16 GMT

kgatt@chat.carleton.ca (kyle gatt) writes:

>
> i would like to obtain this game but would rather download if possible
>
Here, lemme download it to you. Do you have 3.6 GB of storage available
on your hard drive...6 CDs, that is all it should take, 3.6 GB. <G>

Man, just buy the game(not meant to be rude)... :)

You would have to be crazy to want to download it. Even the best hackers
wouldn't mess with this game...at least I would think so...<G>

From: rsa@atl.mindspring.com (Wizzo)
Newsgroups: alt.games.wing-commander
Subject: Re: is there somewhere to download
Date: Sun, 18 Feb 1996 16:44:07 GMT

Al Banks <abanks@premier.net> wrote:

`kgatt@chat.carleton.ca (kyle gatt) writes:

`>
`> i would like to obtain this game but would rather download if
possible
`>
`Here, lemme download it to you. Do you have 3.6 GB of storage
available
`on your hard drive...6 CDs, that is all it should take, 3.6 GB. <G>

`Man, just buy the game(not meant to be rude)... :)

`You would have to be crazy to want to download it. Even the best
hackers
`wouldn't mess with this game...at least I would think so...<G>

`why would you hack this game? even if you hacked out all of the
moive scenes, all you would be left with is a sub-par flight sim.
This is more a movie than a game, so if you want to see it, i suggest
go get a ticket by buying the game.

From: msanto@ix.netcom.com (Mike Santo)
Newsgroups: alt.games.wing-commander
Subject: Finally found WC4!
Date: Tue, 13 Feb 1996 20:36:15 GMT

Finally got my hands on WC4 at an Egghead store in the SF Bay Area ...
Software
ETC (I don't know if they're nationwide, like Egghead) also had them in.

CompUSA, Fry's, Computer City and Price Costco still don't have any copies.

From: Ben Herd and Dave Scassa <cremer@txdirect.net>
Newsgroups: alt.games.wing-commander

Subject: Re: Finally found WC4!
Date: Tue, 13 Feb 1996 16:23:23 -0600

Egghead in San Antonio has it. Called me today with my reserved copy. But, my copy from EA is due in the morning. I would save about \$10 by sending the one back to EA, but at this point, I'm just glad to have it (well, tomorrow, I'll be happy to have it!)

Enjoy, people. Don't finish it too quick. Savor it, like a fine scotch; one sip at a time. Or, finish it in one 15 hour sitting. Hell, just play the damn thing!

Have fun, I know I will

From: Thomas Hong <th34@columbia.edu>
Newsgroups: alt.games.wing-commander
Subject: Spoilerless first impressions of Wing Commander IV
Date: Wed, 14 Feb 1996 02:42:04 -0500

Hi all,

I just happened to walk by a store display here in New York City and I did a double-take. Shelves of WC4 was behind the plate-glass window at my friendly neighborhood Software Etc. store. =)

Of course I rushed in and whipped out my VISA card. (g)

Now, after a few hours of gameplay, let me elaborate my first impressions, which will be spoilerless since I will not mention anything concerning the plot.

WC4 seems more "in-your-face" than WC3; it doesn't make you sit through a 11-minute intro before you have to jump in and start participating in the storyline, and the FMV and spaceflight seems to be much better-integrated as you can now use 16-bit SVGA FMV (admittedly interlaced) to complement SuperVGA spaceflight and shipboard gameflow.

WC4's AI is a *lot* tougher than WC3's at the same levels. Now the enemy's wingmen would come after you like a rabid wolf while your attention is occupied with someone else in your gunsights. This necessitates frequent use of the Leech missile I think. (g)

Ground missions demand really fast Pentiums because of the texture-mapped terrain. It slowed my P-90 down to 5 FPS.

I think the new HUD sucked compared to the WC3 HUDs; it's gotten way too cluttered whereas WC3's was clean and functional. But as I get used to WC4 I guess I can live with it.

Though I wished WC4 had General MIDI support, the digital music playback streaming off the HD (or from RAM) isn't too bad, though I still hear some hiss in the background sometimes (perhaps Origin digitized the music at 8-bit 22kHz sampling rates).

As far as the storyline goes, all I have to say is, hell of a good yarn!! =) WC-series aficionados will *not* be disappointed IMHO. (g) A lot of branches to explore, so it looks like a keeper in the replayability department.

All in all, I am more or less satisfied with Origin's latest effort. If only we didn't have to wait for a year between episodes. :-/

From: Mike Berdos, CompuServe 102106,1243
To: OSI
Date: 2/17/96

>>Just to let everyone know...
Wing Commander IV is on time for a February 9 shipment<<

-It was very thoughtful of you to make this announcement and I appreciate it.

I also very much appreciate the money and time Origin is spending on this franchise. While LucasArts spends a year making minor upgrades to a game that is based on a five-year old engine(lets face it, Tie-Fighter is a very slick 'Battle of Britain!'), you folks are spending ten million dollars to put out a really great game!

Keep up the good work!

From: Allen Breedlove, CompuServe 73247,2033
To: OSI
Date: 2/17/96

Richard,

I brought WCIV Thursday. Today is Saturday night. I have finished the game. I must admit that you're (Origin) handling of the no cockpit was acceptable. I would rather have the option of having a cockpit, but the screen layout in lieu of the cockpit was well done.

Thanks for a very good game

CompuServe Annoucement in Game Publishers A Forum
** February 18th **

WING COMMANDER IV CONFERENCE! Meet the star (Mark Hamill) and the creator (Chris Roberts) of Origin's new CD-ROM release, "Wing Commander IV: The Price of Freedom" in CompuServe's Convention Center [GO CONVENTION] on Tuesday, February 20th at 8:00 p.m. ET (5:00 p.m. PT). For additional details, read message 504907 in our Section 12 (Origin).

Sommers, Andy

From: Steinberg, Richard
Sent: Friday, February 23, 1996 11:20 AM
To: Mehnert, Donna; Davies, Marten; Lindner, Michelle; Williams, Marie; BBS
origin.games.feedback
Subject: Online WC4 Comments, 2/23/mailout (2 of

Microsoft Mail v3.0 IPM.Microsoft Mail.Note

From: Steinberg, Richard
To: Mehnert, Donna
Davies, Marten
Lindner, Michelle
Williams, Marie
BBS origin.games.feedback
ML MARKETING DEPARTMENT
ML OSI SENIOR PRODUCERS
ML WING 4
Subject: Online WC4 Comments, 2/23/mailout (2 of 4)
Date: 1996-02-23 11:20
Priority:
Message ID: 5CB73418
Conversation ID: 5CB73418

From: Cory D. Caplan, CompuServe 75604,1776
To: OSI
Date: 2/18/96

First of all, let me say that Wing Commander 4 is a wonderful release. The Wing Commander series of Games has long been my absolute favorite (a very close 2nd is Monkey Island by Lucas, but that's another story) But I must say: Origin, you dogs. The digital Audio in WC4 D-O-E-S slow down spaceflight. There have been NO improvements to the graphics in the spaceflight (other than better texture maps) I can no longer run in SVGA and get a smooth frame rate.. (of course, if I turn of music, everything's back to normal) Also, anyone who has half a brain knows that the music A)is of lower quality , ie, more compressed sounding (worse frequency-response) B)Is either poorly recorded orchestra, or is just MIDI modules anyway. The sound was more realistic on my GM device.... C) Does not loop smoothly with transitions like the MIDI files did in WC3, or more to the point, WC2... You have given in, Origin. You used to make your games the best you could, and who cares if the technology has to catch up with you. BTW, the music during the cinematics is of much higher quality than that during spaceflight.. Does anyone know if the spaceflight is only 8-bit.. or recorded lower... (also cut-scenes have dolby surround, and spaceflight doesn't)

From: Phantom, CompuServe 72734,2553
To: All
Date: 2/15/96

Did anybody get to the part where Maniac hits on the babe at the helm??

That cracked me up! The Toddmeister is in prime form in this one <bg>

To: Phantom, CompuServe 72734,2553
From: ROBERT E. RAINEY, CompuServe 74653,1325
Date: 2/16/96

I 100% agree with you, He is adding ALOT to the game for me!!!

To: All
From: Bryan Martin, CompuServe 102324,1053
Date: 2/16/96

Just spent last night (until 10, when I just *HAVE* to watch E.R.) playing WC4 and I have to say that I'm quite impressed with the movies and the acting. Just like the previous Wing Commanders, the flight physics are questionable at best, but then again this is NOT a simulator; it's a space arcade shoot-em-up. The game succeeds at that quite well. It would've been neat if Origin had been able to implement some actual space flight dynamics, but that probably would have detracted from the whole point of the game. If I want a simulator, I'll break out Microsoft's Space Simulator... Anyway, as for the lack of a 'cockpit' during flight, well, everyone has their own opinions on that. For me, I don't miss the cockpit graphics much, and once you get used to the abbreviations and graphics on the HUDs, it's easy. I like the intrigue in the storyline, as well as the ability to make more meaningful decisions during the game...It seemed that in WC3 your decisions didn't mean much.

Well, that's my \$0.02 worth. Kudos to Origin...Unlike WC3, this one will have some replay value for me.

To: All
From: Moose, CompuServe 71163,2037
Date: 2/16/96

Well, a full year and a half of waiting is finally at an end.

Finished WC IV this evening. To complete a ritual going back to WC II, I thought I'd post a voluminous comment document here in the hopes of stimulating some discussion concerning Origin's latest effort. However, this is now found in this forum, since I have been "kindly" informed by the Game Publisher's A forum that only "technical" posts are permitted in that forum.

****Note to the wary: This document may contain spoilers that might contribute to the detriment of your gaming experience. Read at your own risk.****

Well, it was nice to see most everyone back in action again. Once I saw the demo for this game I knew I had to have it. The video, sets, and ACTING seem much better this time around. It was nice to have different camera angles, panning, and more creative cinematography. The work shows.

However, the story leaves something to be desired. Pretty as the game is, no matter how well done the interface, George Lucas proved that the plot is the most important thing in a movie (and I think we can extend it to this medium as well). Simply put, the plot starts off with a grandiose, epic

idea which has excellent potential. Unfortunately, that potential is never fully realized. I liked the "Act I" of the game, in which you don't quite know what's going on. In fact, the Confederation seems to have taken a decidedly evil turn, with Kafkaesque elements and the whole thing looking like, well, Space Nazis (I exaggerate but little. Paulsen's spiel in the alternate storyline is straight out of the Heinrich Himmler Guide for Good Grooming.). The choices you, as a player, must make are quite real and compelling. It makes you almost forge

To: Moose, CompuServe 71163,2037
From: Richard D. Lawson, CompuServe 74063,216
Date: 2/17/96

Did you ever hear of the concept "willful suspension of disbelief"? :) If we examine any plot, in any movie, we'll find plenty of holes and unrealistic plot devices (think about it; R2-D2 is about to be left behind with the Jawas on Tantooine, when all of a sudden, the red R2 blows its motivator. Isn't that convenient timing?). By deliberately preventing yourself from asking too many questions, you get to enjoy the plot much more.

Yes, yes, the points you bring up have some validity. But I loved the final debate - little shivers went up my spine as I realized what was at stake, and that I would have multiple opportunities to blow my big chance. And it's quite refreshing that, at the end of a space combat game, the fate of humanity rests not on your ability to blow bad guys to atoms, but on your ability to effectively debate your position in an open forum. The *fun* of all that outweighed whatever minor doubts I had about the realism of the situation - didn't anyone notice that big space fighter landing on the Capital?

And yes, the plot devices have been used before, but I still loved the shocking revelations you went through at the Black Lance starbase: the flash packs (I was expecting these), the bioweapons (okay, this wasn't that great a surprise), the Vesuvius (where'd that come from?!?), and finally the Admiral (fool that I was, I had grown to like him, and I freely let him go when I had the chance to put him behind bars). That was great stuff - not original, but fun.

I also enjoyed the tough choices you were given. I actually hesitated so long over the decision to defect that Vagabond told me to hurry up and make a decision. That, and deciding between destroying the trade route and saving Catsc

From: Moose, CompuServe 71163,2037
To: Richard D. Lawson, CompuServe 74063,216
Date: 2/17/96

Yes, and upon retrospect I think I might have been TOO critical with what was going on. Alas, I am cursed with the necessity of standing behind my post. This is not because I am narrow-minded, but because I don't want to look like I waffle.

Don't get me wrong. I loved the game and it will have a place of honor next to the computer (in the new HANDY disk holder provided by Case Logic and Origin! No plug here) where I will play it many times. I was just expecting something a bit different, based on what the WC universe provided in the past. I just felt the effort was, well, lackluster in the storytelling this time around.

I agree with you vis a vis some of the tough choices here. I found that I was making choices based on what I thought the CHARACTER of Blair would do, rather than my own feelings, although that influenced things as well. But what upset me was a certain, rather tough choice in the saving of Catscratch. I actually felt like I made a mistake not going after him.

After all, I rescued Flint previously and that turned out OK. So I thought that it was The Right Thing To Do. However, there was no follow up with that. I saved him, we come back and Blair gives him hell and that's it!

Where'd he go? Did he feel so bad in disappointing his hero that he heaved himself out an airlock?

I originally let Tolwyn go, too, but then I replayed thinking I'd take Dekker's advice. To no avail, however, Maniac messes things up. I'll let you find out exactly HOW.

BUT, I still think the debate thing was a bit contrived. It was a fine bit of drama, but I don't think it came off like it should. I found that I was more worried about losing the game rather than preventing a war. The "enhanced" in

To: Bill Bradley, CompuServe 73424,1037
From: Moose, CompuServe 71163,2037

Yeah, I read that booklet. My complaint with that, though, is that I felt it should have been addressed in the story, rather than requiring the player to read the book before the game. I thought it was like Gene Roddenberry requiring viewers to read his plot outlines before you watched Star Trek, or Orson Welles handing out background material before Citizen Kane.

From: Paul Bowen, CompuServe 72613,643
To: Moose, CompuServe 71163,2037
Date: 2/17/96

Dear Moose,

1) In comparison to the other games out there I for one am very happy with my purchase. Rare is it that I will play a game twice.

2) For once I really enjoyed watching the prerecorded sequence in a game. Hell, it felt like a movie (hand over the popcorn).

3) There are many other decaffeinated brands of coffee that taste just as good as the real thing (Apologies to the movie Real Genius).

Wing Commander IV is setting the standard that so many other games will fail dismally to attain. I say it was great and if you got a problem with that meet me on the flight deck....(just kidding)...

Are you an earthworm or an eagle??????

From: Rick Peeples, CompuServe 74361,3205
To: All
Date: 2/18/96

I just finished WC4, and I gotta say, Origin has really done it this time. Fabulous game, the best WC ever, and probably the best space combat yet. Amazing story, top-notch acting, the best-looking graphics (movies, gameflow & space sim) I've yet seen, fabulous sound and music. Treat yourself, and just fly slowly around one of the capital ships or starbases after you've

killed everybody and just look at the thing out your right or left window as you do. Unbelievable stuff, a real landmark. Now, if Origin can just make its games a little easier to install... <g>

Rick

Subj: Addicted
Date: 96-02-18 09:24:03 EST
From: Paksena
Posted on: America Online

Help I need a 12 step program or something. I am addicted to this thing. I have even devopled a blister on my lock on nearest target finger and still can't.<J/K.>(I do have the blister though

Congradulations Origin on a spectacular game. I thought Wing Commander III was good. but this one is outstanding. Thank you for finally having female characters that are neither Psychotic or trying to get laid by the boss. (One problem I had with WC III especially in light of Tailhook). I found the plot twists intriguing and the quality of the acting superb. I even starting liking Maniac a little. The only complaint is that I wish it was also a movie. I hope you are working on WC V and plan on continuing the characters and actors.

Paks

Subj: Ah it hurts so good!!
Date: 96-02-18 10:59:08 EST
From: BillyB Jr
Posted on: America Online

Well as are a lot of us, i'm an instructor now, indulging myself joyriding in space. I have two blisters; one one the side of my index finger and the other on the side of my thumb...

Frankly, i going to sue Origin and Gravis... This will provide me with enough money to quit my job and develop my own games.

Wonderful game Origin, (now's the time for the replay value i guess). It's so funny, the only games i've ever got blisters from were Privateer (the worst), WC3 & WC4. Truly a sign of greatness.

What's even funnier is that as long as we've waited and all of the heated complaints and broken XMAS hearts, all of the frantic dashes and calls to video game stores... it's over! I've started to see msgs posted about Wing Commander V! People are we going insane? Will we ever be satisfied? Origin... it's definitely time for an online (everlasting) Wing Commander game! I'll even design the 8-Pentium motherboards to support the required processing power!

At what cost the Price of Freedom..... Eter.... Internal Bleeding!
-Will

From: Alexander Sinclair <alex.sinclair@dial.pipex.com>
Subject: Re: RE: WING COMMANDER 10

Date: Sun, 18 Feb 96 20:34:42 GMT
To: OSI

Well you may not be ready to do a marketing deal with Babylon 5 yet, but you have "stolen" one of their stars for WC4. I have just purchased a copy of WC4 only to find that your bad guy is none other than one of the Babylon 5 pilots (killed off in the second season). Looks like reincarnation works quite well in SCI_FI.

I still think that WING COMMANDER (BABYLON) 5 is not a bad idea, as you are not too enthusiastic, I think I'll pass it on to Babylonian productions. Who knows, maybe there is another games producer who is almost as good at "creating worlds".

By the way, as a died-in-the-wool WC fan, I like what I see in WC4.

From: Al Coholic <al@winternet.com>
Subject: Wing Commander 4
To: marketing
Date: Tue, 20 Feb 1996 02:19:47 -0600 (CST)

To all the folks who worked on Wing Commander 4,

First off, I'm sorry if this is the wrong address for feedback or comments about Origin products but since I have no idea where else to write this to, I'm really really sorry :)

Anyway, I finally had the time to buy my very copy of Wing Commander 4 yesterday and I was really looking forward to it especially what you guys did with Wing Commander 3. And sure enough, the first thing that came to mind when I saw the introduction was "WOW!" Not only has the professionalism level of the acting increased tenfold since WC3, the graphics were nothing short of spectacular (although having 65536 colors would have been more impressive ;), and the casts were really well picked. Don't get me wrong though, Wing Commander 3 had excellent acting, but let me just say that what I saw in WC4 really made WC3 look amateur. If possible, I'd like to encourage Mark Hamill, Malcolm McDowell, Jason Bernard, Tom Wilson, et al. to work on more multimedia games of this sort because I really enjoyed their acting and without a doubt they were all very effective!

There were however quite a few minor quirks with the game that I have experienced. I also think that taking out the cockpit view for a bigger view was a bad idea and it felt rather weird and different (at least for my liking.) But in spite of that, I have to tell you that you guys have set yet another benchmark for multimedia games and it will take a LOT for the other guys to beat this. I could have sworn I was watching a modern version of Star Wars! I would like to leave you guys with just two questions though... Any plan for a movie, complete with all the casts from Wing Commander 4? And if there is a Wing Commander 5 planned (or a movie as well), ever thought of getting someone such as Harrison Ford involved???? I think it would be a blast! Well, once again, congratulations on the spectacular work with Wing Commander 4....

P/S: I can't wait for the replacement of a bad disc 6 to see the ending of the game! :)

From: dxs9962@hertz.njit.edu

Date: Tue, 20 Feb 1996 10:47:57 -0500
Message-Id: <199602201547.KAA24147@hertz.njit.edu>
To: www
Subject: Origin games

When is Origin going to get with it! You guys make some of the best games I have ever seen, but none of them are Multiplayer. How about a multiplayer version of Wing Commander (excluding the buggy Armada). Wing Commander one was the most fun, why not make a multiplayer game like that. You would be surprised at how many people would like the idea of flying with a friend on a mission, or even battling it out to see who is the best pilot. I hope you give my idea some consideration.

Thank you
DragonKnight (dxs9962@hertz.njit.edu)

From: Paul D. Gittins, CompuServe 72734,3724
To: OSI
Date: 2/19/96

Hi there,

I picked up this game Friday afternoon on the way home from work and just finished it. I had no crashes at all unless I ran into something while flying a ship and the game installed fine.

I didn't bother to write because of that though. I just wanted to let you guys know that I thoroughly enjoyed this game. I should not really even call

it a game but a gaming experience. I laughed, I got upset, I had real emotional swings and letdowns. The plot twists kept me going the whole way.

This has been a fine experience and I wanted to thank you for your fine work in putting it together. I sure hope you have a hit with this game as it

deserves all the good reviews and success should be on the way.

Again, thanks. I had a great time and I must rate this as one of the very best gaming experiences I have ever had. A real pleasure from beginning to end.

Subj: WC4 SVGA 16bit Movies
Date: 96-02-21 17:40:04 EST
From: Maniac 0 0
To: OSI,Origin CS

I beat the game and it was great. It think it seemed shorter because there were less enemies but they were tougher. But I had to run the movies and gameflow in SVGA 8-bit. The thing is, 16 bit was recommended by the install program and my video speed was 2. Under 16bit, the movies tend to flicker. My CPU speed was 8. And my CD-ROM drive is quad speed. Could this be a result of my monitor? See, I don't think my monitor is so high quality, I bought my computer from a company that built it to my specs. All the other parts are high quality(Diamond Stealth 2mb VRAM, SB 16, U.S. Robotics 28.8, blah blah) but the monitor is by a company I've never heard of. My 640x480 resolution is 60/72 Hz and 31.5/38.0 KHz, I don't know what that means(the Hertz) but could that be it? Thank you, and it was a great game, especially Malcolm McDowell. He was outstanding in the movie portions of the game

From: Robin Martin, CompuServe 101325,3547
To: OSI
Date: 2/21/96

Congratulation to ORIGIN, you people have managed to totally screw up on the translation and the dubbing of the german version of Wing Commander 4. Whereas the third part was translated at the Bavaria Studios and was generally of good quality, the translation in part 4 is of absolutely poor quality. Grammatical and logical errors in the language destroy much of the famous Wing Commander atmosphere.

I therefore ask why, why was it too hard to spend a few more extra dollars and have a good quality translation rather than saving a bit of cash and producing trash. Especially considering that Origin sells more than half as many german copies as english ones (this was stated by Chris Roberts in the conference yesterday).

Robin Martin [Team Spiele News]
Online Magazine at <http://www.intergames.com/spielenews>

From: Paul Bowen, CompuServe 72613,643
To: OSI
date: 2/19/96

You could tell us the plot, but then you'd have to kill us.....

Come on, let Blair get married or something. Or maybe Maniac should have a love interest. Hey what about a storyline specifically for the Maniac? Behind all the bluff and bluster there's got to be a true hero.

Unofficial President for the Maniac Fan Club,
Paul Bowen

From: Fawcett <fawcett2@ix.netcom.com>
Newsgroups: alt.games.wing-commander
Subject: Is it just me or does is WCIV performance suck
Date: 16 Feb 1996 13:26:49 GMT

I have a P5-100 with a 4x CD Rom, 16 bit SB card an 32 Megs of ram. The movies are jumpy and the joystick control sucks. When I move the stick there are sudden jumps of the ship. I can't even hit anything!! If this is an upgrade in quality, I liked III better.

Subj: Great game although...
Date: 96-02-21 00:48:59 EST
From: Phwomp
Posted on: America Online

I just bought the game a couple of days ago. I beat it and I was to say the least, impressed. I have one question though: I had to use a bootdisk but even then the game frequently crashed. Nothing major but it did become annoying at time. The game would say it had a problem reading gameflow data even though I thought I installed a majority of that on my hard drive. I

chose to install everything.

From: fq260@cleveland.Freenet.Edu (Barry A. Ramirez)
Newsgroups: alt.games.ultima.dragons
Subject: Re: U9 clue in WC4? = Stop that! You scare my chickens!
Date: 16 Feb 1996 22:06:03 GMT

In a previous article, francois@mts.net (Francois) says:

>I got the wing commander 4 demo in a magazine
>and when you exit the demo it says "Stop that! You scare my chickens!"
>I think this is a clue to Ultima 9.

Um... how?

(We watched and played the WC4 demo in the computer upgrade center at work the other week. I didn't think anything of the ending quote as being anything other than Origin doing something blatantly weird.)

From: Mike <zeus@myth.demon.co.uk>
Newsgroups: alt.games.ultima.dragons
Subject: Re: U9 clue in WC4? = Stop that! You scare my chickens!
Date: Sat, 17 Feb 96 16:30:51 GMT

In article <4g2v4b\$j52@madeline.INS.CWRU.Edu>
fq260@cleveland.Freenet.Edu "Barry A. Ramirez" writes:

>
> In a previous article, francois@mts.net (Francois) says:
>
> >I got the wing commander 4 demo in a magazine
> >and when you exit the demo it says "Stop that! You scare my chickens!"
> >I think this is a clue to Ultima 9.
>
> Um... how?

More like a U7 reference really. Remember the chicken farmer ("Kill Wrathful") with the Death Hoe in his shed?

From: Rick Sanford <avatar@inland.net>
Newsgroups: alt.games.ultima.dragons
Subject: Re: U9 clue in WC4? = Stop that! You scare my chickens!
Date: Sun, 18 Feb 1996 12:11:01 -0800

Mike wrote:

>
> In article <4g2v4b\$j52@madeline.INS.CWRU.Edu>
> fq260@cleveland.Freenet.Edu "Barry A. Ramirez" writes:
>
> >
> > In a previous article, francois@mts.net (Francois) says:
> >
> > >I got the wing commander 4 demo in a magazine
> > >and when you exit the demo it says "Stop that! You scare my chickens!"
> > >I think this is a clue to Ultima 9.

>>
>> Um... how?
>
> More like a U7 reference really. Remember the chicken farmer ("Kill Wrathful?")
> with the Death Hoe in his shed?
>
> Mike Not only that, but apparently (sp?) the videos are shot by a company called Chicken Boy or something. Check out the Windows Catalog.

From: rcbaired@fred.net (Brian Baird)
Newsgroups: alt.games.wing-commander
Subject: WCIV gripes...
Date: Mon, 19 Feb 1996 22:07:44 LOCAL

I like WCIV, but it seems to me they should have made it a BIT more consistent. One mission will be IMPOSSIBLE on ACE, while others will be EASY as pie. I mean OFF on OFF on! Like the first planetary mission. THERE IS NO WAY you can beat that on a normal skill level. YOU JUST DON'T HAVE ENOUGH DECOYS! Whoever thought sending you single handed against a bunch of missile

happy flyboys was OBVIOUSLY deranged. From there, everything was pretty simple till the nebula, where you get your butt kicked. Then I'm supposed to

destroy capship missiles WHILE being pestered by annoying hellcats. Pthhpp... Maybe its just me, but I'd like to keep the skill level consistent in the game. I don't have anything wrong with challenges, just REALLY annoying design on their part.

I'm also sick and tired of guessing which of those female characters are ex-porn queens this time. I mean, which one is going to be easier to get into

bed? I mean in 3, it was Ginger Lynn, but this time I'm lost. They should just have a "porn alert" next to any character who may have even WATCHED a porno at anytime in their life. Geez...

And goddamn it, I want to KILL pliers. They should have a "kill" button next to every player so you can just kill them and cut the BS.

From: Evan Kaiser <corellon@nwu.edu>
Newsgroups: alt.games.wing-commander
Subject: Re: WCIV gripes...
Date: Mon, 19 Feb 1996 23:27:04 -0600

Brian Baird wrote:

>
> I like WCIV, but it seems to me they should have made it a BIT more
> consistent. One mission will be IMPOSSIBLE on ACE, while others will be
> EASY
> as pie. I mean OFF on OFF on! Like the first planetary mission. THERE
> IS NO
> WAY you can beat that on a normal skill level. YOU JUST DON'T HAVE ENOUGH
> DECOYS! Whoever thought sending you single handed against a bunch of
> missile
> happy flyboys was OBVIOUSLY deranged. From there, everything was pretty
> simple till the nebula, where you get your butt kicked. Then I'm supposed

to
> destroy capship missiles WHILE being pestered by annoying hellcats.
> Ptthhpp... Maybe its just me, but I'd like to keep the skill level
> consistant in the game. I don't have anything wrong with challenges,
just
> REALLY annoying design on their part.

I agree entirely. I had to use invulnerability to get past that ground mission, and I've used it one or two other times as well because the missions are just impossible. For example (spoiler here!), I'm on disc 3 at the part where you have to pick one of the three missions after agreeing with Panther that helping out the civilians is more important than attacking a weapons depot. Anyway, in the search and destroy mission (which I took first), you have to get through like three nav points of pirates, which are combos of Razors and Thunderbolts, with the possibility of two Dragons at a nav point. Then, once you get to the frigate, you run into like 10 Excaliburs and there's no way in hell you can beat that part without cheating. With a Vindicator, anyway, which is what I was using. Maybe with a Banshee...

> I'm also sick and tired of guessing which of those female characters are
> ex-porn queens this time. I mean, which one is going to be easier to get
into
> bed? I mean in 3, it was Ginger Lynn, but this time I'm lost. They
should
> just have a "porn alert" next to any character who may have even WATCHED a
> porno at anytime in their life. Geez...

Who's the porno star in this one?

> And goddamn it, I want to KILL pliers. They should have a "kill" button
> next to every player so you can just kill them and cut the BS.
> -b

Hey, now, Pliers is cool. I mean, he hooks you up with a bunch of cool stuff like the scatter gun and (slight spoiler) cloaking device that doesn't work. Besides, he says cool stuff in the weapons loadout part. I especially like it when he says, "Mass drivers are good weapons for scaring the crap out of your opponents..."

From: Johan List <jlist@xs4all.nl>
Newsgroups: alt.games.wing-commander
Subject: Acting in WCIV
Date: Sun, 18 Feb 1996 19:50:22 +0100

Well, after about 2 days of playing I solved WCIV. Short, but sweet...now it's up to find the alternate endings.

Now something about the acting and the sets in WCIV. Firstly, the use of panning in all the pieces of video is incredible. Really gives this movie feeling about it, especially in the intro

and the ending.

(If you have played it, you know what I am talking about, so I am not saying a specific moment.

Read enough kind spoilers myself...)

Second: Mark Hamill was totally outclassed by the rest. I am sorry, but I feel that they could have made more of his acting part. Most of the time, you see him nodding, making 2-3 sentence remarks about goodness and stuff...he can do more can't he? In the ending this changes, a great piece of acting. But Malcolm McDowell was simply breathtaking throughout the entire game. Maybe it's a question of experience though....

Anyone else have an opinion on this?

For the rest: one awesome game....

From: Mark_Kemperman@msn.com (Mark Kemperman)
Subject: RE: Acting in WCIV
Date: 19 Feb 96 09:10:59 -0800
Newsgroups: alt.games.wing-commander

>Second: Mark Hamill was totally outclassed by the rest. I am sorry, but >I feel that they could >have made more of his acting part. Most of the time, you see him >nodding, making 2-3 sentence >remarks about goodness and stuff...he can do more can't he? >In the ending this changes, a great piece of acting. But Malcolm >McDowell was simply >breathtaking throughout the entire game. Maybe it's a question of >experience though....

>Anyone else have an opinion on this?

Actually, I thought Hamill was very good, especially in the end at the Great Assembly. You get more morally based decisions to make, and it's interesting to see him act out the role of a bastard.

Malcolm McDowell has a real stage presence though - I've seen him on stage, and boy, he translates well to this sort of role. I couldn't imagine anyone else as Tolwyn (except Arnold <g>). Sad to see the way he went, I hoped he and Blair would team up to crush Seether - that was the red herring impression thrown out when you capture him and let him go (has anyone refused?).

It is a matter of experience, but Mark Hamill, I think, is underrated and has never found his niche (more computer games perhaps?).

Sommers, Andy

From: Steinberg, Richard
Sent: Friday, February 23, 1996 11:52 AM
To: Mehnert, Donna; Davies, Marten; Lindner, Michelle; Williams, Marie; BBS origin.games.feedback
Subject: Online WC4 comments, 2/23/96 mailout, (4

Microsoft Mail v3.0 IPM.Microsoft Mail.Note

From: Steinberg, Richard
To: Mehnert, Donna
Davies, Marten
Lindner, Michelle
Williams, Marie
BBS origin.games.feedback
ML MARKETING DEPARTMENT
ML OSI SENIOR PRODUCERS
ML WING 4
Subject: Online WC4 comments, 2/23/96 mailout, (4 of 4)
Date: 1996-02-23 11:52
Priority:
Message ID: 4083055E
Conversation ID: 4083055E

From: The Avatar <avatar1@chelsea.ios.com>
Newsgroups: comp.sys.ibm.pc.games.action
Subject: Wing Commander 4 -first looks
Date: 15 Feb 1996 05:44:53 GMT

First off, an apology...

On Monday (Feb 12), I went to a store to get WC4 and was told the release date was pushed back to 15th (in stores by the 17th). I decided to share this info with the world via the net. However, since I happen to be holding the game in my hot little hands on the 14th, that is obviously untrue. The guy who told me was obviously some flake :) Anyway, I hope I didn't mislead TOO many people...

Anyway, I've had a little while to play around with WC4 and I thought I'd share my opinions (learn to keep my mouth shut? Me? Never!) I've only had it for a day, and am only starting CD#3 (about mission 12), so I figure I still have another 2/3's of the game ahead.

The game comes with 6 CDs; perhaps not the largest game ever (Phantasmagoria was bigger, I hear) but the largest game I've ever owned. the CDs are disappointingly in a booklet of soft case-logic cd-sleeves...too bad since I like the look and feel of the larger CD-cases (besides, they're probably better for the CDs). Also included is a little CD-booklet similar to what came with WC3 describing basics of the game (keystrokes, what everything on the screen means, etc). Also is a 20 page or so installation manual which seems to cover every eventuality of installation. There is also a booklet in which basic ship and weapon-stats are listed amidst the first three chapters of the upcoming WC4 novel. nothing too impressive; people wanting more info are

directed either towards the strategy guide or Origin's web-pages.

Installation was easy; the complex (and to computer newbies, potentially frightening) installation menu of WC3 has gone graphical; it's all point and click. Being a DOS lover, I miss the text menus. <sigh> It worked though. Detected my GUS Max no problems, copied files...one big plus for WC4 is that you no longer need a WC4 directory on C:-drive or have to start the game from CD-ROM...executable and config files are ALL in directory of your own choosing.

Game starts. The intro is long, and if you've read the first three chapters of the novel, redundant. With WC3 there was a thrill of live-action video on the computer that WC4 didn't give me...now I'm not ooh-ahing over the video (every game has it nowadays) and without that thrill you gotta judge it to OTHER video...say like you'd find on movies or TV. It's still good, but...as I said...no thrill. The new video-decompression format is somewhat clearer (no grainy blocks) but there are these thin lines across the picture (its the same decompression scheme as in Crusader). It's fast and clear, but frankly in the end I prefer a picture without these lines...unless I sit back and watch from about 2 feet away its just too distracting (and with the blocky, old video of WC3, sitting 2 feet away takes away the graininess too).

There seems to be more interaction; the intro itself has two points in which you direct the movie-flow. You can choose from multiple wingmen and fighters, as well as choose missiles (just like in Wc3). As of yet I still haven't been able to direct wingmen outside my wing. Still, there is at least one point in the game where you make a MAJOR decision that effects the plot so it's less of a movie than WC3 was.

Combat is basically the same. I don't like the new texturing schemes used on cap-ships...the panels are more detailed up close (as opposed to WC3 which generally had featureless armor for the cap-ships) but from afar the warships look muddy and indistinct. The cockpit art is gone; it's all a "virtual cockpit" now (i.e. the same as invisible cockpit in Wc3 and WingArmada) with semi-useless bars on the side. Yuck. This makes the screen WAY too crowded, and I also miss looking at cockpits; without 'em all the different fighters seem pretty much the same despite handling differences and different weapon load-outs. Combat seems a bit tougher...it's harder to get a lock-on with the ITTS, and enemy AI seems improved. So does wingman AI, fortunately. Another minus to combat is that since you are fighting humans, in many combats the enemies are flying ships similar to that of allies...this fact, added to the already muddy graphics makes it hard to tell just WHO is friend and WHO is foe. Combat hasn't changed much...it's still basically "fly-to-waypoint, fight" etc. with enemy waves warping in to replace the fallen foes when the previous wave has been vanquished. You have as little command over the wingmen in WC4 as you did in WC3...TIE still rules in this department. There are new mission types (insertion, recon, scouting) and planetary missions are much more fun, since now the ground is textured too (unlike the plain grey terrain of WC3).

The beginning of the game (first CD) I found generally uninteresting and boring...the carrier (Lexington), despite its nice interior sets, was without the character of the TCS Victory (which, incidently, was made into a museum ala USS Intrepid in NCY :). The crew is generally cold and stand-off-ish, and the missions seemed equally without character (though missions now include recon, insertions, and scouting). However, having

moved further into the game, I've come to the conclusion that this was done on purpose...about halfway into CD#2, there is a major plot twist...and after that the plot seems to pick up; everything becomes more intense, and the characters are all more interesting. Still, for all the holes in WC3's plot so far I'd hold it above that of WC4. The problem is, I think, that WC3 was an epic-StarWars'ian type plot which was destined for an astounding crescendo at its climax while WC4 is a bleaker less intense epilogue with an unfortunate but seemingly inevitable path towards a galactic civil war...much less enjoyable.

WC4 is a good product, but it lacks the ZING of WC3. It has an okay plot and a nice engine, but it's generally a re-hashed WC3 without the epic scope. If you liked WC3 and want more...go for it. If you just finished TIE fighter or XWing you may find WC4 lacking.

Oh...this is all IMnsHO. YMMV.

(I played on a P100, 16mb RAM, 4x CD-ROM, dog-slow -yet still PCI- video)

From: ridger@oak.westol.com (Andy)
Newsgroups: comp.sys.ibm.pc.games.action
Subject: Re: Wing Commander 4 -first looks
Date: Sat, 17 Feb 1996 14:54:10 GMT

The Avatar <avatar1@chelsea.ios.com> wrote:

>WC4 is a good product, but it lacks the ZING of WC3. It has an okay plot
>and a nice engine, but it's generally a re-hashed WC3 without the epic
>scope. If you liked WC3 and want more...go for it. If you just finished
>TIE fighter or XWing you may find WC4 lacking.

I have to agree. I feel WC3 was a much better release than 4 is. I'm not exactly sure why, but the one thing I do miss is the different cockpits. Also the little booklet, and readme.txt both say you can "declutter" the cockpit to some extent. Anyone get this to work? (CTRL-HOME, CTRL-PGUP, etc)? Also I miss briefing and actually picking your wingmen, (instead of going to the terminal) No landing scene, your just "there" after the mission ends. No jumping into the ship after you pick your wingmen. All that (IMHO) added to the atmosphere of the game.

OTOH, the mission load times, are really fast. Haven't had one take more than 20 or 30 seconds. The plot may be better. Very nice plot change as you mentioned. (I just got to that part) I'm very curious how the events would unfold if you chose one over the other. (so that may make for some replay value?) (NO ONE TELL ME PLEASE) :)

From: S Woo
Newsgroups: comp.sys.ibm.pc.games.action
Subject: Re: Wing Commander 4 -first looks
Date: 18 Feb 1996 06:59:50 GMT

In <4g4qpt\$50e@hickory.westol.com> ridger@oak.westol.com (Andy) writes:

>The Avatar <avatar1@chelsea.ios.com> wrote:

>>WC4 is a good product, but it lacks the ZING of WC3. It has an okay plot

>>and a nice engine, but its generally a re-hashed WC3 without the epic
>>scope. If you liked WC3 and want more...go for it. If you just finished
>>TIE fighter or XWing you may find WC4 lacking.

>I have to agree. I feel WC3 was a much better release than 4 is. I'm
>not exactly sure why, but the one thing I do miss is the different
>cockpits. Also the little booklet, and readme.txt both say you can
>"declutter" the cockpit to some extent. Anyone get this to work?

One of the benefits of removing the cockpits and having a full
screen HUD is that the framerate is much better. Having the cockpit
slows everything down. I prefer the full screen HUD also because you
see more. With the cockpit, it's always seemed very cramped to me.

>(CTRL-HOME, CTRL-PGEUP, etc)? Also I miss briefing

Mission briefings from the captain? I assume that's what you
mean. When Blair is doing the mission briefings on the Intrepid, I
like how they cheorographed that a lot better than what was available
in WC3. If you mean Blair's briefing and choosing of his wingmen in
WC3, I was incredibly bored with that the third time I saw it. "So
these are your mission objectives." To add to the monotony, it showed
the same image for the mission flight plan all the time. Which I
believe is from mission 1. Got really boring after seeing the same
clip over and over again. WC4 doesn't have that problem. Of course
you can just hit esc to cancel the clip but I guess the designers
thought why not just get rid of it altogether.

>and actually

>picking your wingmen, (instead of going to the terminal)

If they showed maybe a somewhat different cut scene every once
in awhile when I picked the same wingman, than I think it would be more
appealing. But after seeing those clips so many times, I was ready to
puke. That's why everyone turned off those transitions when Blair
walked onto the Victory's elevator. Seeing the elevator go up and down
or watching Blair wait for the elevator made my eyes bug out in boredom
till I finally turned them off. They addressed this in WC4. You see
Blair walk around the Lexington from room to room maybe three or four
times, after that you don't see any more transition scenes.

>No landing

>scene, your just "there" after the mission ends.

Well seeing this the first few times was okay. After awhile,
hearing Mark Hamil say "Thanks Chief" to Ginger Lynn for the twentieth
time was making me sick.

>No jumping into the

>ship after you pick your wingmen. All that (IMHO) added to the
>atmosphere of the game.

Well yes, the mood of Wing Commander is somewhat taken away.
But there are so many other things added to this Wing Commander that
I think is such a big plus that it encompasses that atmosphere.

>OTOH, the mission load times, are really fast. Haven't had one take

>more than 20 or 30 seconds. The plot may be better. Very nice plot

>change as you menitoned. (I just got to that part) I'm very curious

>how the events would unfold if you chose one over the other. (so that

>may make for some replay value?) (NO ONE TELL ME PLEASE) :)

>Andy

From: johne@casbah.acns.nwu.edu (John Tsau)
Newsgroups: comp.sys.ibm.pc.games.action
Subject: WCIV - Experiences.
Date: 17 Feb 1996 18:51:22 GMT

On a pentium 60 with 2x CD rom, unsure of video card type...

Good game. Frame rate drops real low sometimes when lots of ships are around or during ground maneuvers, and its even a little slow when 1 or 2 ships are around. Video plays pretty well. Doesn't seem to start with much gusto... at least not as much as WCIII, but I like the much more complicated storyline. Thats what great games are made of (not that its a GREAT game, I need to get past 4 missions to decide that). =)

Mouse Question: Anyone have any suggestions or experiences with this: Everytime I play, the mouse controls are turned off. I have to go into the control options to reset mouse from keyboard everytime I play a new scenerio. I can't seem to find a reference to this in the readme or booklets. I set it, save it, and the mouse works for that mission only. I'm thinking maybe its built in because if you have mouse set, your ship starts off spinning around and such. Oh well, anyone else know anything?

From: Sung <sungc@eniac.seas.upenn.edu>
Newsgroups: comp.sys.ibm.pc.games.action
Subject: WC4 great what next ?
Date: Sun, 18 Feb 1996 21:52:19 -0500

WC4, I think, is a truly ground breaking game in interactive gaming. WC3 was all right (didn't like it so much) but WC4 really puts you in command of what's happening in the ever-intriguing world (WC3's problem was that it wasn't really intriguing, in my opinion). The ending, I should say, was the BEST ending I've EVER seen in any computer game (oh yes, I've played games since apple IIs). It was actually an emotionally moving conflict between the good and the evil (though it was plagiarizing "a few good men", in a way). Acting was, I dare say, better than most of the "B" movies out there. Malcorn did a great job in portraying the fascist-like admiral. Maniac as usual, provide comic relief. Colonel Blair was also convincing (I don't know why he's not getting any "good" movie contract these days. seen him in a couple of "C" movies.) Dolby surround sound also added to the enormous experience. The only problem with this game was its length. It was too short ! I think that they could've come up with a few more things in the plot but I guess that they didn't want to spend too much money. What's going to happen next ? Is there going to be WC5 ? I know Privateer 2 is coming. But is there any information about how this game is being made ? Is it going to be film based as WC3 and 4 were ? Just imagine what interactive movies can do with non-linear, open games like Privateer ! It will be indeed a life within a game ! And also, at the end of WC4 manual, there's an ad for a game called "Darkening". What kinda game is this ? When's it coming out ?

From: cython@sojourn1.sojourn.com (Tim Devlin)
Newsgroups: comp.sys.ibm.pc.games.action

Subject: Re: WC4 great what next ?
Date: 19 Feb 1996 09:34:54 GMT

Sung (sungc@eniac.seas.upenn.edu) wrote:
: What's going to happen next ? Is there going to be WC5 ? I know
: Privateer 2 is coming. But is there any information about how this game
: is being made ? Is it going to be film based as WC3 and 4 were ? Just
: imagine what interactive movies can do with non-linear, open games like
: Privateer ! It will be indeed a life within a game ! And also, at the
: end of WC4 manual, there's an ad for a game called "Darkening". What
: kinda game is this ? When's it coming out ?

Word has it, that WCV will be a REAL movie as well as a video game, and that the plot will indeed be a new evil race that will make the cats look like kittens when it comes to being powerful. Mankind is supposed to be in REALLY deep doo doo. The movie and the game are supposed to come out at the exact same time.

Kinda funny, but if they do go with that plot, then the poor admrial might have been right after all about the price of freedom eh? ;)

From: griffin@panix.com (Digital Anarchy)
Newsgroups: comp.sys.ibm.pc.games.action
Subject: Re: WC4 great what next ?
Date: 20 Feb 1996 16:04:05 -0500

Sung (sungc@eniac.seas.upenn.edu) wrote:
: WC4, I think, is a truly ground breaking game in interactive gaming.
: WC3 was all right (didn't like it so much) but WC4 really puts you in
: command of what's happening in the ever-intriguing world (WC3's problem
: was that it wasn't really intriguing, in my opinion). The ending,
: I should say, was the BEST ending I've EVER seen in any computer game
: (oh yes, I've played games since apple IIs).
: It was actually an emotionally moving conflict between the good and the
: evil (though it was plagiarizing "a few good men", in a way). Acting
: was, I dare say, better than most of the "B" movies out there. Malcomn
: did a great job in portraying the fascist-like admiral. Maniac as usual,
: provide comic relief. Colonel Blair was also convincing (I don't know
: why he's not getting any "good" movie contract these days. seen him in a
: couple of "C" movies.)
: Dolby surround sound also added to the enormous experience. The only
: problem with this game was its length. It was too short ! I think that
: they could've come up with a few more things in the plot but I guess
: that they didn't want to spend too much money.
: What's going to happen next ? Is there going to be WC5 ? I know
: Privateer 2 is coming. But is there any information about how this game
: is being made ? Is it going to be film based as WC3 and 4 were ? Just
: imagine what interactive movies can do with non-linear, open games like
: Privateer ! It will be indeed a life within a game ! And also, at the
: end of WC4 manual, there's an ad for a game called "Darkening". What
: kinda game is this ? When's it coming out ?

Check out my response to someone that responded to my comment about the WC4 ending ... um ... ok.... anyway, The Darkeneing is a Privateer like game, If you believe my theory of consumer conspiracy, it WAS Privateer 2 until something happened that caused them to move it out of the WC

Universe.. if you want to know how i created this conspiracy just ask... :)

From: sachavan@scunix4.harvard.edu (Sarinee Achavanuntakul)
Newsgroups: comp.sys.ibm.pc.games.action
Subject: **WC4 finished: comments on plot & etc.**
Date: 20 Feb 1996 00:15:27 GMT

I've just finished WC4-- very good game, although I like WC3 better for various reasons-- many "traditional" WC elements are unfortunately missing: cockpits, scramble scenes, meeting all of your wingmen and get to know them, to name a few. Oh well, I like the WC4 plot more although the beginning was slow.

Some (minor) annoyances regarding the plot:

1) There *should* be more cues in "unwinnable" missions, like the one where you're given the FINAL chance to defect to the Border Worlds. It took me 4-5 hours replaying it over and over until I realized that I just HAD to defect, because the carrier ALWAYS blow up as soon as the Intrepid is destroyed. This is annoying-- these "dead-ends" of a plot tree should have been handled better.

2) Catscratch simply DISAPPEARED from Wingmen list & all mission briefings right after I saved him-- this is completely unexplained in the game.

3) There should have been more interaction between you and your wingmen-- I really think there are MORE optional conversations in WC3 than in this one (correct me if I'm wrong). The plot in WC4 unfolds nicely but at times it seems to concentrate solely on the "global" plot instead of balancing it with amusing "side-plots" that WC3 had.

-Sarinee

From: Peter Pelka <ppelka@wchat.on.ca>
Newsgroups: comp.sys.ibm.pc.games.action,comp.sys.ibm.pc.games.flight-sim
Subject: Wing Commander IV - just finished it, some comments, and WHY SO DAMN
Date: Thu, 15 Feb 1996 19:33:40 -0500

Hi all,

OK I just finished WCIV, I bought it yesterday (2/14) and already finished it (Ace level). My biggest complaint about the game is WHY IS IT SO DAMN SHORT??? It took me no more than 8 hours in total to beat the whole game, although it is a great game, it's waaaaay too short. I didn't count the missions, but WC3 took me much much more time to beat than this one, and it came on only 4CDs! So what is going on here? Does it take longer to beat it on harder levels, apart from the need to replay missions several times over? I even tried not to defect, but since it is impossible to pass one mission without defecting there's no other way (unless you can save Lexington from destruction after blowing up the Intrepid). Did the movies take up so much CD space that there was no more space for missions? I doubt it! IMHO Tie Fighter CD delivers much more than Wing Commander IV, although not in terms of cinematics or video, but in terms of sheer combat and number of missions (and the combat engine which is way better than WCIV's). WC4 was simply the

SHORTEST game I've ever played period!

Any comments greatly appreciated!

From: tut@vax.cs.hscsyr.edu (Tyson Tu)
Newsgroups: comp.sys.ibm.pc.games.action
Subject: WC4 - looks pretty cool...
Date: 15 Feb 1996 05:38:39 GMT

Just got it today and it's pretty much everything we've been waiting for. On a pentium 90 w/ 16 megs ram, a 2 meg stealth graphics card, and a 4X cdrom drive, it runs a bit better than WC3 (explanation follows):

The load times seem much better than those in WC3.

Space flight runs at about the same speed.

Planetary missions run quite a bit slower, but that's because they added detail to the ground, which I assume you can turn off.

Also, you can switch from 8bit SVGA (256 colors) to 16bit SVGA (32000 colors) if your video board can handle it. Otherwise the old VGA option is still available. For movies, they switched over to using the Crusader video

system for full screen movies, but you can choose to make the screen smaller, or even to view the movies in greyscale.

The game plot seems quite a bit more complex than the one in WC3, and you can't replay a conversation to change your reply, so I guess your conversational choices really do make a difference this time. I don't remember if Origin was planning on including multiple endings to WC4 - anyone out there know?

The last thing that stands out is that it's damn hard! Maybe I just need to practice a bit, but ace level seems much more difficult than in WC3.

That and the fact that I've only been able to fly a Hellcat or an Arrow for the first five or six missions is making some of these missions a royal pain

in the butt. I guess I got too used to the Excaliburs...

From: The Avatar <avatar1@chelsea.ios.com>
Newsgroups: comp.sys.ibm.pc.games.action
Subject: WC4...A disappointment
Date: 16 Feb 1996 10:15:38 GMT

It was a marathon run-through, but its done. Origin advertises WC4 as having at least 35 hours of play-time; I'd say its closer to 10, and most of that is watching video.

I won't try to review WC4...I made some comments earlier (WC4 -First look) and they generally still stand. Overall, though, I found WC4 to be a disappointment. The video was slightly less grainy (but interspersed with blank-lines that is equally distracting), the ships more detailed (though at long range they appeared muddy blobs), the characters more realistic, you have more control of the movie segments and the plot generally held together better than in WC3. Those were the good sides. The downsides; missions are still in WC's traditional waypoint-fight-waypoint-fight, so even though there are a couple new TYPES of missions they still all seem pretty much the same. There is still little control of wingmen and no control of other squadrons. No cockpits anymore; it's all full screen (I would've flown full-screen

anyway, but I LIKE having a cockpit). The HUD sucks, too...far too crowded. However, my major complaint was the plot overall; while interesting and less episodic than previous Wing Commanders (each system had its own story...i.e., in WC3, bio-weapons in this one, protect Behemoth in that, rescue scientist there. In WC4 you still flitter from system to system, but plots aren't quickly dropped as the parsecs pass by)...anway, while it was more cohesive, it seemed poorly written...it was too slow in the beginning, and while the middle was fairly exciting and filled with tension, it just seemed to go on forever as the crew muddled through the mystery. The ending seemed rushed...the big-bad-guy basically blurts out his plan to everyone with very little coaxing and everyone else realizes how evil he is (I can't say more without spoiling everyone)

If WC3 was an epic space-opera ala Star Wars, WC4 seems more of a TV Sci-fi movie...perhaps hanging out with the likes of SeaQuest and Space Rangers. There were some nice parts but no real zing. At the end of WC3 my jaw was on the floor; I was speechless, astounded. I was yawning as WC4 drew to a close. A shame.

So, in the end, a disappointment. Origin slapped a new paintjob and some new movies (and not very good ones, story wise) onto the old WC3 engine. Nothing really new.

Oh, BTW, Origin claims a standard runthrough of the game is 35 missions, with more on optional paths. I played through and finished in 29. On the other hand, there were some obvious plot-breaks (i.e. places where plot split for optional path) and I do intend to go back and play those 4 or 6 missions I missed. Still, it was short.

Newsgroups: comp.sys.ibm.pc.games.action
From: cedring@iglou.com (Craig Edrington)
Subject: Re: WC4...A disappointment
Date: Feb. 18, 1996

The Avatar <avatar1@chelsea.ios.com> wrote:

>So, in the end, a disappointment. Origin slapped a new paintjob and some
>new movies (and not very good ones, story wise) onto the old WC3 engine.
>Nothing really new.

>Oh, BTW, Origin claims a standard runthrough of the game is 35 missions,
>with more on optional paths. I played through and finished in 29. On the
>other hand, there were some obvious plot-breaks (i.e. places where plot
>split for optional path) and I do intend to go back and play those 4 or 6
>missions I missed. Still, it was short.

I was disappointed as well. I think there was no need to increase the level of detail in the texture mapping on the cap ships, as it merely turned into a slide show on my Pentium 100. WC3 was a flawless game for me. Not so WC4.

I finished in about 25-29 missions as well. I'd have to go look to be sure.

From: Jimmy Chan <jkchan@ptdcs2.intel.com>
Newsgroups: comp.sys.ibm.pc.games.action
Subject: One annoying thing about WC4
Date: Fri, 16 Feb 1996 15:15:16 -0800

I enjoy WC4, but there is one thing that annoys me. It is the fact that WC4 pauses for a bit during combat. When my wing say something new, there is a brief pause. When a space station goes nuclear, there is a brief pause. Why can't Origin just load everything prior to combat? Is my 16 meg not enough? Do I need more? Will 32 meg matter? This same problem occur in WC3, and I thought Origin was going to fix this. Oh well.

From: havoc@online.tietokone.fi (Joonas Vainio)
Newsgroups: comp.sys.ibm.pc.games.action
Subject: Re: WC4 GL ? where ???
Date: Tue, 20 Feb 1996 01:00:12 GMT

>Where is Ginger Lynn in Wing Commander 4 ?

Nowhere, except in our hearts :)

Next you'll probably ask where are Sarah Young and Traci Lords, huh?

Linda Lovelace would make a lovely grandmother for Blair, don't you think?

From: ZeroSplit@aol.com
Date: Tue, 20 Feb 1996 22:48:35 -0500
To: info
Subject: Wing Commander 4

You should add a multi player to the next episode. Like 1 on 1 or cooperative play

ZeroSplit@aol.com

o: "marketing@origin.ea.com" <marketing>
Subject: Warning to Origin publishing
Date: Tue, 20 Feb 1996 10:56:00 -1000
Encoding: 43 TEXT
X-Mailer: Microsoft Mail V3.0

First of all, I must say that Wing Commander IV games ever produced. The graphics, sound & story are superb, and I demo it whenever and wherever I can. Anyway, I just have one small suggestion on improving Wing Commander IV -- kill the marketing/quality department.

Why? They have the nerve to say the equivalent of "For more information, buy the strategy guide," in the player's manual. Even the box cover tells us to ask about the guide. The "history" is merely the first chapter of some two-bit writer's "movie" adaption. Since when has the clue book, excuse me "official strategy guide" become required documentation for the game!

General Online Comments 2-26-96

Sommers, Andy

From: Steinberg, Richard
Sent: Monday, February 26, 1996 3:33 PM
To: Mehnert, Donna; Davies, Marten; Lindner, Michelle; Williams, Marie; BBS
origin.games.feedback
Subject: Online WC4 comments, 2/26/96 mailout

Microsoft Mail v3.0 IPM.Microsoft Mail.Note

From: Steinberg, Richard
To: Mehnert, Donna
Davies, Marten
Lindner, Michelle
Williams, Marie
BBS origin.games.feedback
ML MARKETING DEPARTMENT
ML OSI SENIOR PRODUCERS
ML WING 4
Subject: Online WC4 comments, 2/26/96 mailout
Date: 1996-02-26 15:33
Priority:
Message ID: 23CD93C8
Conversation ID: 23CD93C8

Subj: WC IV
Date: 96-02-23 16:47:00 EST
From: HAS586
Posted on: America Online

Well, this game was certainly worth the wait. I loved the surround sound, which even sounds great on regular stereo systems. I was lucky if I even remembered my name when I was done with some of those missions!!!

Whoa-- i just can't believe who is in charge of the Black Lance. He always seemed like a jerk, but the 27th century Hitler??? Anyone feel the same way after the ending?

Subj: Re:WC IV
Date: 96-02-23 23:16:41 EST
From: Gray Mousr
Posted on: America Online

I agree. The Surround Sound is incredible (on a pair of ACS-500s!) When someone's behind you, he really sounds like he's behind you! The ambiance in the cutscenes was outstanding as well. Again, good job, Origin.

-Mouser
(Yeah, that's my callsign, too. Go figure.)

Subj: Video better than Phantasma
Date: 96-02-24 00:05:20 EST
From: Daniel RT2

Posted on: America Online

If there is one area that Origin beats Sierra, besides all the others, it's in video quality. I ran Phantasmagoria on a double-speed CD-ROM and it was choppy as all get-out, but when I ran WC4, it was smooth all the way through. Good job Origin!

Subj: The Union Of Border Worlds
Date: 96-02-25 17:23:10 EST
From: JediCS
Posted on: America Online

Hello, fans of Wing Commander!

I am pleased to announce the inception of a new fan club developed exclusively for Wing Commander: "The Union of Border Worlds". In the coming weeks, we shall create a fanzine, website, and have chats at friday 9 PM at PR "Border". To receive our official letter, email me, and specify if you want it in Windows 3.1 (WRI) or Windows 95 (DOC) formats.

Sincerely,

Cie "Elvis" Sharp

Subj: Tolwyn:A review
Date: 96-02-26 09:09:51 EST
From: Tyreseus
Posted on: America Online

(post didn't show up ;x so posting it again)
If you played WC2, then you have a BIG reason to not like Tolwyn.

(Spoiler follows towards bottom, do not read unless you've finished WC4--you've been warned ;)

In WC2, 10 years, TEN years, of your life were put to stow in a backwater system doing Internal Security because of that Tolwyn. He was the major force behind Blair getting demoted and knocked into Siberia duty, blaming the destruction of the Tiger's claw on Blair and even wanting to push it as far as calling Blair a traitor and having him most likely executed.

Throughout WC2 Tolwyn essentially doubts you and hates your very being, while you--the Hero of the Vega sector campaign, the one that destroyed the mighty Kilrathi weapon "Sivar", and the one who was the main force behind saving the Firekkans--have to go out and prove your loyalty mission after mission to that Admiral. It's not 'til the very end that Jazz shows himself as the traitor does Tolwyn even slightly budge. Even when he gives you the rank of Colonel after blowing up K'thrak Mang, I was still left wondering if he did it to save face or that he really wanted to.

Now, think about that. One can very easily stay bitter about this. The way I play Blair is to not really care that much for the Admiral: Not only has he destroyed 10 years of Blair's career, but the only time he even truly respected Blair was after blowing up Kilrah (and in the beginning of WC4 we see this). Geez, talk about needing to prove yerself to someone :/

In WC3 he's still very at odds with Blair, comes in and takes over Eisen's ship, demoralizing Eisen and his crew. He is quick to lash out at Blair with little put downs if Blair says the wrong things...I think he's mad at Blair for proving the "mighty Tolwyn" wrong in not being a traitor in the Tiger's Claw affair. Yes, I do think that admiral is a very proud man who can't stand being wrong.

In WC4...finally he shows Blair a tad of respect. But, I almost choked on the cookie I was eating when he says "But there's no denying the things WE have accomplished". Umm, excuse me? Did we miss something, don't you mean the things Blair accomplished? ;X The things that may have been done 10 years earlier if it wasn't for you mr Admiral? ;>

I was shocked to see him as the leader of a group that was so cruel, and to show this streak of madness (although, I thought him a bit past normal the way he gloated over the Behemoth in WC3). Then again, I've never thought the admiral to be a nice man, and the word "cruel" is something I could say fits in with his personality. All he did in the WC games is cause grief: for Blair in WC2 and 3, for Eisen in WC3 and 4, for the Border Worlds in WC4. I was not sad to see him go, but just shocked at how he went.

I once read a review that called Tolwyn a "father figure" to Blair. Are we playing the same games here? :/ Tolwyn was a royal pain for Blair, nothing less. The only way one could say he was a "father figure" is to not take into account their past history.

I know there are WC books out: the only experience I have of Tolwyn from those is from Fleet Action. This review of him is based -solely- on the games.

Although I'm not sad to see Tolwyn go, I will miss him: him and his dreams of powerful conquests over foes. A man who was larger than life for the most part, who had big dreams....dying in small room, with a common blanket.

But most of all, I'm gonna miss having Malcolm Mcdowell play him: He was excellent! :) ah well.

Subj: WC4 mini review
Date: 96-02-26 09:21:31 EST
From: Tyreseus
Posted on: America Online

Well, just finished it ;)

Gotta say, it was enjoyable. Great job on this one. Lots of twists, turns, and surprises.

However:

1) More missions and plot please! ;> This game was very short, altho it does have some replay value. Having 50 missions and a very expansive plot to cover those missions would be great (and not 50 missions overall in game [which includes some you may never see], I mean 50 you need to do to win!).

2) More choices! I know this would make the game even bigger, but how about 3 or 4 possible options of what to say rather than 2? (I suggested this

after WC3 too :p).

3) 1 complaint I have was the big fight with Seether. I was playing Nightmare mode expecting the dogfight of the century versus this guy. We roll around a bit, he cloaks...uncloaks and fires..then I cloak...we're bouncing back and forth like this, rolling around taking little shots at one another until I got bored of his tricks to avoid my guns: I "played" a sitting duck to get him to uncloak, I spun around and blasted off several friend or foes, and he's done. Woulda expected him to be a bit more careful than that at the hardest setting! :)

Hmm, well, thats all for now ;)

From: thebye@aol.com (The Bye)
Newsgroups: alt.games.wing-commander
Subject: Re: BOO Origin!!! (NO SPOILERS)
Date: 23 Feb 1996 06:13:19 -0500

In article <4ghaoe\$87@dub-news-svc-1.compuserve.com>, 102145.3021@compuserve.com (C. A. Rohn) writes:

>I agree the salutes could use some work, but a military, at least a US
>Air Force intelligence squadron, operates on competence, not
>tradition.

I agree that a mission requires more than tradition to be successful, but while on that mission, in the field, or during any combat situation, you wouldn't salute anyways. IT DOESN'T TAKE THAT LONG to learn how to freakin salute the right way. So what, they miss their coffee at 3:15 one afternoon. Big hairy deal... An oh yeah, isn't the Air Force a prep school for the other branches of the military? ;-) <----- note the smiley

Hey, put that knife down, didn't you see the smiley? ;-)

From: Michael_Kell.ES_AE@xerox.com (Michael Kell)
Newsgroups: alt.games.wing-commander
Subject: Re: BOO Origin!!! (NO SPOILERS)
Date: Sat, 24 Feb 1996 01:24:30 GMT

ttg@skynet.net (Mark Smith) wrote:

>Is CONFED the NAVY, AIR FORCE or what? I've noticed that Blair is a
>Colonel yet he takes a bunch of shit from captains. I've always been
>under the impression that Colonels outrank Captains unless this is
>different on a Navy vessel. Hell - even Maniac is a Major which would
>outrank Eisen and many of the other commanding officers.

Not so. There is the rank of Captain for the army/air force which is below Major, and then there is the Captain for the navy. This Captain is actually equivalent to the rank of Colonel. Check out the WCIII guide, it lists them all there.

As for Blair taking crap from captains, well, if he's on Eisen's ship, then he has to. The fringe benefit of being a ship's Captain is that you run the ship, and all those in it. Even though Blair is technically the same rank as Eisen, it's Eisen's ship, not Blair's. Now, off-ship

is a different story.

To: marketing
From: s8700067@singnet.com.sg (Chin Wei Young)
Subject: Wing 4 BASH!

Jus wanna let you guyz at Origin to know that Wing 4 is a terrific hit (most of my friends rallied together and say so!). The plot is fantastic and spaceflight is addictive....But there is 1 qn. i would like to raise about Wing 4...Why isn't multiplayer ability not incorporated in this game? OR why wasn't a multiplayer game of Wing Commander (based on WC4 Graphix engine) being made? We all agree that a multiplayer mode of WC will be a definite MAGNET!! And i mean BIG GIANT ONES.....

Anyway, after this release of WC4, will there be any plans of ORIGIN making another WC Sequel? Or Privateer 2? OR A spaceflight/strategic game based on Star Wars? For all i know, Origin is the best at producing Great Games....It is just a matter of what games they are intending to produce, coz' there's not 1 game which i played from origin that fits the 5 star bill...
GREAT JOB! YOU GUYZ EARN IT FROM THE PLAYERS FROM SINGAPORE!!

Regards,
CWY 96'
S'pore

General Online Comments 2-28-96

Sommers, Andy

From: Steinberg, Richard
Sent: Wednesday, February 28, 1996 10:49 AM
To: Mehnert, Donna; Davies, Marten; Lindner, Michelle; Williams, Marie; BBS
origin.games.feedback
Subject: Online WC4 comments, 2/28/96 mailout

Microsoft Mail v3.0 IPM.Microsoft Mail.Note

From: Steinberg, Richard
To: Mehnert, Donna
Davies, Marten
Lindner, Michelle
Williams, Marie
BBS origin.games.feedback
ML MARKETING DEPARTMENT
ML OSI SENIOR PRODUCERS
ML WING 4
Subject: Online WC4 comments, 2/28/96 mailout
Date: 1996-02-28 10:49
Priority:
Message ID: D006738A
Conversation ID: D006738A

Date: Mon, 26 Feb 1996 21:47:58 -0500
From: "Michael L. Haas" <mhaas2@voicenet.com>
To: marketing@origin.ea.com
Subject: wc4

I did not know who to send this to, so I'm sending it to you guys and maybe you will forward it.?

I just finished playing wc4 and I just wanted to tell you that this game was incredible. GREAT JOB!!!!!! The story sucked me in. The acting was fantastic. The story was fantastic. This game was worth every dollar I spent on it and every dollar you spent on it.

Thank you for an enjoyable (though tense at times) week and a half.

Mike Haas

P.s. I think now I will go back to see what happens with different choices.

Date: Mon, 26 Feb 96 21:10:45 -0800
From: Timothy Economou <economou@s2.sonnet.com>
To: info@origin.ea.com
Subject: Wing Commander IV

Dear Sirs,

I own all four of the Wing Commander series. All I have to say is you have pioneered the computer industry. I remember when I bought Wing Commander 1 I upgraded to a 80386 DX 40 just to play it. When Wing Commander III came out I had a 870486 SLC2 66 so I had to upgrade again.

Even though you have been quite expensive, I really enjoy your games. I just finished Wing Commander 4. I have one thing to say..... Keep Up the Good Work!!

Sincerely,
Timothy Economou

From: Tengu <tengu@ix.netcom.com>
Newsgroups: alt.games.wing-commander
Subject: Re: A really minor point of interest in WCIV
Date: 24 Feb 1996 05:43:01 GMT

John Dent <dman@widomaker.com> wrote:
>To my knowledge, Catscratch never got whacked in the one time I've
>played WC IV through. He's not around for the last half dozen missions
>though--anybody pick up on this and know where he went? Just curious is
>I accidentally killed him or something.

Same here- I saved his rookie hide whilst he was out joyriding, and he just disappears for the final duration. I guess Origin saved some money by filming the last parts of the game without Mark Dacascos--regardless of whether his character is around or not. For whatever reason, though, they left a plot hole the size of Minnesota in the game. (His name doesn't even appear on the roster after I rescued him!???)

Tengu:<>

From: Phil Saladyk <phil@comshare.com>
Newsgroups: alt.games.wing-commander
Subject: Re: WC4: most annoying comment.
Date: Mon, 26 Feb 1996 14:35:03 -0600

Hi Folks.

Well it isn't really a comment but I have to say that the bio-chemists death scene is one of the worst I have ever seen.

Take care.
Phil Saladyk

Subj: OSI: The Maniac Missions
Date: 96-02-27 13:50:36 EST
From: KeyOfFlat
Posted on: America Online

I believe that there is enough demand here for a WC4 CD-ROM add-in where Maniac is the main character. His popularity sky-rocketed in WC4. It would be a nice change from the level-headed Blair missions, a more humorous approach. (It worked for Star Trek IV: The Voyage Home.) I feel that a lot of people fly like Maniac already. I, myself, would like to try to pull some of those stunts that Maniac is "famous" for. The missions would have to be insane, ridiculous, crazy, and a whole lot of fun. I also would like to pick which stupid thing Maniac will do or say (ie.: his pick-up lines [even though he'll get slapped for anything he says--or maybe not; we might

be able to help him get lucky]).

Just an idea, that's all.

KeyOfEFlat

PS Wing Commander IV: The Voyage Home? Nah. That's been used already.

How about The Smartass of the Tiger? Revenge of the Ex-Girlfriends? The Cost of Living? ;)

Subj: WC5 team:Plot suggestions...

Date: 96-02-27 23:09:40 EST

From: KeyOfEFlat

Posted on: America Online

I would like to see more interaction with the people outside of ConFed. The bar scene at the beginning (and possibly, the end) gave only a hint of what life was like outside of ConFed.

I would like to see some minor side missions. These missions wouldn't affect the over-all goal of the game, except for maybe how difficult it is to get there and which ending you'll see when you do.

I've already mentioned a desire for a greater variety of races, so I won't go into that again.

I would prefer to see Hamill back in the pilot's chair for WC5 (as would a lot of people--some people think it is time to move on).

I would like to see Jason Bernard return as Eisen, though not necessarily as Capt. Eisen (but the character seemed to prefer to command a ship over the pastoral life).

I must insist on Tom Wilson returning as Maniac (as would practically everybody).

There are posts requesting more choices on replies. In certain situations, I will agree with them, but for practical reasons, not everything should have multiple replies.

Though there were two major plot splits in WC4, it was still very linear. I'm thinking that we can take a plot and mess with its time line a bit and get missions in different orders depending on won or lost missions or movie responses. I don't really care for using the CDs in numerical order. (When re-playing, I'm skipping back and forth through the discs anyway.) If there are CDs that I didn't use on a run through, you can bet that I'm going to play again to see how to get to use that CD.

Everybody is wondering who we are going to fight in WC5. I think we can stretch this out a bit by not even meeting the real enemy until later in the plot. (Don't even hint at who or what it is.) This will also allow people to get used to any new flying quirks and any changes to the enemy AI. This section can be a linear plot or it could decide where you start when you meet the real enemy. (I'm suggesting multiple starting points of the real enemy plot here.)

Now, I know that this is not a popular view, but it worked for the most part in WC4. Don't let us see things that we possibly cannot know as the main character (hopefully Blair). I believe that even the books that come with

WC5 should not give anything away about the major plot.

I feel that I must insist that Chris Roberts have some major involvement in the creation of WC5 (preferably as Executive Producer / Director again). I know the rumors about his leaving didn't come from him, but I just want to make sure.

This one has nothing to do with the plot. I'd prefer to see this game in 2010 if it is better because of it rather than having it tomorrow and being just like WC4.

Just some ideas, that's all.

KeyOfEFlat

From: exerda@vt.edu (John E. Nolley II)
Newsgroups: alt.games.wing-commander
Subject: Initial WC4 Maniac Reactions (Spoilers)
Date: 27 Feb 1996 02:51:14 GMT

Well well... I got my WC4 a few days late (last weekend to be exact, it having been shipped to my home address) ANYWAY I beat it that weekend and played through it all last week to see other cutscenes... what I found was that Maniac seemed to be FAR improved from WC3. At first I hated Maniac - after all, they could've brought Flint along instead. But as I made my way through the game, I was happy they included him and IMHO Maniac was the best char in the game!

AT the beginning he's his same old self, pissing you off, etc... but then he defects with Eisen - I couldn't believe he had any loyalty at all! I figured he'd be one to chase him down! Then he bumbles & lets Tolwyn go. And his grief at Vagabond's death - he actually blamed himself! I was almost touched.

Anyway, though I thought the missions were too short compared to 3, the cinematics really impressed me. And I hope they bring Maniac back for 5!!!

From: John_Billing@mailbox.swipnet.se (John Billing)
Newsgroups: alt.games.wing-commander
Subject: Wing Commander movie?
Date: Sun, 25 Feb 1996 22:27:52 GMT

God, I wish they could make a real Wing Commander movie! It would be SO nice. What's your opinion?

"I love that boy's spunk" -Eisen

From: Dixon_Hill@msn.com (Mark Smith)
Subject: Re: Wing Commander movie?
Date: Tue, 27 Feb 1996 04:26:34 GMT

John_Billing@mailbox.swipnet.se (John Billing) wrote:

>God, I wish they could make a real Wing Commander movie! It would be
>SO nice. What's your opinion?
>

>/"I love that boy's spunk" -Eisen

>

>

You must have read Origin's mind - Wing Commander 5 is being released as a movie and a game. Now you can watch the movie without those annoying combat missions to interrupt things (-)

From: albion@priment.com (Albion)
Newsgroups: alt.games.wing-commander
Subject: Overall**Incoming Spoiler Alert
Date: 24 Feb 1996 23:10:03 -0700

Now that I've finished the first run through I have a few questions. Why on earth haven't they released the music to this? It's fabulous, and I know I would LOVE to drive with it blasting out of my stereo. Second, why didn't they release the novel? I was just at the bookstore today and there's nothing. No one knows anything. So what gives?

Overall, I was tremendously impressed by the scope of this game. Up until WC IV, I thought WC III was the best game. Now WC4 has taken the honors. The game paths are many and complex. The acting is first rate. The music is perfect. The entire game sweeps you up and carries you along on a joy ride that's better than any roller coaster.

Sure, those who want to find faults will, but overall, I don't think I've ever gotten such worth for the money. If they had some sort of award for actors in these things, I'm sure Mark Hamil and Malcolm McDowell would be winners, and as always, Tom "Maniac" Wilson did an excellent job, even if he did sniff his armpits once too often.

Bravo to Chris Roberts, Origin, and the entire team.

Albion

From: softbase@mercury.interpath.net (Scott McMahan - Softbase Systems)
Newsgroups: alt.games.wing-commander
Subject: Re: Babylon 5 and Wing Commander 4...
Date: 26 Feb 1996 18:39:15 GMT

Lee Hutchinson (pokerfac@ix.netcom.com) wrote:
: "Zack...eternal vigilance is the price of freedom."
: Hehe...looks like someone in the Bab5 creative offices has been playing
: Wing4...

I believe someone said this before WC4. :) Besides, both were probably written and filmed together, so it would have been VERY hard for the writer of a B5 episode that aired now to copy WC4. The lead time for both scripts was probably years.

Scott

From: alan@scapa.cs.ualberta.ca (Alan Skelley)
Newsgroups: alt.games.wing-commander
Subject: Re: Babylon 5 and Wing Commander 4...

Date: 27 Feb 1996 00:52:35 GMT

Lee Hutchinson (pokerfac@ix.netcom.com) wrote:
: "Zack...eternal vigilance is the price of freedom."

: Hehe...looks like someone in the Bab5 creative offices has been playing
: Wing4...

Actually, this is commonly attributed to Jefferson. However, it is more likely that it comes from a speech given by a John Philpot Curran on July 10, 1790: "The condition upon which God hath given liberty to man is eternal vigilance." And in 1954, Elmer Davis wrote "... freedom can be retained only by the eternal vigilance which has always been its price." But, I have been unable to find the exact quote from the game anywhere.

Just in case anyone cared...

From: Johan List <jlist@xs4all.nl>
Newsgroups: alt.games.wing-commander
Subject: Re: Acting in WCIV (POSSIBLE SPOILERS!)
Date: Sat, 24 Feb 1996 18:01:05 +0100

> Chris Roberts directed WCIV, but the screenplay was written by Frank
> DePalma and Terry Borst, professional screenwriters out of LA. It was
> based largely on a plot synopsis written by myself.

I really have to admit I was amazed at the storyline. Also the use of some "hard" elements, like Cpt. Paulsen being killed by Seether after the Lexington is destroyed and Admiral Tolwyn hanging in his cell...boy, it's going to look like a movie even more. The ending was full of power. I especially like the tribunal part, where you see adm. Tolwyn in the bench (good use of camera movement also, not only in this part, but throughout the game...:) and while everyone is pointing at him and saying stuff, you get to see short snapshots of the previous happenings. (Like the medical transport blowing up, the dead guy in the Telamon system etc...)

Incredible.

But I really wonder if something more could have been made of Blair's part. Ah well, it's a great game so I really don't complain. :)

Is there a WC5 planned or not? I also heard rumours about a WC movie? Anyone out there knows ther facts?

Byebye..

From: aexia@u.washington.edu (Micheal Keane)
Newsgroups: alt.games.wing-commander

Subject: Re: WC4: most annoying comment.
Date: 25 Feb 1996 07:33:55 GMT

>I think so far, by far, the most annoying commo- made in WCIV is
>little comment he makes when you tell him to break and attack... It
>forever, and once he finally goes, they're already upon you...
>
> "Mebbe I'll just negotiate with them today.....ON SECOND
>THOUGHT!"
> -Primate

Primate's my favorite wingman... I think it's hilarious... Excell's
pretty cool too...

General Online Comments 3-4-96

Sommers, Andy

From: Steinberg, Richard
Sent: Monday, March 04, 1996 1:48 PM
To: Mehnert, Donna; Davies, Marten; Lindner, Michelle; BBS origin.games.feedback
Subject: WC4 Online Comments, 3/4/96 mailout

Microsoft Mail v3.0 IPM.Microsoft Mail.Note

From: Steinberg, Richard
To: Mehnert, Donna
Davies, Marten
Lindner, Michelle
BBS origin.games.feedback
ML MARKETING DEPARTMENT
ML OSI SENIOR PRODUCERS
ML WING 4
Subject: WC4 Online Comments, 3/4/96 mailout
Date: 1996-03-04 13:48
Priority:
Message ID: A91A102C
Conversation ID: A91A102C

From: Volker Dittmar, CompuServe 100272,734
To: Michael Kasper, CompuServe 100713,1163
Date: 2/25/96
Re: WC4

Hi,

yes, I'm playing WC IV since a few days. Its nice, but not a major step from WC III. There is much more video (6 CD's!) - most that I've seen by now is large due to the fact that the ships are much bigger. There are some cool effects when laser shots hit your cockpit and melt the glass.

And its DIFFICULT.

Volker

(Tut mir leid, wenn ich in Englisch antworte, aber das ist hier nunmal die Sprache - Translation:
Sorry that I answered in english, but thats the standard language).

From: Dirk Stelzner, CompuServe 101475,3451
To: OSI
Date: 2/26/96
Re: Geman version of WC4

Hi Richard!

The voice of Eisen ist really terrible - but the rest is great. Great game (but a litte bit too short).

From: Roland Wolf, CompuServe 100601,2776
To: OSI
Date: 2/29/96
Re: German version of WC4

Thanks for this incredible Game. It was worth the wait. It amazes me: The first WC which did not make me want a better Computer. Only thing which I didn't like: The german translation was o.K., if a bit wodden, just the speakers, especially "Eisen" didn't really fit. I tried to get an original, but they weren't delivered yet.

Best regards,
Roland Wolf

From: Joerg Stenger, CompuServe 100663,2615
To: Roland Wolf, CompuServe 100601,2776
Date: 2/29/96
Re: German version of WC4

Roland,

>> just the speakers, especially "Eisen" didn't really fit. <<

You are absolutely right! The overdubbing of Eisen is a bad, bad joke!!! I think the person who overdubbes him is the same as Erni from Seasam Stree :(

From: gas_passer@msn.com
To: all
Date: 2/27/96
Re: Wing Commander IV Toughest Mission

First Vote: Vote here on your opinion of the toughest mission. My opinion is the mission where Dekker and his men take the ship and then you have to go through to flights of Dragons to get the top secret ship.
Second Vote: Vote here for your preferred gun and weapon loadout. I love both the Dragon and Banshee's primary gun system plus the Stormfire. A full loadout of leetch missiles does it for me. What hit will "take out" your enemy while a hit or two of IR plus gunfire is required to down an opponent.
Igor

From: Weber↑@msn.com
To: gas_passer@msn.com
Date: 2/27/96
Re: Wing Commander IV Toughest Mission

toughest mission= tie between all the missions that required you to use the tractor beam to pull in people. That tractor beam is the most frustating thing od the game.

From: aurora@xs4all.nl (IJdo Dijkstra)

Newsgroups: alt.games.wc3
Subject: Re: Wing Commander IV... Sucked!
Date: Tue, 27 Feb 1996 11:17:12 GMT

Cha_Cha@ix.netcom.com (Clay Cahill) wrote:

>sirmlb1@ix.netcom.com wrote:

>> Attention everyone. Please do not bother yourself with the
>>purchase of Wing Commander IV. It is an INSULT to the Wing commander
>>Legacy. I don't know exactly if it is it's incredibly boring plot,

>Fascist.

>> or
>>it's TERRIBLE ending.

>Which one? Luckily it's not like you vaunted WC3 with it's fake
>different endings (the same thing happens, bu you either get to take
>home a porn queen, a 23 year old hard body, or Rosie Palm).

WC4 is just like WC3, great movies, but lousy gameplay.....as far as
I can tell the bad things about the flight engine in WC3 are still
there.....

From: Cha_Cha@ix.netcom.com (Clay Cahill)
Newsgroups: alt.games.wc3
Subject: Re: WC4 -- 7th DISC????????
Date: Sat, 24 Feb 1996 01:53:28 GMT

Carl@erinet.com (Carl Raymond Bach) wrote:

>Has anyone playing WC IV noticed that there is a slot in the disc holder
for a
>7th disc?

>
>Does this mean there's a potential 'mission' disc in the future for us?
>
>Just a thought!

Me thinks it's one of two things... Either 1) it was cheaper to get
them from Case Logic this way. Or 2) the extra slot was ordered for
the trading card that came with the first several thousand copies of
the game that were run off.

>
>This game, IMO, is very good.....it goes a bit quicker than WC3, but then
>again, I have more desire to play it again once I finish the first
>time.....there are many choices to make that I can go back and make
>differently the next time!

Exactly. As I was ripping through disks at a rate of three or four
missions I started getting a little pissed, but then I relised that
the choices I was forced to make might change the missions that I fly.

Clay-

Terran Confederate Underground
http://acm.vt.edu/~bryantpe/underground/whats_new.html

What's New at the TCU!

Feb 27 - Added two joystick patches for WC4 to the File Archives.

Feb 25 - WC4 database information has been added. I finished it in the wee hours of the

morn, so I'm sure there are a few mistakes that we'll find over the next week. Let me know!

Coming soon: WC4 mission trees.

<http://www.best.com/~seaninsj/home-d.htm>
Terran Confederation Navy Calisto IntraNews

Simulator Update Information

tcn.calisto.flight.sim
Posted 2669.2.15

Wing Commander IV The Price of Freedom

So many things come to mind when someone says Wing Commander IV. "Who are they going to fight now? Do you think they might bring back the firekkans? Is Blair's love life going to be another factor here?" I could go on, but after playing the game I'm left with an overwhelming sense of satisfaction. It was the ending. It was perfect. I really didn't buy the fact that Blair could just drop flying, and become a farmer, it didn't seem like his style. Ever since he first boarded the Tigers Claw in Wing Commander it was the flying that he enjoyed.

Now the Terran Confederation must face its deadliest threat, itself. Through some incredible writing, great acting, and astonishing special effects, Origin has pulled The Game of the Year out of its hat. Compiled on 6 CD-ROM's the action is fierce and gripping. The story is believable and compelling, and most of all the simulator is flawless.

Again, Origin has upped the hardware ante. The bit mapped ground in the surface missions slowed my Pentium 75 to an unplayable crawl. Although in flight you can hit alt-O and remove the texture by dropping to medium detail, it's a little inconvenient to drop out of a pitched battle to change an option. Even less acceptable is playing in VGA. The screens look ported directly from the SVGA versions, and are barely legible. I wouldn't recommend this game to anyone with less than a Pentium 60. But if you've got the power this game is a MUST see. Overall, I think Origin has outdone themselves again, and I don't think there will be a better game for the rest of the year.

The Union Of Border Worlds Newsletter
By JediCS@AOL.COM

Fellow Border Worlder! Welcome to "The Union of Border Worlds", an electronic fan club dedicated to the Wing Commander series (to the Border Worlds, in particular)! Unlike other fan clubs on America Online or the Web, role-playing isn't mandatory (however, if the demand exists, we can arrange a role playing session), and you don't have to be an excellent pilot; this is fan club which all that is required is merely an interest in the Wing

Commander series.

The following features shall be available soon:

In the coming weeks, "The Union of Border Worlds" shall have a companion fanzine. Topics will include game tips, reviews, announcements of Wing Commander products, and special interest articles about the Wing Commander series and the actors who were featured in Wing Commander III and Wing Commander IV. Submissions and suggestions are welcome and encouraged. To attract users of the World Wide Web, "The Union of Border Worlds" website shall also be in the works. Once again, suggestions are welcome and encouraged.

"The Union of Border Worlds" chat shall be at private room "Border". The slated chat time shall be at Friday, 9:00 PM Eastern standard time. If this chat time doesn't agree with all of you, a new time and day can always be scheduled. The subject of these chats will include club events, trivia games (if they are not included in the fanzine), and of course, we can also chat freely about subjects not related to Wing Commander. After all, another purpose of joining a fan club is to make new friends!

Of all the resources available, people are the most valuable. If I failed to mention an activity, etc. that you would like to see as part of the club, please let me know.

May you all enjoy the fan club and have fun!

Sincerely,

General Cie "Elvis" Sharp of the BWS "Berlepeire", and Founder of the "Union of Border Worlds" fan club" (JediCS@AOL.COM)

"The Union of Border Worlds", "Wing Commander IV", "Wing Commander III" and other elements are copyrighted, registered trademarks of Origin Systems 1996, 1995, 1994. "The Union of Border Worlds" fan club is not affiliated with Origin Systems. No trademark or copyright infringement of any kind is intended. This file has been created for non-profit purposes. Distribution is welcome, as long as it's not

Subj: Profanity!!
Date: 96-02-29 01:09:05 EST
From: ArizGreg
To: OSI
Sent on:WAOL 2.5

Dear OSI,

I am a software manager at Compusa in Phoenix. We were so excited to finally get WC4 and demo it on our game system. However, in the first mission, Maniac says "Holy Shit" and due to this, we had to pull the game off our demo system. Even the demo had "son of a bitch." It is a shame that your company needs to put such language in these titles now and alienate families with small children who see the graphics, and then i have to tell them about the language and you LOSE a sale!! I think you should have considered a way to censor the profanity, lime Duke Nukem 3D did, a parnetal control lock. This game will now collect dust most likely, instead of visually selling to our customers.

Subj: OSI Marketing--WC toys...
Date: 96-02-29 00:56:23 EST
From: KeyOfEFlat

Posted on: America Online

DaveR9000 suggested (at the request of his kid) Wing Commander Action Figures. I thought that was a great idea, so I'm posting it here.

Subj: WC4..suggestions & review
Date: 96-02-29 07:07:51 EST
From: Tyreseus
Posted on: America Online

Okie, had some time to get my thoughts together for a larger review/suggestion post :)

First off, I want to say great job to the WC4 team, I thought it would be tough to outdo what happened in WC3, and wasn't sure which direction you would go in. But this was a pleasant surprise, a game which had me guessing "what's really going on?" all the way to the final few missions :)

The new ships were fun, as were the new weapons (great idea!). The ability to select which mission to take in some circumstances was brilliant as well, I enjoyed being able to decide and make a "command decision". Graphics were great as usual, as was the detail: I couldn't believe how much effort was put into doing little nook and cranny things! :) Sound was GREAT...much better than in WC3, and really helped pull me into the game.

And a final thanks to Chris Roberts, he designed a game that continued in the tradition of the other WC's: the game pulled you in and let you be that space pilot for awhile ;>

Now to my suggestions/gripes:

- 1) I would love to see more options for missions. Not every mission to allow you to choose A,B or C, but alot more missions like that.
- 2) I think someone else mentioned this, but I'll mention it to: make some sideplots! :) Missions which you don't NEED to do in order to finish the game, but they're there to add that extra feel to the game. Perhaps by completing them you get a nifty weapon, or an extra pilot...or somesuch :) But these missions would be totally optional.
- 3) More sideplots on the ship: I would like to see more of the everyday interaction between pilots between missions. Basically it would be more of what we see now: conversations effecting individual morale. But perhaps a conversation is extended over 4-5 missions instead of just 1. Or perhaps you -can- pursue a love interest if you like, but you have to choose carefully what you say and do, lest the person gets annoyed at you and morale goes down. Another idea may be how you handle pilots who don't listen to orders or mess up missions you assigned...how you handle them also effects morale..or perhaps you have to choose to ground them or no, if you dont ground the person at the right time, he/she messes up big time in the near future. This leads me to suggestion 4:
- 4) Have more conversation options (I suggested this earlier). Everything now is black and white: you choose one extreme response over another. How about adding in those grey areas? ;> instead of response A and B, have C and D as well. This doesn't have to be in -every- conversation, but would be nice to see this often :)
- 5) My gripe was the game wasn't long enough! Around mission 25 I was *just* getting into the game, was all warmed up and really into it...and 5 missions later...it was over! :(Talk about a letdown (not the game, the shortness). As I suggested earlier, you should *need* to complete about 50 missions to

finish the game..with the option of flying 60 or so if you take the sideplots ;>

6) Don't lose sight of the game: Well, this is more of an observation. I know it would take more CD's to add in more missions and plot (and the movies to go with it), but having more options is the essence of a great game! :) There may be a tendency to think "well, we have actors, we can't have so many options"...phooey! :) Do it, remember this is a game still ;) Just because yer not using animated actors rather than real ones should not mean less options.

7)Bring Mark Hamill and John Rhys-Davies back at -least-.

Hmm, I think that's it. In any case, great job..and I can't wait for WC5 ;)

"What price Freedom, Admiral?"

Subj: Re:WC4..suggestions & review
Date: 96-02-29 17:04:09 EST
From: DSilver100
Posted on: America Online

Loved the game!

In fact WC1 was the resason I upgraded to a 386 many years ago, and WC3 was the reason I got a pentium (100)- along with needing a CD-ROM drive. Having played all four in the series I do feel that WC4 was noticibly shorter than the others(I fly on ace throughout - although I did cheat at veteran on one mission in WC4).

The simulator is badly missed. Not only does it serve to provide endless "replay" value, but it was perfect for times you just feel like flying (and killing).

I like Hamill better in this series than in star wars and although my ego would prefer to have my "own" onscreen representation, I found him to be superb in the role and a fine representative.

My favorite game in this genre remains Privateer. which seemed like two games in one. First the game to build your ship and then the missions. The lower quality graphics seem secondary to game play. BTW I am unable now to play Privateer with sound since I upgraded to WIN95.

Congratulations on a job well done.

Subj: Nice game, but...
Date: 96-02-28 16:44:45 EST
From: KUMQUATMAN
Posted on: America Online

i don't know if its a result of playing WC3 so much or just the fact that WC IV wasn't intended to be really hard, but i beat it in under a week. great game though, maybe i'll go back and play it on the insane level....

Subj: I want a cockpit!
Date: 96-02-27 00:35:08 EST
From: Gnilwob

GAME!GREAT GAME!GREAT GAME!GREAT GAME!GREAT GAME!GREAT GAME!GREAT GAME!GREAT
GAME!GREAT GAME!GREAT GAME!GREAT GAME!GREAT GAME!GREAT GAME!GREAT GAME!GREAT
GAME!GREAT GAME!GREAT GAME!GREAT GAME!

Sincerely yours,

Yarom Eloul
Meshiach@AOL.COM

PS-Thanks for answering so promptly. I appreciate how much mail you receive
and am very pleased to have received a response so soon.

Date: Fri, 01 Mar 1996 01:15:55 -0800
From: Michael Devereaux <s343948@student.uq.edu.au>
To: marketing@origin.ea.com
Subject: Wing Commander IV - THANX!!!

Well this isn't really a question about upcoming games but it seemed like
the
most appropriate box to select.

I have been a fan of Wing Commander since the original and when about 5 days
ago saw WCIV for sale I just had to have it! So now I write this E-mail to
say you have produced the most addictive and great game ever...

So after spending about hmmm.... 5 days continuously playing (8+ hours each
day) I can now say I have won. Now it seems to me that I still must have
missed so much of the game from selecting different options. Does Tolwyn
always commit suicide? Are there other possible endings? (Apart from Blair
being killed and going to war with BW),,,,,,

>From the moment I first started it I realized this game was not what anyone
could expect! You would be forgiven to mistake this game from an ordinary
TV
programme. Many of my friends also cannot believe the fantastic film
sequences!!! The quality is such that you almost feel like you are there!!!

So I finish this E-mail with a THANX!!! (I'll be waiting for WCV) I think
its time to throw up that difficulty level a few notches!!!... There go
another few days?

Michael D - s343948@student.uq.edu.au

From: jodi@rad.net.id (Danny Hermanto)
Newsgroups: alt.games.wing-commander
Subject: WC IV, end game comment..Spoiler
Date: 2 Mar 1996 03:12:36 GMT

Just finished the game and a bit disappointment about happily ever after
ending.

Well, I believe Tolwyn suicide was a bit missfit.
I mean this is the one who turn the tide in Wing commander 2, and if
Hobbes's
not around Kilrah would end up pieces with his project Behemoth.
I think it's just not quite fair to see this guys ended hanging himself.

Sure he is the bad guys who kill hundred thousands man, children, woman and everything. But the way he goes, it's not right. Probably it would be better if he goes in the blaze of glory. Like getting shot while trying to escape, blown up in a shuttle or if origin could stand another month delay (i know i can't

)
let this guy escape and let Border World along with Confed chasing him around the galaxy.

Over all, Wing Commander IV is one of the best. Just a bit " misfit " in the

happy ending game, my opinion of course.

Pleasant dreammm..

The Edge (Danny Hermanto)

Date: Wed, 28 Feb 96 22:26:53 0000
From: Mike Morrato <mmorrato@du.edu>
To: marketing@origin.ea.com
Subject: (no subject)

I just had to write since I just finished WC4. That had to be one of the best games I have ever played. The acting paralled any hollywood movie and the gameplay was awesome. Never before have I ever played a game where I had such control. The coolest part happens where you (Chris Blair) finally get to command a carrier. The plot kept me going for 4 days straight (that's how long it took me to beat both storylines). I cannot say enough for this game. Thank you very much. I know that whenever I buy a game from you all that it will always be of a high quality.

Mike Morrato

mmorrato@du.edu

p.s. I only hope Ultima 9 is as good if not better!!!!!!!!!!

General Online Comments 3-8-96

Sommers, Andy

From: Steinberg, Richard
Sent: Friday, March 08, 1996 2:00 PM
To: Mehnert, Donna; Davies, Marten; Lindner, Michelle; BBS origin.games.feedback
Subject: WC4 Online Comments, 3/8/96 mailout

Microsoft Mail v3.0 IPM.Microsoft Mail.Note

From: Steinberg, Richard
To: Mehnert, Donna
Davies, Marten
Lindner, Michelle
BBS origin.games.feedback
ML MARKETING DEPARTMENT
ML OSI SENIOR PRODUCERS
ML WING 4
Subject: WC4 Online Comments, 3/8/96 mailout
Date: 1996-03-08 14:00
Priority:
Message ID: FB262F8A
Conversation ID: FB262F8A

Date: Thu, 7 Mar 1996 17:41:57 -0500 (EST)
From: Paul Bannister <root@irc.nrgroup.com>
To: info@origin.ea.com, marketing@origin.ea.com
Subject: Wing Commander IV Review

Just wanted to let you know about our online magazine Online Gaming Review. We just recently reviewed your new title, Wing Commander IV, and it received

a 10/10! You can check out our site at <http://ogr.nrgroup.com>, and a direct link to your review can be found at

http://ogr.nrgroup.com/currev/wing_commander_4.html.

Online Gaming Review has been on the WWW for 3 months now, and gets close to 1000 visitors per day, and over 10,000 visitors per month -- our numbers are increasing every day! More and more gamers are coming back to our site for current news and reviews about new games and industry trends.

If you have any mailing lists that you send out to the press, we'd appreciate it if we could be added so we can keep our readers more up to date. Since we publish our magazine online, we can update game players the day of an announcement, no more waiting for 2 months for a paper magazine to arrive before they know the not-so-current news. We can be reached the following ways:

Phone : 516-541-0180
Fax : 516-541-6324
E-mail : ogr@nrgroup.com
WWW : <http://ogr.nrgroup.com>
Address : 213 Harbor Lane
Massapequa Park, NY 11762

Sincerely,

Paul Bannister

Editor-in-Chief

Date: Thu, 07 Mar 1996 16:59:31 +0100
From: Stefan Martin Asef <Stefan.Asef@Tronic.de>
To: info@origin.ea.com
Subject: PC Spiel review on Wing Commander IV

Hi there,

I thought you might be interested: PC Spiel is a german games magazine and rated "Wing Commander IV" 2nd of the "Top 5" in issue 4'96. If you'd like to have a look:

<http://www.tronic.de/pcs/0496/wingcom.htm>

... but as we are just going online, you might not get a connect until tomorrow, march 9th.

Sincerely

Stefan (Redaktion.PC-Spiel@Tronic.de)

Date: Tue, 5 Mar 1996 20:56:40 -0600
From: Elissa Beach <ebeach@acad.stedwards.edu>
To: info@origin.ea.com
Subject: Wrong Answer Commercial

>From: Elissa Beach <ebeach@acad.stedwards.edu>
>Return-Path: <ebeach@acad.stedwards.edu>
>Subject: Wrong Answer Commercial
>To: originmm@rahul.net
>Date: Mon, 04 Mar 1996 16:51:13 CST
>Full-Name: Elissa Beach

>

>Hello,

>

>I hope I am sending this to the right place - if not, please forward it
>on to the appropriate person.

>

>I was listening to a radio program yesterday and heard your commercial
>for Wing Commander - the one with "Wrong answer." I did not like hearing
>this and felt threatened while sitting safely in my home. I
>almost turned off the radio program just so I wouldn't hear the
>commercial again.

>

>I never thought I would be complaining about violence on the radio, but I
>must protest. I do not like the image it projects. Please get rid of it.

>

>I will be sending a copy of this note to the radio program as well.

>

>Thank you for listening.

>E. Beach

>

>

Visit my home page: <http://www.cs.stedwards.edu/~ebeach>

~~~~~ Knowledge is the Mother of love, ~~~~~

~~~~~ impatience the Mother of stupidity. ~~~~~  
~~~~~ ...Leonardo DaVinci ~~~~~

-----  
-----  
Message for Origin and all Wing Commander

To: OSI

Posted by Cliff

March 05, 1996 at 06:03:26:

After playing WC4 and Cursader, I can only say that they are the finest game out there today! And I begin to dream about the next game, what if we can get to play Blair as Crusader? What I mean is that for the next WC game, why not putting the two engine together, while we play Blair in the cockpit, we also get to play commando, who Blair tries to sabotage ships, citys, by using the engine of Crusader, or even BioForge, Little Big's Adeventure! Well, so what do you all think? I need comments! Origin shall redifined interactive game if they do this.

-----  
-----  
Subj: THE NEXT WING COMMANDER!

Date: 96-03-01 10:22:15 EST

From: GRobe85965

Posted on: America Online

I posted a message about how much I enjoyed playing WING COMMANDER 4 in the technical section ( I didn't know about this section!) I said that I thought it was one of the best games I ever played on the PC. I also thought the cinemotography and money that ORIGIN put into this game was well worth it! I have one question for ORIGIN, I know that you can't POSSIBLY even begin to know the specs of a game that hasen't been created, however, I'd like you to take a shot in the dark and tell me if you think the next WING COMMANDER 5, will REQUIRE a PENTIUM chip! JUST CURIOUS! By the way, the reason I am wondering this, is because I currently have a DX75 with 820mg on the hard drive and a sound blaster 16 sound card. I also have a quad speed CDROM drive! Do you think I may need to upgrade to run future games and software?  
THANK YOU!

-----  
-----  
Subj: Re:Tolwyn:A review

Date: 96-03-01 12:34:02 EST

From: Dalenny

Posted on: America Online

If possible bring back Tolwyn he's a great villian. And if not Tolwyn then at least get Mcdowell back he's a great actor.

Dalenny

-----  
-----  
Subj: Multiple-wing missions

Date: 96-03-03 00:26:43 EST

From: ElanR

Posted on: America Online

Hi, OSI. First off, I would like to congratulate you on another great product. Rather than drone on and on about all the things I liked, I will make note of one particular feature I especially liked that nobody else seems to have mentioned.

I especially liked the missions in WC4 where, rather than simply flying with one wingman, Blair flew with several. Better still were those where there was a multiple-sortie engagement; ie, Blair and a wingman would fly one mission, while another wing flew a related, but completely different mission. I had lots of fun picking the appropriate officers to go off on their own (Maniac makes a better wingleader than you might think, although Hawk and Panther are an excellent team), and I was surprised to find that this, along with random factors, actually caused the outcome of the secondary mission to change between plays! (I remember once having to go tearing after a Bearcat that was some 72 clicks away and making a sprint for the base.) This would be a great thing to have in WCV.

(Heyyy... maybe we could meet the creators of the Privateer Steltek Drone in WCV...)

---

-----  
-----  
Subj: Great Game!! Notable Quotes!  
Date: 96-03-03 07:06:18 EST  
From: Tonygba  
Posted on: America Online

By far the most sophisticated, clever, and action-packed use of multimedia tools in a game environment that I have seen!!!! I am enjoying this game tremendously.... As is my 10-yr old son, who is pretty quick to pick up the nuances of the politics and plot twists thrown in...  
Notable "Insider" Quotes:  
Maniac: ("Been there, done that!" - in reference to Windows 95 from Mac users???)

---

-----  
-----  
Subj: Ship Damage  
Date: 96-03-03 21:22:05 EST  
From: DaveR9000  
Posted on: America Online

This was probably posted before, but did anyone notice the ship damage at the end of a mission. Glad to see that back. I came back with a Banshee about 95% damaged. The ship had big chunks out of the back end with twisted metal in places. Nice job ORIGIN! I liked it in WC1; can't remember if it was in WC2; missed it in WC3; glad to see it back in WC4.

---

-----  
-----  
Subj: Re:2 ENDINGS & HOW TO GET TH  
Date: 96-03-04 19:54:15 EST  
From: Marauder65  
Posted on: America Online

You know, from the turn this discussion is taking, I think that Origin should put the "Romantic Interest" back into WCV. I think it is missed. Besides, how can you have a really complete story with that element missing?

---

-----  
-----  
Subj: WC5\WCmovie  
Date: 96-03-05 15:31:28 EST  
From: OToOoSo  
Posted on: America Online

I have heard brief romors of a WC5and\or a WC movie...are any of those bein

conceived...if not now will they ever?I would certainly pay ANY price to see the movie or get WC5!!!!!!!!!!!!111

---

-----  
-----  
Subj: This just hurts too much!  
Date: 96-03-05 19:26:07 EST  
From: PHAT325  
Posted on: America Online

I am a really big fan of Wing Commander, thier games and books. I just realized that the writers are killing the best characters in the game. Vagabond(My favorite), Catscratch, and of course Tolwyn. Will Forstchen did a good job in writing pretty good novels which is one of the character happens to be Tolwyn, the hero of the Battle of Terra (Earth), recieving the Confed Medal of Honor, Hero of the Vukar Tag, Custer's Carinval, etc, etc. So how can you make him the enemy well, that just sucks. You guys are in marketing, are you going to make any starfighter models because I am also a model builder, and I would love to get my hands on a Sabre or a Excalibur. Those fighters are pretty cool. I would also want to build a Escort Carrier but I don't know what they look like, is the INTREPID or the LEXINGTON a escort carrier?

---

-----  
-----  
Subj: Wing Commander 5/Movie  
Date: 96-03-05 21:08:06 EST  
From: JimJGM  
Posted on: America Online

This is actually a response for a message of several days ago.

Regarding Mark Hamill, I think your all wrong about his detracting from the movie or implying a "rip-off" of Star Wars. He is older and looks very different than he did in even the last of the original trilogy. By playing a different personality he seems like a totally different person than the wild-eyed, naive Luke Skywalker. Problem is he can't play a young Christopher Blair either for the same reason.

Hell , Harrison Ford could play in the movie today and not resemble Han Solo, every roll I've seen him in in the last five to seven years has been as a studious, responsible and deliberate person - directly opposite the swashbuckling, impulsive and selfish Solo. And he also barely resembles the appearance of his former roll (both Ford and Hamill have aged).

The biggest danger of getting labeled as a rip-off is doing something like in WC3 and trying to parallel Star Wars (the Tranch Run, or some super battle station or equivalent use of a major theme). I think of this stuff all the time at work (mindless work breeds daydreams and imagination). Sure would like to help write the script and image ideas.

IE: Use the Jurassic Park image generation to produce the Kilrathi, WC3+4 both look like costumes - any costume will look like one, even Star Wars did (but you were forgiven back then because it was the best to date). Look at Aliens 3, that mother was fast and behaved like a lion in the final sequences - and looked alive and really alien, not a human or machine in a suit. Kilrathi would be big and FAST.

Imagine a planet being retaken from the Kilrathi, 8 million inhabitants reduced to 3 million over the years (some eaten others shipped out to other slave planets), a couple hundred thousand Kilrathi living there. First the space battle driving off the Kilrathi Navy and then sweeping the skies and system of Kilrathi fighters. The planet would have BIG guns which you couldn't nuke outright if you wanted to save the populace and the facilities. So down go the fighters on strafing runs to knock out defenses

in some hemisphere, then large landing ships go down there to mount a surface assault on the main defenses from over the horizon. Final assault - (ie) waterborn invasion and naval ships, low flying atmospheric assault craft and transports, ground forces moving on land vehicles and skimmers, space craft and small cap ships moving down for close support and mop up as the Kilrathi gunners eyes are distracted from the skies. I already figured you have anything from Star Wars to Stargate and even Mech Warrior in such a scene but I can't think of a big liberation battle like that as an ending (doesn't have to be, I'd thought of it originally as the beginning). The hand to hand combat with the Kilrathi would be intense, like Berserker (Frederic Saberhagen, the machines were lightning fast) crossed with Braveheart and Aliens (most of the realistic effects in Braveheart were computer generated just like J Park). A Kilrathi soldier would have offensive battle armor, could carry heavy weapons by themselves or medium weapons in both hands, and would love to get up close and personal with their bare hands (a Kilrathi in a battle suit would be almost like a small Mech from Mech Warrior). Humans would have similar battle suits but the size differential and raw power of a Kilrathi would make them superior in this regard, to equalize the two really requires the human to be in an AFV.

So Origin, if you guys are gonna do a movie, give me a call, I have some pretty cool designs for those 25th century assault vehicles.

-----  
-----  
Subj: on line wing commander  
Date: 96-03-06 14:16:01 EST  
From: LordXBlade  
Posted on: America Online

Just imagine if you guys at origin made a on line wing commander! The thought of fighting players from all around the world in dogfights or fighting in squadron play just makes my trigger finger itch!!!!!! You could do numerous things to make the commander universe realistic, such as setting up carriers across space to rearm and refuel your battle worned fighter, or just to chat with other docked players. I know it would take a lot of effort, but i guarentee it would pay off big! Post more messages about this subject! We have to get origin's attention!!!

LordXBlade  
-----

-----  
-----  
Subj: Mrkting guys, are you making  
Date: 96-03-06 20:37:16 EST  
From: PHAT325  
Posted on: America Online

Are you going to come up with Wing Commander model kits or toys? I am a very good model maker and I love Wing Commander so put two and two together. What do you say?\*

-----  
-----  
Subj: MST3K  
Date: 96-03-05 01:14:04 EST  
From: WHearn3973  
Posted on: America Online

I was wondering who on the Origin staff is a fan of MST3K? I have seen two references so far in the wing commander games. There may be more that I haven't caught yet.

---

From: Lorenz Flueckiger, CompuServe 100545,134  
To: OSI  
Date: 3/3/96

Well, it's certainly not trash.  
But! The voice of "German" Eisen fits better for a cartoon baby, Silvester the Cat or even Teweetie... :-) :-) As I saw it on the screen of my friend, I was a bit surprised of the movie, too. What are these lines on the screen? "Halve line mode"?

I am now waiting for the originale english version of WC4.  
The german versions of most programs always loose a lot of ambiance: See Command & Conquer: Oil (?) flashing! "Robots" talking and screaming (??)  
Well...

In expectation of WC4:  
Lorenz (having played every mission of every wc game,  
WC was my reason for having bought my first 386)

P.S.  
Lets hope you got a clean support for the AWE32 PnP!  
Wc3 still causes me Problems: Sound or Joystic, never both is working.

---

From: Robin Martin, CompuServe 101325, 3547  
To: Jens Ansorg, CompuServe 100104,1170  
Date: 3/3/96

>>BTW, perhaps you should try the original english movie - äh game.  
Jason Bernards voice suits the character very well :)<<

I did actually buy and play the english version, nevertheless I think it is dissapointing to see how Origin managed to screw up the translation, especially after having done so well on the third part.

Robin Martin [Team Spiele News]  
Online Magazine at <http://www.intergames.com/spielenews>

---

Subj: Re: Profanity in WC4!!  
Date: 96-03-02 02:16:30 EST  
From: ArizGreg  
To: OSI  
Sent on: WAOL 2.5

It was not I who was offended as much as your customers who were going to buy your product. Now we cant even show a demo of the most eagerly anticipated game of the year. Cant you put out a non-profane version or some kind of parental lockout update. Just a shame we are not selling this title half as fast as we should.

Greg  
COMPUSA

---

Subj: Wing Commander IV  
Date: 96-03-03 21:45:39 EST  
From: TCN Eagle

To: OSI  
Sent on: WAOL 2.5

Hello! I would just like to say that I think Wing IV is a great game. I do however have some advice for any upcoming Wing games that you can give to any "high up person" (Please say there will be another game. ANYway, I don't know if you can get this through, but if you could that would be great! I don't know if you care to hear from me, but what the hey. It can't hurt. Playing the game I thought it was amazing! When I won (In three days) I was somewhat disappointed. Not buy the cinematics, but in the time it took to get where I was. It's too darn short! When I played Wing III and I finally won after three months+ I had a sense of superiority. I had won the game! I was at the top! All this time was worth it! I WON! In Wing IV when I won this was my reaction.. "hey, I won." Please make the next one longer please. In Wing IV one of the branches is too keep with Confed. If you do this you lose no matter what. This is disappointing in the way that you have no flexibility on your own feeling toward confed. If you still agreed with Confed you shouldn't be forced to defect if you want to win! I always liked the cockpit view. I also immensely liked the heads up display. I think next time you should have a cockpit, and a heads up display. When you are flying toward a carrier at an angle you see a ruff picture of the flight deck. The problem is, is that it goes straight. YOU should make it more picture real. I don't want to see the flight deck going out the side of the carrier. It makes it hard to land! Create a whole new engine! (yes I know it costs money, but I'm tired of the current one.) Surprise the player more! Give it some kick! Wingmen need better AI. have them taunt the enemy, and be able just to tell them to attack another ship without selecting one for them. Have them preserve their missiles if their good pilots, and have them wait them if their bad pilots. Have a better selection of ships. More ships instead of just 5. More weapons, and missiles. Acting, and sets. Very good, no change needed. PS: Can I have a computer like Eisens? More realism ship speed. I noticed that some heavy fighters were faster and better at turning than some light fighters! give me a break! Give some ships disadvantages. Let's have some shock waves! This is all I can think of right now. Over all I think it's a great game! Please keep this stuff in mind for any future Wing Commander games. Thanks!

TCN Eagle

PS: IS there a way I could sign up to become a game tester. I am good at spotting missing pieces, bad areas, good areas, and stuff like that. Where could I find a job like that?

-----  
-----  
Subj: WC4  
Date: 96-03-01 23:34:47 EST  
From: SNOWKILL  
To: Origin CS  
Sent on: WAOL 2.5

I must say I was quite disappointed when I saw WC4 in the stores. I have been a loyal supporter of Origin products, since the very beginning. I noticed that the minimum requirements to run WC4 was 75mhz. Of course I would only have a 66Mhz. But I had hoped that I could tweak my system

enough to get it to run...I was wrong. I rented a copy of the game...and tried half the night to get it to run. But the video and game play was glitchy. I understand that with each installment of the on going series, that improvements are and have to be made. But I also want you to understand that you have just lost a big audience. I have a 486 DX2 66Mhz, with 12 megs of ram, this is quite the standard in most households now days.

Sure I will upgrade to higher processor in the future, but it must be worth my while...and though I love the WC series..I will not go out and spend \$200.00 dollars so I can play a \$50.00 game.

This is my prediction, You watch the game sales of the WC4 installment....I think you will find that the sales will not be as high as you had hoped for.

Besides I have a 3DO and a Sony PlayStation, I am sure that you will be releasing WC4 in one of those formats soon...so I am willing to wait.

Thank You

SNOWKILL

-----  
-----  
Subj: (Fwd) Re: Jump points  
Date: 96-03-05 10:05:01 EST  
From: mdragone@li.net (Michael J. Dragone)  
Reply-to: mdragone@li.net  
To: osi@aol.com

Richard,

A friend of mine came up with this.....

Mike

----- Forwarded Message Follows -----  
From: rim@infinet.com  
Date: Tue, 05 Mar 1996 00:56:41 -0500  
To: mdragone@li.net  
Subject: Re: Jump points

Has anyone spent any time truly defining jump points. I noticed in Wing 4 that there was a smaller jump point that the Intrepid could go thought but the Vesuvius could not.

I have started to further define Jump points as they are important to the PBM.

Here is what I've come up with so far.

Jump points

AA: By far the largest of the known Jump points, Earth bears one of them, any known size of ship can jump throught one of these points, and the jump gate remains open long enough for more than one ship to use the same gate. About one percent of all jump points are AA class.

A: Most systems bear at least one A class point, Any known ship can pass through this type of point, though objects such as starbases are too

large. The vast majority of encounters in the first Kilrathi war occurred between these points. About 60% of KNOWN jump points are this class.

B: Smaller Jump points, most Carriers can still navigate through these points, if a high energy jump is used to open the jump point. This is a moderately common jump point. About 30% of the remaining jump points are B class.

C: Called Recon points, or Pirate Points, by most, these point can only be entered by Light Cruisers or smaller, and it is a squeeze for a

Light Cruiser. Less than five percent of jump points are this class, though this number is low given that not all of these points have been located.

D: Only enterable by Destroyers or Fighters equipped with Jump drives, these points are realitivy rare though new scanners have been dectecting more class D points on an almost daily basis. They are useless for anything but single ship movement and collapse for a time directly after the point is used.

Hard to detect these points actually seem to be quite common, though they appear to actually wander, and this combined with the fact that they

collapse after use, makes them difficult to exploit properly, the point reesatblished itself 2 hours after use.

E: Corvette Points, supprisingly a Corvette can travel here, where a fighter jump drive cannot. This is due to a high energy output as opposed to the fighters low energy drive. Only a carrier, cruiser, or a decent sized recon ship has the sensors to point out these babies. Short ranged and almost useless, they can provide a back door for some light ships. Same as the class D point, but smaller and wanders even more, and it takes eight hours for the point to reestablish.

F: Smallest of the known jump points, only the Dragon class fighter with its extreemly small high energy Jump drive. Any fighter with an antimatter power plant is assumed to have such a device, though the Dragon is the only such fighter currently in service. Type F points are hard to detect and make for extreemly good pirate points as most type F points have not been discovered and usually pop up in out of the way places. Smaller, almost impossible to detect, and are basically destroyed after use, a Class F point reestablished itself weeks after its use.

Jump Drives: There are two basic styles of Jump drives, High Energy

and Low energy, Active and Passive. High energy systems supercharge the jump point forcing a Jump gate to open, which allow a ship to enter and the gate immediatly closes behind them.

Passive, or low energy, units take slightly longer to use, and use much less energy to active the point, but basically they wait untill a jump point is almost ready to gate naturally and then simply expand the hole. As most jump points pulse normally this requires somewhere between 2-5 seconds. As it uses about 1/10 of the energy of a Active unit, the passive jump drives are the choice for fighters. Passive units cause the ship to immediatly fall into jump space, and thus no gate is formed.

Jump Gates: Only formed by Active units, a jump gate is a small and very temporary hole into jump space. Some attempts have been made to

hold these gates open, but as it is if anything enters the gate it closes, be that an asteroid, a fighter, or a missile. Several new jump

drive configurations are being used in the hopes that a permanent form of Jump gate can be established, unfortunately these attempts have been anything but successful so far.

There is no chance of anything going wrong during a jump, because the location for the exit of the jump is determined by the "Flow" of jump space and is predetermined and extremely set.

Mis Jumps: Jumping is a very safe form of travel. There are only three common accidents that occur while jumping.

A: Drive misfire, this causes damage to the ship, and the jump point may or may not open. Nothing further has been known to happen.

b: Partial Jump, occurs most often with light cap ships such as destroyers, basically the entire ship is not in the jump point when the jump engines are fired. Some of the ship makes it some of it doesn't.

C: Target path error, this comes down to there being something being where the ship comes out of jumpspace. All matter in the area becomes

unstable and explodes. Any large ship has a sensor which not only detects if there is something at a jump point, but whether or not there is something in transit. Given the relatively small size of most jump points almost any ship can get out of the way in time. Jump bouy also broadcast signals through jump points that tell the same effect.

Jump Space: Jump Points seem to flow into one another, almost like a two way river. A typical jump takes no time for the crew, but about 10-15 seconds of realtime for an active drive and 9-16 seconds for a passive drive.

In jumpspace everything looks like a kaliedescope and time slows. Electricity seems to flow slower in Jump Space, as do many things. Many people completely blank out during jump, though a few have been known to see things in jump space. The seekers of the holy spirit have been jumping in the super AA point out of the centauri system for years after several of their ministers reportedly spotted God.

Only recently has anything been truly known about jump space, but here are a few details. Time suspends during a jump, and therefore nothing can leave the ship. Jumping is almost the greatest high a human can experience, and it is one of the reasons that spacers find leaving that life behind so hard. Jump Space sickness is the name for the phenomenon.

Cloaked ships jumping: Cloaked ships that jump do make a visible effect when they come out of Jump Space, and as most Jump Points have a Jump Bouy around them, a system is instantly alerted to any inbound ships. Jump bouys are powered by the spacial distortion caused by a jump.

Warp Versus Jump: A warp drive allows a ship a certain amount of tactical flexibility when in a system, a jump point is usually a lot faster. For example the AA point from Earth appears in the middle of the Eden system, Earth's first colony, a distance of nearly two hundred light years. At maximum speed, the Warp drive in the Independence would take nearly two days whereas the jump drive would take only sixteen seconds, and the cost difference between the two is nearly the same ratio.

Double Jumping: A maneuver also known as a Hyper Jump, it is risky, but possible now as more understanding of jump space occurs. Basically it requires the use of a supercharged Active Drive unit to open a gate, and then another directly in Jump space. This knocks the ship out of the usual confines of jump space into a parallel direction as the Jump channel.

The ship will appear next to a gravitational body someplace out

in the general direction that he was pointed. The chance that a ship will appear in the middle of nowhere, space between stars, is about as high as appearing in one.

This maneuver destroys the Jump Drive, unless a backup exists, and even that may be useless as the location the ship comes out in may or may not have a jump point in it.

Well, this is the small version of the file. It is rough, but I think it works out somewhat well. Hope you enjoyed reading it:)

**General Online Comments 3-26-96**

**Sommers, Andy**

---

**From:** Steinberg, Richard  
**Sent:** Tuesday, March 26, 1996 1:37 PM  
**To:** Gilmore, Kay; Davies, Marten; Lindner, Michelle; Williams, Marie; BBS origin.games.feedback  
**Subject:** WC4 Online Comments, 3/26/96 mailout

Microsoft Mail v3.0 IPM.Microsoft Mail.Note

From: Steinberg, Richard  
To: Gilmore, Kay  
Davies, Marten  
Lindner, Michelle  
Williams, Marie  
BBS origin.games.feedback  
ML MARKETING DEPARTMENT  
ML OSI SENIOR PRODUCERS  
ML WING 4  
Subject: WC4 Online Comments, 3/26/96 mailout  
Date: 1996-03-26 13:37  
Priority:  
Message ID: 9EAE1586  
Conversation ID: 9EAE1586

-----  
Commercial Top 100                      Edition 169 - Week 13 - March 25, 1996  
=====

==

| TW     | LW | NW  | Title                            | Developer/Publisher(s) | Cat | HI | ID     |
|--------|----|-----|----------------------------------|------------------------|-----|----|--------|
|        |    |     | Points                           |                        |     |    |        |
| -----  |    |     |                                  |                        |     |    |        |
|        |    |     | --                               |                        |     |    |        |
| 1      | 1  | 26  | Command & Conquer                | Westwood/Virgin        | ST  | 1  |        |
| [1729] |    |     | 1315                             |                        |     |    |        |
| 2      | 2  | 16  | Warcraft 2: Tides of Darkness    | Blizzard               | ST  | 2  |        |
| [1817] |    |     | 1230                             |                        |     |    |        |
| 3      | 4^ | 76  | Doom 2: Hell on Earth            | Id/GT/Virgin           | AC  | 1  | [1502] |
| 472    |    |     |                                  |                        |     |    |        |
| 4      | 3  | 13  | Galactic Civilizations 2 {O}     | Stardock               | ST  | 3  | [1828] |
| 415    |    |     |                                  |                        |     |    |        |
| 5      | 5  | 65  | Descent {reg}                    | Parallax/Interplay     | AC  | 1  | [1565] |
| 453    |    |     |                                  |                        |     |    |        |
| 6      | 7^ | 5   | Wing Commander 4                 | Origin/Electronic Arts | AC  | 6  | [1867] |
| 453    |    |     |                                  |                        |     |    |        |
| 7      | 6  | 34  | MechWarrior 2/NetMech: The Clans | Activision             | AC  | 6  | [1697] |
| 387    |    |     |                                  |                        |     |    |        |
| 8      | 8  | 169 | Civilization/CivNet              | MicroProse             | ST  | 1  | [1002] |
| 487    |    |     |                                  |                        |     |    |        |
| 9      | 9  | 57  | Dark Forces                      | LucasArts/Virgin       | AC  | 2  | [1585] |
| 267    |    |     |                                  |                        |     |    |        |
| 10     | 10 | 19  | Hexen: Beyond Heretic {reg}      | Raven/Id/GT            | AC  | 8  | [1775] |
| 265    |    |     |                                  |                        |     |    |        |
| 11     | 11 | 129 | Master of Orion                  | SimTex/MicroProse      | ST  | 2  | [1344] |
| 331    |    |     |                                  |                        |     |    |        |
| 12     | 12 | 76  | Master of Magic                  | SimTex/MicroProse      | ST  | 3  | [1501] |
| 289    |    |     |                                  |                        |     |    |        |

---

Date: Mon, 25 Mar 1996 23:31:22 -0500  
From: KeyOfEFlat@aol.com  
To: info@origin.ea.com  
Subject: More 80+ ships ideas...

People have expressed to me concern regarding my suggestion about 80+ fighters and caps in a mission for the next WC. They are worried about a low frame rate.

There are ways around that. There must be. You know how much the frame rate dropped on planetside missions due to the excessive number of mapped polygons, but other programs have managed a more decent frame rate. I know it is possible. If you switch to low detail, the frame rate on WC4 increases drastically. Maybe they can use unmapped ships (and with less polygons) at large distances for that mission. (There will be too much going on for people to notice bitmaps and a few missing polygons anyway. They'll also be so small at large distances that the bitmaps would get lost in the pixelization.)

For that mission, they'll need to modify the comm commands to work differently. "Help me out here!" should call one or two of the closest fighters who are not having too much of a problem at the time to help you. "Attack my target!" should work only if the enemy forces are low enough to allow our side to spare some fighters. Only fighters near you or the target (depending on how the battle is going) should respond to that if they can. When a pilot calls for help, you should receive the message only if the same conditions are met as if you called for help to that fighter. Seeing the enemy or ally die should be limited until the forces are down enough so that your comm won't get flooded with chatter from people ejecting or dying. "Break and attack!" or "Form on my wing!" should not be available. They should not be flying formation at the start. "Form on my wing!" could be changed to "Cover me!" The enemy and the allies should be able to fly formation attacks at targets if the battle allows it (if the others forces are low enough to spare fighters). "Attack my target!" could mean "Form on my wing, we're going in!" in this case. The wingmen could break after the initial attack is made. If a wingman accepts a command, he should notify you. If multiple wingmen accept a command, one of the wingmen should notify you of how many are accepting. Radio silence should be maintained by all unless the above conditions are met.

In a battle like this, the ship you choose to fly will determine the role you play in the battle (whether you'll go after the cap ships first, try to distract the fighters, engage the fighters, or etc.).

Just some more thoughts on the idea, that's all.  
KeyOfEFlat

---

Date: Fri, 22 Mar 1996 21:24:39 +0100  
From: Cees Jan Mol <mol@IAEhv.nl>  
To: info@origin.ea.com  
Subject: Err...

Hello.

I just purchased Wing Commander IV. Have been with you guys starting at WC1. Felt like a vet, in some ways, and just wanted to tell you that I really enjoy the game so far. Great shots! Nice system. Beautiful graphics.

But where do I tell you that?

CJ

-----  
-----  
Date: Monday, March 4, 1996 6:52pm /Marketng  
From: Robert Fletcher Msg#: 225039  
To: ORIGIN Marketing  
Re: Game design (1 reply)

I am not really sure if you are the one to address this question to, so if there is another, please let me know.

I have noticed that the game design, used by Origin, has stayed basically the same. "Wing Commander IV" is a good example of a game design that has show little growth. If one were to strip away the film clips, there would be a bare bones game. That game would look and play like a game from the early 80's. A very simple branching story line, with a little arcade action.

With all the muscle and talent at Origins command, it makes me wonder if Origin is really trying to push the frontier of game design. I know a little of what it takes to develop a game, from all the articles I have read. (and I have read many) Many writers and developers are call for thier piers to get back to pushing the frontier of game design, over the developement of better graphics.

"Wing Commander IV" has the best graphics I have seen and it will be a while before anyone will match is work of art. But as a game, "Wing Commander IV" makes a better movie.

So is Origin going to make improvments on its game design approch?

-----  
-----  
Date: Tuesday, March 12, 1996 4:32pm Electronic Mail  
From: Steve Marsh Msg#: 226231  
To: ORIGIN Marketing  
Re: WC5, Etc.  
(Reply to #225692)

One thing that has been somewhat frustrating is that while WC1, Secret Missions, WC2 and Special Operations all seem to have used the same models for ship performance, shields, energy, missiles and blaster power, everything since uses a different model every iteration.

So, Wing Commander Academy has one set of definitions for how things like Plasma Guns, Tachyon Cannon, Lasers, Ionic Pulse Cannon, Mass Drivers, etc. all work (ranges, speed, damage, energy cost). Also, it has a completely new set of definitions for the missiles (dumb fires become really useless).

Privateer has another (and since you buy and configure your own weapons -- it is important). Friend or Foe missiles go from being the most bang (as in Armada) to having the least.

BTW, I liked the Privateer model and used it for my proposed weapon load outs for my proposed Wing Commander 2.5 -- The Kilrathi war as seen in the colonies.

Wing Commander Armada has a new model. Ships fly differently, weapons hit differently, etc., complete with "sonic" targeting (??).

WC3 makes some more changes in flight patterns, etc. and WC4 seems to make more alterations.

One result is that flying skills from one Wing Commander Universe game to not necessarily transfer to other games. E.g. I just started Armada and the enemy ships fly differently from their flight habits in all the other games. (And yes, the posters who have remarked at how beautifully handled VGA is in WC Armada \_are right\_. With WC Armada VGA you don't need or want WC4 SVGA.)

If you play a lot, or if the game includes a flight simulator or practice room (which WC1 and WC3 did), then you can get plenty of practice and get back up to speed -- and adjusted -- for the changes to the model. If you play once in a while, and like to play the classics from time to time, each game (except the WC1 to WC2+ -- including WC Academy -- series) requires a different set of skills and abilities.

The differences in feel between versions translates to differences in the game play quality. And I am not always certain that the differences are improvements. If only WC Armada's VGA didn't look so good ... :-).

One last note. I really like the WC1 standard mouse (where you use it instead of a joystick). It provided better control and accuracy than many joysticks. The Privateer/WC3 standard (where the mouse inputs mimic a joystick) is a terrible one. Does anyone know of a patch available to make the mouse work like it did in WC1? Complete with using the tab key to hit afterburners even when using the mouse?

--\_SYSOP\_AND\_DESIGN\_-- I really want the mouse put back to normal. If you ran a poll on the BBS, I think you would find that most people find the WC1 mouse control to be superior to the later iterations. It also allows touchpad control of the game in a way that is much more logical and useful than direct joystick emulation.

Please consider this change! Thanks.  
Steve

----- Forwarded message -----

Date: Wed, 20 Mar 1996 17:39:50 -0800  
From: Brandon\*Strevell <gary.strevell@ogstc.mailnet.state.ny.us>  
To: info@origin.ea.com  
Subject: wc5

Whats all this about "using real spacecraft in WC5" this is a joke right? I mean I know its a joke but I'm just making sure. Not trying to change the topic to much but if you can say what is the story line for Wing5 I heard its supposed to be at the beging of the war with the destruction of the lason? That really would be cool and impossible if you really did use real space droid thingys. Many people were gulible to fall for it. :)

-----  
----- Forwarded message -----  
Date: Tue, 19 Mar 1996 18:26:54 -0700  
From: Matt Jones <mljones@burgoyne.com>  
To: info@origin.ea.com  
Subject: WC5 Release

Wow! I just got my Computer Gaming World and am I impressed! I am so excited for a breakthrough like this. You'll have everyone at your heels pretty soon... I read that the launch was to be bigger than Win95, which was quite a production. My dad and I recieved special invitations to go to the Salt Lake City (Utah) symphony hall for the broadcast. I'd just like to say: Put my name on the invite list please!! Don't start the revolution without me!!! Give me some discount since I own every other WC program!! (I'll except denial on the last one as long as I get my other wishes granted heheheheh...)

Forever yours,  
Matt Jones

-----  
----- Forwarded message -----  
Date: Wed, 20 Mar 1996 19:26:53 -0500  
From: BlackburnJ@surf-ici.com  
To: info@origin.ea.com  
Subject: Wing Commander IV for Windows 95?

I heard that you might be able to provide me with some answers. I have just purchased Wing Commander IV and it is awesome! It seems like I have read that there is a Win95 version being worked on. If this is true, would I experience a higher quality video, sound, etc.?, I would be willing to wait a little while and return this version, if the improvement would be easily recognizable. Is there, in fact, a Win95 version coming out? Do you have a spectrum of time that is being targeted? My biggest complaint after a short period of playing it is that it does not directly support the Sidewinder 3D Pro.

Thanks,  
Rich Blackburn

-----  
Date: 96-03-20 10:22:33 EST  
From: Jroebuck1  
Posted on: America Online

Why not use the medium of TV to introduce a prequel that would include WC 0 & 1 & 2. Origin then could revamp / re-release WC 1 & 2 to bring them up to the technical standard of WC 4, I know that will be alot of work and alot of disks unless new CD-DVD format is released and used.

Then continue the saga of WC 5 in the movies picking up where WC 4 left off.

Like I said, alot of work but it can be done.

Babylon 5 especially right now with the civil war on the brink, and/or Star Command (TV Movie) cadets in training thrown into a battle, on the UPN

network (KCOP 13 in LA ) both of which paralel some what to the WC series theme.

Or you could do both a sequel and prequel similar to the two part Star Trek episode The Cage that had Capt Pike where shown past events impact greatly on what is here and now.

I'd love to write it.

Oh well just a thought.

The following is the posting responded to:

Subject: Re:WC V SCRIPT !  
Date: 3/21/96  
Posted on: America Online

Thanks. Consider your comments passed along to the team.

Hey, here's one--Anyone want to see Hobbes come back to life like Spock did in Star Trek?

Richard/ORIGIN Marketing

-----  
-----  
Subj: MB: Re:WC V SCRIPT !  
Date: 96-03-21 02:29:28 EST  
From: Maniske  
To: OSI  
Sent on: WAOL 2.5

\*\*\* Response to your Message Board Posting \*\*\*

he was blown to bits, so someone would have to make a culture from his microscopic remains drifting through space which they would have to find and collect first. you know, since seether was part of a genetic enhancement program, the guys genes could be on file somewhere.

send in the clones!

that brings to light a rather disturbing trend in the wcs:

the wc team has been a little trigger-happy when it comes to deciding whether a well-established character dies. i just hope theyll be more considerate involving maniac. hes the only other person left from the first wc who is still flying. that should count for something.

hobbes, thrakhath, angel, the emporor, spirit, vagabond, tolwyn..all gone now. (maybe they'll keep catscratch, panther, hawk, sosa, and that babe with the joystick from the intrepid--beverly castaldo?) paladin is now ambassador taggart, but he doesnt fly anymore. he might as well be dead for all the good he does. (now, dont go off and kill him just because i said that!) and melek, he must have been on medication in wc4. they should just put him out of his misery (or bring back the old costume and tim curry).

while we are on the subject of killing, i would have loved to do something particularly mean to Naismith. he always had an attitude that i would have

loved to punch out! theres where a good long death scene would have been well spent.

heres a goofy idea, maybe it was tolwyns double (randy hall) who hung himself and vagabonds double (peter lai) who got shot. im tired and i no longer have a clue what im saying anymore.  
room..spinning..getting..dark...zzzzzz.

---

Date: Sun, 24 Mar 1996 03:04:54 +1000  
From: Peter Tilbrook <kermit@dynamite.com.au>  
To: info@origin.ea.com  
Subject: Wing Commander IV - The Price of Peace!!!

What can I say??? Brilliant!!!

Origin is certainly at the top of my fave developer list (along with EA and Bullfrog!).

WC4 is awesome! I understand the enormous amount of work that must have been involved in a project such as this! Congratulations to Chris Roberts and his team! I bought the game today for A\$99.95 reduced from A\$119.95 (Game of the Month!) and have only just stopped playing it to write this e-mail (and go to bed!).

Thanks Origin! I bought Bioforge and WC3 and love them all!

WC4 seems to be (long way to go yet) the most brilliant CD-ROM game yet available!

Keep up the really great work!!!! I'll be showing your latest effort to as many people Downunder as I can!!! Please, please, make it more difficult to copy your CD-ROM products (ie: add a CD soundtrack) as I'm aware of people who duplicate CD-ROMS and as such rob everybody of quality software.

I'll be forwarding my registration card (seriously USA biased) in the mail this week!

Regards,  
Peter Tilbrook

P.S. - check out my URL at... <http://www.dynamite.com.au/~kermit/>

---

To: All  
From: matuseDoM2Bv.Awx@netcom.com  
Newsgroups: alt.games.wing-commander  
Date: 3/18/96

In article <4ipvju\$558@dfw-ixnews1.ix.netcom.com> john morales <jrmorale@ix.netcom.com> writes:  
>>WHOS THE HOTTEST CHICK ON WING COMMANDER 4? REPLY: SOSA, PANTHER, EXCEL,  
>>OR VERO (UGH)!

>  
>Vero was plain nasty...Don't recall what Excel looked like (a bit like  
>Vero as I vaguely recall). The real toss-up is Panther/Sosa...  
>  
>On one hand, Sosa looks a \*lot\* like Courtney Cox (who is my personal  
>choice as the most beautiful woman alive today)...so I'm a little  
>predisposed.  
>  
>On the other hand, Panther is not nearly so sentimental (the whole  
candle thing...), and has cool hair...plus she came close to kicking  
Maniac's  
ass, and that is always a point.  
>  
>Sosa by a nose :)

---

To: All  
From: jonathann@wavefront.wavefront.com  
Newsgroups: alt.games.wing-commander  
Date: 3/18/96

>> chuck@jagunet.com (Charles Kim) writes:  
>> Just what the header says. I know that they decided not to do any  
>> add-ons for WC3 so I know that the odds are slim to none. But I've  
>> pretty much exhausted WC4 and really see no point in keeping it.  
>> Although it is a fun game, it really doesn't have much replay value.  
>> Besides, now that they have the engine down pat, how long do you  
think  
>> before another WC will be out?  
>>  
>> Charles  
>>

---

To: All  
From: 4j0igs\$155@agate.berkeley.edu  
Newsgroups: alt.games.wing-commander  
Date: 3/22/96

> Can hardly wait for WC5. 'Course, it's going to be at least a  
year before it comes out, but we all hope it'll be worth the wait...  
>  
> Another thread on this newsgroup was pursuing an argument  
between X-wing and Wing-Commander fans. I for one would like to see the  
flight  
>control on WC5 be a little more X-wingish, the feel of the ships'  
>maneuvering seemed more real to me. Certainly, I felt less likely to  
fly by a Capship and hit it for no apparent reason... Remember WC1? You'd  
>be flying around, defending the Claw from a wing of Gratha, and fly  
close to your carrier whilst pursuing a Gratha. Your viewscreen is empty  
except for your distant target, when all of a sudden your world fills with  
>oversized bitmap pixels and goes red when your carrier materializes out  
>of nowhere and maliciously rams you. That doesn't really happen with  
WC3 and WC4, right? But there are still other flight model problems that  
>make it harder to aim effectively. Sometimes I wish WC would post  
>mission stats for your pilot the way they did in X-wing, so you  
>had a breakdown of all your kills along with a marksmanship rating...  
>

> The biggest drawback in the flight model change between WC1/2  
>and WC3/4 that I noticed was that the Afterburner Slide doesn't work  
>as well as it used to: Nothing slides anymore unless you're using the  
>Shelton Slide, and that's not the same thing! Aiming is harder, and  
>ship movement is nearly inertialess. Aiming was much easier in WC1 and  
>Wc2 because those "pods" that shot out of your cannons and the fighters  
>themselves seemed to extend further than their bitmap graphics suggest:  
>does anyone agree with me on this? You didn't need a solid hit a lot  
>of the time, just coming close was good enough. (Like perpetually  
>playing on Rookie level)

>  
> The flight model was one of two things I thought X-wing had  
over WC. The other was the more interesting mission design, but I think WC  
IV did a great job of addressing that issue... it only gets better! Now  
I'd say that X-Wing loses out because the in-mission interaction is not as  
>impressive and doesn't let you make game decisions.

>  
> I still like WC more than X-wing because you have things blow  
up so much more nicely, and you've got many more ways of blowing them up  
in the first place: just having laser cannons become dreadfully boring  
before long. And X-wing and Tie Fighter make you feel like just another  
pilot, a little cog in the big machine that is the Empire or the Rebel  
Alliance. In WC, you get to be the big hero; that's more fun in my opinion.

>  
> Anyways, I'm looking forward to flying the Scimitar again in  
WC5: I hope the old tug does make an appearance, one way or the other.  
Yeah, I know, everyone else seems to hate the Scimitar, but flying it really  
>made certain missions a challenge, and it had Mass Drivers, which were  
my favorite guns in WC1/WC2. Besides, the Scimitar stats in WC1 referred  
to its armament as "Gatling Mass Drivers." Sounds like Stormfire to me...  
>I found the Stormfire to be a very effective weapon indeed. Besides,  
you knew you were the better pilot when an entire squadron of Gratha  
couldn't manage to ram you to death even though you were flying a Centaurian  
mud  
pig.

>Somehow I really enjoyed using the Scimitar and also the Ferret in WC2,  
>but that doesn't mean I have an inferior-fighter fetish. I still don't  
>like the Vindicator, mostly because it has \*lousy\* cannon capacitors.

-----  
-----  
To: All  
From: 31548A15.CCD@inland.net  
Newsgroups: alt.games.wing-commander  
Date: 3/22/96

>Shawn Marrster wrote:

>>  
>> I want to be Maniac. He...s mutch cooler then the looser Blair. WC5  
>> should begin with Maniac blowing Blair into piceses.  
>> Just my 2 cent

>  
> You are a strange, sad little man...

To: All  
From: almej@mail.utexas.edu  
Newsgroups: alt.games.wing-commander  
Date: 3/22/96  
>In article <4isst0\$gjn@ixnews2.ix.netcom.com>, c-2000@ix.netcom.com  
says:

>[stuff deleted]

>

>Sounds ridiculous to me. I mean, come on! I don't want "unprecedented"

>realism! I just want to blow sh\*t up, right? Okay, okay, realism is

>good, though. People think they'll have a better appreciation for

>WC if it's "more realistic." But, (it's been said before), if Origin

>wants to make their games so realistic, how're they going to account

>for the unreasonable maneuverability of Terran/Kilrathi fighters? The

>G's from dramatic changes in pitch and yaw would tear the pilot

(perhaps

>even the fighter itself) apart. Also, what's this crap about

after-burners

>using up fuel? I could understand the use of fuel just to get up to a

>certain velocity, but once you shut off the afterburners your ship

wouldn't

>slow down again. I know, I know. It's just a game.

>

>Also, the sound. Of course, everybody realizes you wouldn't actually be

>able to hear all the gunfire, explosions, etc. But, I wonder what it'd

>really be like. Assuming some new invention took care of the "G"

problem,

>what would it really be like flying out in space? If you blew something

up,

>of course you wouldn't hear it, but would you \*feel\* it? And the

cap-ships...

>When they explode, wouldn't your fighter experience major buffetry from

>the shock-waves? How does a vaccum the other laws of physics?

>

>Really, I'm curious. I'd like to hear (read) others opinions on this.

**General Online Comments 3-29-96**

**Sommers, Andy**

---

**From:** Steinberg, Richard  
**Sent:** Friday, March 29, 1996 10:27 AM  
**To:** Gilmore, Kay; Davies, Marten; Lindner, Michelle; Williams, Marie; BBS origin.games.feedback  
**Subject:** WC4 online comments, 3/29/96 mailout

Microsoft Mail v3.0 IPM.Microsoft Mail.Note

From: Steinberg, Richard  
To: Gilmore, Kay  
Davies, Marten  
Lindner, Michelle  
Williams, Marie  
BBS origin.games.feedback  
ML MARKETING DEPARTMENT  
ML OSI SENIOR PRODUCERS  
ML WING 4  
Subject: WC4 online comments, 3/29/96 mailout  
Date: 1996-03-29 10:27  
Priority:  
Message ID: A5B40E4D  
Conversation ID: A5B40E4D

---

Date: Thu, 28 Mar 96 11:47:32 -0500  
From: Steven E Mazurek <smazurek@opal.cse.fau.edu>  
To: info@origin.ea.com  
Subject: Wing Commander I & II

A while ago, you offered a deluxe edition of Wing Commander I & II for DOS. However, that particular copy of the product had the traditional method of copy protection (meaning that you had to look up the answers to certain questions from the manual), and I was wondering if you were thinking of re-releasing the product in Windows 95 native form. This time, however, for copy protection, you could just make the user play from the CD instead of installing the entire program to the hard disk (with the player only able to save his/her games on the hard disk). The game(s) may seem a bit dated, but they were a lot of fun. Besides, if Activision can re-release Atari 2600 games on Windows 95 CD-ROM and sell reasonably well, then I'm sure the first two Wing Commander games would do just as well, if not better, in the Windows 95 format. Thank you in advance for your time.

---

Subj: Re:WC V SCRIPT !! Hobbes.  
Date: 96-03-21 15:45:35 EST  
From: Jroebuck1  
Posted on: America Online

Well, Maybe The real Hobbes was being held prisoner some where and what

Blair

destroyed was a clone or andorid programmed by the Kilrathi as a spy.

This could be a plot or side plot of the next movie, where Col. Blair gets word that Hobbes is alive and set out to find him.?? This looks like a job for Dekker and his troops alittle covert action.

-----  
-----  
Subj: Gravis Sound - Fraud???

Date: 96-03-22 20:12:34 EST

From: JRB531

Posted on: America Online

Gravis supports a full 32 channels of digital stereo. To enable all these channels and not to slow down the cpu, the Gravis has build in \*HARDWARE\* mixing to assist games like WC4 from having to mix all those effects in software. The problem arrises when "generic" drivers are used that do not use

the built in hardware but attempt to bypass it (why???) and treat the Gravis like any other cheap, one or two channel Sound Blaster card. I have no idea why Origin could not enable the hardware mixing like other companies. The popular AIL set of sound drivers works very nice with the Gravis but Origin used incompleate drivers from another source.

What disturbs me the most and the reason I put "Fraud" in the title is as follows:

1. The external box cover states very clearly that WC4 is in full stereo with even Dolby surround sound. It also states that WC4 supports Gravis Ultrasound and Ultrasound MAX.
2. As both Gravis products are full stereo this statement would lead you to believe that the Gravis line is in Full Dolby stereo surround sound.
3. The Ultrasound MAX option does not work in the game and will in fact lock up the computer. This leads me to believe that this option was not finished when the product shipped.
4. The internal \*PRINTED\* docs state - incorrectly - that the Ultrasound is a Mono sound card. Either Origin printed an out in out lie or they have had their head in the sand for years as the Gravis Ultrasound card has been a very popular card that has been out for years.
5. If the line of Gravis cards were not to be fully supported, do you not think that a statement to this fact should have appeared on the outside of the package to refute all the elaborate claims of the features of WC4.

MY PURCHASE OF WC4 WAS BASED ON THE CLAIMED FEATURES PRINTED ON THE BOX OF STEREO SURROUND SOUND WITH THE ULTRASOUND AND MAX CARDS. I WOULD NOT HAVE BOUGHT WC4 IF ORIGIN PRINTED THE TRUTH ON THE BOX. THEY PRINTED THIS \*INSIDE\* THE BOX BUT I CANNOT RETURN THE PRODUCT AFTER I OPENED IT.

This entire situation sure does stink. All Origin tells me is that they will pass on my dis-satisfaction with the product to the programmers. Well thanks alot. -JB

---

-----  
-----  
Subj: Re:Gravis Sound - Fraud???  
Date: 96-03-22 20:41:31 EST  
From: TedC20  
Posted on: America Online

Ahhhhhh, looks like another fine reason to buy software only from outlets with a return policy.

Sometimes it's worth the extra buck or two to buy from a store without restrictive return policies.

---

-----  
-----  
Subj: Wing Commander V  
Date: 96-03-22 20:31:34 EST  
From: Walterkim  
Posted on: America Online

Wow, is that actually Richard Garriott (I hope I spelled that right) who's answering some of the questions? That's really incredible. It's great to see that you care enough about your customers to actually reach out and speak to them.

Anyway, I just read in Computer Gaming World that WCV will use "REAL" spaceships. And there was also a quote from you (Richard) mentioning that none of the computers out today would be able to handle the graphics, implying that you'd need a mainframe to run it (I know you're just being sarcastic, I think, I hope). Could you tell me, please, just exactly HOW you would incorporate actual models within the gameplay, as it seemed as though the models filmed in space would not only be for the movie-segments. Also, will none of the 3-D accelerator cards provide enough horsepower to run the game? Is there a (vague, if any) release date? Any solid info on Privateer 2?

Thanks, and if you respond to this message personally I would consider it a great honor indeed.  
(Yes, I one day hope to work at Origin or some other game company, but I'm not trying to gain points here)

Walter Kim

Actually two things:  
>>I am Richard from ORIGIN Marketing but not "the" Richard  
>>The article you read was an April Fool's joke by Computer Gaming World

Richard/ORIGIN Marketing

---

-----  
-----  
Subj: ONLY IF BEATEN 4 READ!!!  
Date: 96-03-25 13:10:29 EST  
From: Da18thHole  
Posted on: America Online

If you have not beaten Wing Commander 4 yet, do not read the rest of this or else it will spoil the whole game!!! As you may know, if you beat it, you

become an Admiral. The very last scene is when Hawk informs you of a rebellion. Origin, I hope Wing Commander 5 comes out soon and this time it will be a 32 or 64 bit movie. I hope Maniac stays in the game because it would be a shame to see him go since he has been in all 4. I hope that the rebellion has something to do with the Black Lance group and I can bring them

down for good. I congratulate you Origin on all your work on the Wing Commander Games.

---

-----  
-----  
Subj: Re:WC V SCRIPT !  
Date: 96-03-26 19:46:46 EST  
From: Maniske  
Posted on: America Online

heres an idea if they ever get around to making wc5 (not this next wc theyre currently planning, but wc5). maybe jazzs brother was actually taken captive and did not die on goddard as jazz had thought. since jazz was supposedly shot for treason by confed, jazzs brother could have become a privateer with a vendetta against confed after the kilrathi war ended. he could be the driving force behind a growing band of marauders that starts to cause major problems for confed. maybe this idea can be put to use in those maniac add-on missions ive seen people suggest.

---

-----  
-----  
Subj: Whatever may be  
Date: 96-03-26 19:49:16 EST  
From: Jason557  
Posted on: America Online

Actually, I'm about through with caring whether the next WC game is a prequel or not. Just as long as they don't make a prequel called WC5, I'll be happy.

I think, based on Origin's previous track record, that the next Wing Commander game will be great, no matter when it takes place. Just one word of warning... In your attempt to reach new audiences, don't turn your back on the hard core fans who made the series a hit in the first place. Ultima VIII made that mistake...

---

-----  
-----  
Subj: Suggestons for next games...  
Date: 96-03-21 15:20:45 EST  
From: Maniske  
Posted on: America Online

i have collected a small list of things id like to see put in the wc/darkening-style games. could you forward this to the wc/darkening teams and any other team where these suggestions could apply?

when someone wants to replay a conversation that had choices, play the previously chosen responses automatically. in wc4, it simply selects and locks onto the previous response, but it doesnt go ahead and play it until the user presses enter.

when trying to play someone else's saved games, wc4 would switch over to the screen settings saved in the saved games. (i have an 8-bit vga and the saved games located on aol are saved with the 16-bit option on. it makes it difficult to see which cd i should put in the drive.) i think that there should be a separate options file for the gameflow settings.

did wc4 double-buffer the gameflow screens? an optional triple-buffering for gameflow screens might help.

before a conversation, the extras were shown in the positions they would be when the conversation started. however, if the extras changed positions during the conversations, their new positions did not show up after the conversation. (sometimes a room would be empty after a conversation, but there were still extras near by when the movie sequence ended.) while we are on this subject, can you guys put in extras even if there is no one to talk to. (the bartebder in wc4 was sometimes alone, but he also moved? that made me think that you could talk to him. i would limit the moving people to the ones you can talk to.)

the bitmap detail on the outer hull of the cap ships in wc4 was rather low at close range. it looks like the detail increased as we got closer, but it didn't go far enough for me. also the hanger face confused me when i tried to fly into it from an angle. i think it was because it was still there when i was close. that face should be visible only at really large distances.

the clipping routines from wc4 need a little refinement. some faces disappeared or were visible when they shouldn't have been.

a lot of cd-rom drives have software controlled ejection and software notification of a newly-mounted cd. this is just a cosmetic idea, but could you have an option that allows the program to spit out and auto-detect the cds?

the wingman hot-keys in wc4 only affected the first wingman. could you add ctrl-alt hot keys to affect all of the wingmen? while we are on communications, the wingmen and nav computers responded before the messages were complete. it detracted from the realism. when sosa downloads new nav data, it should register a couple of seconds after she says she's transmitting. maniac should wait until after he says that they are going to wish that they were never born before he breaks formation (or maybe two seconds after he starts talking). it almost seemed like he was off and running before blair finished speaking.

when loading a game, the esc key on switching discs should actually take you back to the last screen. (ie. the person clicked load by mistake. the two disk icons were very similar in wc4.)

the spiculum ir missile was too good. i would reduce its penetration. (actually beefing up the other weapons and adding stronger armor to the ships makes more sense for games that take place after wc4.)

when you collide with debris, the debris should bounce off or break apart.

the skeletons should disintegrate, the destroyed turret mines should bounce off and do very mild damage to the shields or armor, and the cap ship hulks should fragment and cause medium damage. of course the damage, fragmentation, and movement of the debris should be determined by the speed and direction of both debris and the ships. (all ships should be able to collide with debris as well. the debris should float in the direction the ship was last heading.)

if there are maps in some rooms, id like to use it to pull up the gameflow map.

make it win95 friendly AND ms-dos compatible.

thanks.

---

Subj: Wing Commander cartoon  
Date: 96-03-24 00:13:37 EST  
From: Bippi Boy  
Posted on: America Online

I just saw an advertisement for a WING COMMANDER ACADEMY cartoon coming to USA this fall in "The Hollywood Reporter." I'm impressed!!! Now if we could just get an animated Avatar thang goin', I would would be most pleased!!!!!!

---

From: Steven K. Andeweg, 72143,674  
TO: ORIGIN Marketing, 71333,136  
DATE: 3/23/96 1:44 PM  
RE: Wing Commander IV

I have finished playing all of the missions on all of the paths of Wing Commander IV (more than once), and I wanted to let you know that I truly enjoyed this game! The movies and story were excellent. Great acting from all of the stars! I found the missions with enough varied objectives that I didn't feel I was going from NAV point to NAV point blowing up ships endlessly. Mission difficulty on the ACE setting was just right on most missions---not so easy as to be boring, and not so frustrating as to be a turn-off. Best of all---I completed the game with no technical problems. I haven't corresponded to a computer game company before, but I felt I had to let you know that your product was tremendous. Thanks for not rushing to market a shoddy, buggy product! I have purchased all the Wing Commander games, and they just keep getting better! Please pass this feedback on to Mr. Roberts and the other game developers.

Demographics (if you are interested): White male, age 42 (sounds old, but watch me fly) married, with kids. This is my way to relax at night when the kids go to bed!

Sincerely,

Steven K. Andeweg

-----  
Date: Thursday, March 21, 1996 10:30pm /Marketng  
From: Robert Fletcher Msg#: 227554  
To: ORIGIN Marketing  
Re: Game design (1 reply)  
(Reply to #227157, Reply to #225039)

OM>I think the issue with Wing 4 was a time factor and Wing 5 will have a  
OM>completely new engine. Same goes for Ultima IX.

Just as you posted your responce to my post, I recieved my latest  
issue of "Computer Gaming World," which as a article about "Wing Commander  
V."

For those of you who do not subcribe, let me give you the title of the  
article, "Origin To Use Real Spacecraft In 'Wing Commander V'."

The article is a reprint from "The Fool", the April 1996 issue.

-----  
Date: Wed, 27 Mar 1996 23:32:15  
From: Sergey Petrov <SPetrov@gnn.com>  
To: info@origin.ea.com  
Subject: Wing Commander

Hey, I'm Segey Petrov. I actualy have a suggestion: Now that the  
war in Wing Commander Series is over, why not reproduce the old now  
classic WC and WC2. With all the wonderful techology, and looking  
at the way WC3 and WC4 came out, I'd like to see WC and WC2 head in  
the same diraction. It would be hella cool to play those games in  
Hi-Res graphics.

Consider my suggestion, I think it's a good one.

If I e-mailed to the wrong address, where could I send this  
suggestion.

-----  
Date: Sat, 23 Mar 96 17:09:25 -0800  
From: tom schwab <tschwab@basic.net>  
To: info@origin.ea.com  
Subject: Maniac

I heard in the December issue that its's rumored that there might be a  
add-on disk for Maniac on Wing Commander IV is this true? It said that  
because of Maniac or Tom Wilson's popularity (which ever one)that they  
might have the add-on. I was just wondering if this is true, and if it is  
when will it be out?

P.S. great game, I loved it, dazzling special affects! it was worth the  
wait. One reviewer from C-Net said it was crappy movie same as wc3 and the  
horriblist thing he ever saw. Its better than Babylon5 or Space:Above and  
Beyond.

Thank you

**General Online Comments 4-8-96**

## Sommers, Andy

---

**From:** Steinberg, Richard  
**Sent:** Monday, April 08, 1996 2:49 PM  
**To:** Gilmore, Kay; Davies, Marten; Lindner, Michelle; Williams, Marie; BBS origin.games.feedback  
**Subject:** WC4 Online Comments, 4/8/96 mailout

Microsoft Mail v3.0 IPM.Microsoft Mail.Note

**From:** Steinberg, Richard  
**To:** Gilmore, Kay  
Davies, Marten  
Lindner, Michelle  
Williams, Marie  
BBS origin.games.feedback  
ML MARKETING DEPARTMENT  
ML OSI SENIOR PRODUCERS  
ML WING 4  
**Subject:** WC4 Online Comments, 4/8/96 mailout  
**Date:** 1996-04-08 14:49  
**Priority:**  
**Message ID:** 90462E58  
**Conversation ID:** 90462E58

---

**Date:** Wed, 03 Apr 1996 17:24:48 -0800  
**From:** Library Workstation (Public) <library@highcc.ctc.edu>  
**To:** info@origin.ea.com  
**Cc:** dgeonang@highcc.ctc.edu  
**Subject:** A simple question

To whom it may concern,

My brother and I loved the past two Wing Commander games. i was wondering, if there was any possibility of having a Wing Commader 5? To have Mark Hamill come back would be a great idea? Although, with the end of Tolwyn's future plans and the story ending peacefully, the opportunity to have another one would be fantastic, but maybe a bit forward in the future? Try having a new character, maybe? And, obviously, a new enemy to battle. Good luck in your future plans.

A gracious consumer,  
Dwight Geonanga

---

**Date:** Mon, 01 Apr 1996 10:22:24 -0800  
**From:** Monte Saager <kidvolt@teleport.com>  
**To:** www@origin.ea.com  
**Subject:** Wing Commander IV

Howdy. I have been a huge fan of the Wing Commander series up until now. I have all the other games and not a one of them has given me the problems that this one has. First, I am not able to change CD's and have the change recognized unless I am in Win95. DOS will not recognize a CD change. I have never had this problem with ANY other software package and believe me I have seen plenty. Secondly, and most importantly, this game appears to be made ONLY for serious stick jockeys. Nearly every mission that I have flown has included 2 - 3 times

the enemies that I have on my wing plus each one starts launching missiles at once. The end result is that I must work at each mission a minimum of 10 - 15 times to figure the correct or just plain lucky approach to get through a mission. This is not only tiresome and frustrating but also simply not fun. I pay a lot of money for these games in order to be entertained. All others did not need this level of execution to complete. I think you would be well served by including a difficulty level for those of us that would like to WORK a little less at playing a game. This will be the first episode that I WILL NOT complete! It's gone back to the shelf where it will stay. Thanks a lot.

Monte Saager, former Wing Commander  
kidvolt@teleport.com

On a postive note, I did like the cut-scenes that I was able to see.

-----  
-----  
Forwarded message:

Subj: Wing Commander 4  
Date: 96-03-31 01:55:42 EDT  
From: Macphist0  
To: OSI

I would like to express my deep enjoyment of this game. I thought WC III was pushing it a bit, and I thought that IV would be lame, but the civil war angle was great. Further, I don't care wwhat anyone else says, WC IV ran easily on my computer. Before you think that my computer is some cutting edge Pentium Pro, listen to my system.

486 66 DX2 (I know it said DX4 75, but I gave it a shot and it worked).  
Quad speed CD (Probably the reason the game worked)  
8 megs of memory (I was able to run in SVGA mode, andd I viewed the video in small windows).  
ATI VGAWonder XL with 1 meg memory (Not a Graphics Ultra Pro, but it worked).

Belive it or not, it worked the second time I tried it. It never crashed, ever. Can't say the same for WC III. I have no clue why this worked better, but if it's not broken don't fix it.

Anyway, great job.

-----  
-----  
Forwarded message:

Subj: Review of Wing Commander 4  
Date: 96-04-04 21:58:51 EDT  
From: Mark W K  
To: OSI

Hello,

My name is Mark Kaelin and I am a staff writer for GameWire. GameWire is an E-Zine with a subscription base of 13,000 and a circulation of over 30,000. FYI, I have enclosed my review of Wing Commander IV as it appears in the March issue of GameWire.

The World Wide Web version of GameWire is located at:  
<http://www.gamepen.com/gamewire>

\*\*\*\*\*

Wing Commander IV - The Price of Freedom  
Mark W. Kaelin  
MarkWK@aol.com

Info:

Genre: Simulation/Adventure

Format: PC on CD-ROM

Publisher: Origin Systems, Inc.

# of Players: 1

Requires: Intel 486 DX4/75+ or 100% compatible system, MS-DOS 5.0 or higher, 8 Mb RAM, 30 Mb hard disk space, double speed CD-ROM drive, MSCDEX V2.23, VESA local bus or PCI video card supporting SVGA (640X480X256 colors), keyboard, and joystick or Microsoft mouse, Sound Blaster and compatibles or other major sound cards.

Recommended: Intel Pentium 75, 16 Mb RAM, quad-speed CD-ROM drive, 16-bit sound card.

Retail Price: \$54.99

Street Price: \$54.99 to \$48.00

Rating (0-10): 9.0

Protection: None

Availability: Available Now

Introduction

After a 2 month delay, Origin Systems has released Wing Commander IV. Designed, produced, and directed by Chris Roberts, the latest entry in the Wing Commander series is a slick, well conceived game. Combining the best of the space simulator and adventure genres, WC4 has enough going for it to keep even the most hardened game purist happy. From the opening credits on, the player is truly taken to another universe. A universe where they quickly become the eye around which a storm rages.

I must admit that I have been a big fan of the Wing Commander series since the beginning. From the cheesy animation and dialogue of Wing Commander I and II, and the Special Operations supplement missions, to the advances of Privateer and Armada, to the milestone of Wing Commander III, I have been intrigued by the combination of adventure and space simulation in a tightly integrated universe. WC4 continues where WC3 left off, and does not disappoint.

Plot

WC4 starts with a long movie sequence that sets the mood and tempo for the rest of the game. The opening movie plays like the opening credits of a full-length motion picture. The actors, producers and director are all identified while you sit back and watch the action unfold.

The story begins with a sequence showing the mysterious attack by unmarked Dragon fighters against an unarmed Confederation medical transport. The Dragon fighters claim to represent the Border Worlds. The Border Worlds are the more recently settled star systems on the fringes of the known galaxy.

Their relative youth in the galaxy means they lack the status of the older worlds. The Confederation is the military organization that won the war against the Kilrathi and made the galaxy safe for humanity. The attack is noteworthy for the use of a new weapon called a Flash-Pak.

Attacks such as this one have forced the Great Assembly of the Confederation to consider a declaration of war against the Border Worlds. Admiral Tolwyn (Malcolm McDowell), a recurring character since the beginning of the series, has been ordered to investigate these attacks and report back to the assembly in two weeks, when a vote on the war declaration will be taken.

Meanwhile, our hero, Colonel Christopher Blair, ably played in the movie by Mark Hamill (and more ably played by you in combat sequences), has been recalled to active duty. News of his activation is delivered by an old friend, Major Todd "Maniac" Marshall (Tom Wilson). Admiral Tolwyn sends Colonel Blair to the edges of the galaxy to investigate what is happening. That's when the fun begins.

As you investigate you will have to make tough strategic, tactical and moral decisions. Each decision has a bearing on the flow of the story. A wrong decision at certain points will actually put you on a no-win story line. I recommend that players save often, so that decisions can be reconsidered later. Besides, after playing the game through the first time, it is always fun to play again making different decisions.

#### Simulation

The space combat in WC4 is an exceptional simulation. The SVGA mode is fantastic and highly recommended. That is if you have the hardware. Even with my Pentium 90 and a Matrox Millennium video card, I found myself switching to VGA mode during heavy battles because of lost frames and stuttering. Apparently, my double-speed CD-ROM is the culprit. Origin has always pushed the hardware envelope with its Wing Commander series and WC4 is no exception.

The interface for WC4 is about the same as WC3. Each space fighter is equipped with various weapons and missiles that can easily be aimed, locked and fired. WC4 has removed the option of the "cockpit view." Personally, I prefer the open view of no cockpit. It is much easier to spot enemies through the heads-up display (HUD) than through a smaller cockpit window. And that is important because the missions in WC4 are more involved and are more difficult to successfully complete than previous games in the series.

This increased difficulty is directly attributable to improvements made to the artificial intelligence of enemy fighter pilots. On the standard "ace" level of game play, I found myself involved in space dogfights that lasted over a half an hour. Luckily, for those of us with deadlines, players can adjust the difficulty settings. After playing WC3 a few times, the computer generated opponents exhibited a predictable pattern of behavior. By that I mean they would predictably turn left or right 85% of the time if you were directly behind them. (Not a real example, but you get the idea). In WC4, I could not see any predictable patterns. Computer generated pilots exhibited a real sense of skill and cunning. You will have to hit what you are aiming at in order to win a dogfight, especially when playing at higher level game settings.

Once again, Origin and Chris Roberts have given the game player several options during combat. The keyboard combination, ALT-O, keyed while in flight, brings up a whole array of options concerning skill level, flight mode, and the ever-popular invulnerable mode. However, even flying as an invulnerable rookie will not guarantee a successful mission. One of my favorite aspects of the Wing Commander series is that missions are not always won by brute force. Sometimes restraint and tactics are more important. Several key decisions in WC4 are made from the cockpit and involve knowing when to stop fighting.

### Adventure

The adventure aspects of WC4 blend nicely with the space combat sequences. Interaction with the various characters that inhabit this universe is required to move the story along. Movie sequences reveal plot conflicts and provide character development. As Colonel Blair, you are called upon to make decisions during these movies that determine ship morale. Colonel Blair is also faced with tough moral dilemmas throughout the adventure. Each decision acts as a branch point that leads to a story line, that leads to another decision and another branch point. Often the 2 choices have no right or wrong answer, there is just a choice to be made. This is a very good technique for keeping the player involved in the story. Major plot points must be decided by the player before the game can continue, so these tough choices cannot be avoided or deferred.

The space combat may excite you, but the story is what draws you in. The adventure that is presented, and in which you take part, makes the universe come alive. The character development, the glimpses of motivation, the hint of trouble all pull the player into an embattled universe that only Colonel Blair can save.

### Production

The production values of Wing Commander IV are first rate. The acting, casting and directing are what you would expect for a game that reportedly cost \$10,000,000 to produce. The cast of Mark Hamill, Malcolm McDowell, Tom Wilson, John Rhys-Davies and Jason Bernard is top notch. All of the supporting actors play their parts with flair, adding to the atmosphere of this other universe. The acting is head and shoulders above other recently released computer games. WC4 will definitely earn some best acting nominations. Many of the current crop of games making use of live actors are notable for bad acting that actually takes away from the adventure. Not WC4.

Making good use of the Dolby Surround system, the sound effects and music of WC4 are excellent. The original score, written by George Oldziej, sets the tone without being obtrusive to the game play. The sound effects are highlighted by the ambient sounds of the carriers as you walk around interacting with other characters.

The movie sequences in WC4 are a notch above what they were for WC3; that is if you have a powerful enough computer to run them in SVGA mode. The movies played in SVGA are impeccable. They are crystal clear, distortion free and

high quality. WC4 used real sets to stage these movie sequences instead of computer generated sets and it makes a great difference. During the opening credits, I found myself wishing this was a full-length movie.

The VGA mode, while showing the same movie sequences, suffers from the problem so familiar to experienced game players: Distorted and washing colors. This is an unfortunate aspect of all VGA playback, no matter the game.

#### Documentation

The installation documentation for WC4 shows that Origin listens to its customers, or at least to its technical support department. WC4 comes with a 40-page installation guide covering just about every possible question you can think of when it comes to installation. I personally had no problems installing, but if you do, an answer can probably be found within the guide.

Just a personal note here. I have been checking the various forums dealing with WC4 on the Internet and America Online and have seen testimony that the game will run under Windows 95 in DOS mode. While that may be true, I highly recommend using a boot disk. A boot disk eliminates so many problems. I like to use one of the 25 or so AOL disks I have received over the past year - I mean, they were free and should be good for something.

Other documentation includes a reference card that shows the various and numerous commands on a handy single sheet of paper. You will also get a play guide and sample text from an upcoming book of the Wing Commander universe.

For those of us experienced in Wing Commander, the documentation is plenty adequate, but I am afraid some new to the series will feel the need for more explanation. I am sure that several strategy guides will be available by the time you read this, if they aren't already. I don't think it is fair to make players purchase extra documentation that should be with the game, but novices will most likely benefit from such an investment.

#### Hardware

WC4 will push the limits of your system. Pay close attention to the minimum requirements, they are just that - the minimum. To get the best out of the game you need at least a Pentium, 8 Mb of RAM, a fast SVGA video card, and a 4-speed CD-ROM. All major sound cards are supported as well as joysticks and mice. The game ships with 6 CD-ROMs. While checking the forums for WC4 in preparing to write this review, I noticed several problems with AMD processors causing fatal errors while playing WC4. If you have an AMD system, I would check around before buying the game.

#### Age Requirements

I have said this before and will continue to say it - computer games are not for children. WC4 contains 4-letter words, violent deaths, and spectacular explosions. The universe of WC4 is in turmoil and the characters act

accordingly. If you are a parent with small children, this game is not for them. If I had to give it an age-rating, I would guess 12 and over (maybe 10 and over). Keep in mind, I am single and have no hands-on experience with children with which to base this suggestion. There is no parental lockout feature, so the game plays the same for everyone.

Conclusions

Wing Commander IV is quite simply the best PC game so far released in 1996. No other series or game combines the elements of space combat simulation and adventure game so seamlessly. Those game players who have played the Wing Commander series will find WC4 a fine continuation and addition to that tradition. For those new to the experience, WC4 may very well give you goose bumps. WC4 is well worth the \$54.99 asking price.

Pros:

Excellent SVGA movies, excellent sound, good acting.  
 Seamless integration of adventure and space combat genres.  
 Easy installation.  
 Plain, flat-out fun to play.

Cons:

Requires high-end hardware to run full throttle.  
 Documentation may be lacking for game players new to the series.

Commercial Top 100                      Edition 170 - Week 14 - April 1, 1996

TW LW NW Title                      Developer/Publisher(s) Cat HI ID  
 Points

|   |     |    |                                    |                        |    |             |
|---|-----|----|------------------------------------|------------------------|----|-------------|
| 1 | 1   | 27 | Command & Conquer/Covert Operation | Westwood/Virgin        | ST | 1[1729]1379 |
| 2 | 2   | 17 | Warcraft 2: Tides of Darkness      | Blizzard               | ST | 2[1817]1294 |
| 3 | 3   | 77 | Doom 2: Hell on Earth              | Id/GT/Virgin           | AC | 1[1502]497  |
| 4 | 4   | 14 | Galactic Civilizations 2 {O}       | Stardock               | ST | 3[1828]421  |
| 5 | 6^  | 6  | Wing Commander 4                   | Origin/Electronic Arts | AC | 5[1867]458  |
| 6 | 5   | 66 | Descent {reg}                      | Parallax/Interplay     | AC | 1[1565]430  |
| 7 | 18* | 4  | Civilization 2                     | MicroProse             | ST | 7[1879]529  |

8 7 35 MechWarrior 2/NetMech: The Clans    Activision AC 6  
[1697]401  
9 8 170 Civilization/CivNet                    MicroProse ST 1  
[1002]461  
10 11^130 Master of Orion                    SimTex/MicroProse ST 2  
[1344]409

**General Online Comments 4-19-96**

## Sommers, Andy

---

**From:** Steinberg, Richard  
**Sent:** Friday, April 19, 1996 5:18 PM  
**To:** Gilmore, Kay; Davies, Marten; Lindner, Michelle; Williams, Marie; BBS origin.games.feedback  
**Subject:** WC4 online comments, 4/19/96 mailout

Microsoft Mail v3.0 IPM.Microsoft Mail.Note

**From:** Steinberg, Richard  
**To:** Gilmore, Kay  
Davies, Marten  
Lindner, Michelle  
Williams, Marie  
BBS origin.games.feedback  
ML MARKETING DEPARTMENT  
ML OSI SENIOR PRODUCERS  
ML WING 4  
**Subject:** WC4 online comments, 4/19/96 mailout  
**Date:** 1996-04-19 17:18  
**Priority:**  
**Message ID:** 7FC63170  
**Conversation ID:** 7FC63170

---

----- Forwarded message -----  
**Date:** Mon, 15 Apr 1996 07:47:40 -0400  
**From:** Clay Thomas <cthomas@mail.datasys.net>  
**To:** info@origin.ea.com  
**Cc:** cthomas@mail.datasys.net  
**Subject:** WC4

I love WC4! The plot twists we quite well written I was very impressed. Please continue the series. I know it will be difficult to come up with original ideas but that is what you pay the writer for. Also try to keep as much of the original cast as possible pay them what they want, people will buy the game at a cost close to one-hundred dollars (if it is long enough). Again thank you for the game, and you truly do create worlds at ORGIN.

---

----- Forwarded message -----  
**Date:** Mon, 8 Apr 1996 05:49:01 +0200  
**From:** Graham Merton <iamgod@globalnet.co.uk>  
**To:** info@origin.ea.com  
**Subject:** wc5

Dear sir i have a plot for wc5 if you like this send it to Mr C Roberts

there is in space a hole a dark mass all ship that entered there has been lost nothing has ever returned until now.  
a hellcat 5 on patrol near the dead zone picks up a radio signal and takes a look.  
there he finds the tcs hood lost some 36 years before on patrol there.  
the hood is towed to a starbase and entered.  
they find the crew dead killed by their own hand. and in the control room. a

alien device attached to the ship computer.  
the computer holds a message.  
WE { put name here } have taken your ship. the lives of its crew there life  
force  
you are weak minded and we will take all your races life force in your  
galaxy.  
now you see our power the ship. starbase. planet explode all that is left  
are rocks in space.  
ok this is a bit rough but there is something here i think.  
the race the bad guys are huge jelly fish with vast psionic power and can  
control races to do their bidding.  
the dark mass is a worm hole in space that goes to m42 this gives you vast  
games play with a hell of a lot of planets.  
find planets, races, help them or fight them, and so on  
what do you think??

Yours Graham Merton

-----  
----- Forwarded message -----  
Date: Wed, 10 Apr 1996 14:43:08 -0500  
From: Origin Customer Support <support2@origin.ea.com>  
To: 'info' <info@origin.ea.com>  
Subject: FW: Wing Commander 5(in the works?)

-----  
From: William Tom[SMTP:WTOM.HOME@worldnet.att.net]  
Sent: Tuesday, April 09, 1996 2:11 AM  
To: support2  
Subject: Wing Commander 5(in the works?)

Hi again. I was wondering if there would be a Wing Commander 5 in the  
works. I think that Wing Commander 4 was an excellent sequel to Wing  
Commander 3, except that it didn't have as many missions, and they weren't  
as difficult as WC3. And if there is a WC5 in the works, could you suggest  
that they make it so that you can fly both the Dragon and the Excalibur? I  
just hope that if Wc5 will come out that you make it so that it will star  
the same people and that the system requirements will stay the same. Please  
mail me back with all of the 411. Bye!

<-----> :)  
Will Tom

-----  
----- Forwarded message -----  
Date: Thu, 11 Apr 96 11:21:44 -0700  
From: Nate <pmopsi@email.schweinfurt.army.mil>  
To: info@origin.ea.com  
Subject: What if? Wing Commander did .....

What if: There was an option in the Wing Commander series that allowed  
you to call up a friend and he would be your wingman in the series to  
include Privateer? Won't that be something? During the story line he  
sits back and watches what goes on and during mission time it's party  
time.

What if: There were ground missions that required you to interact with a  
character like in Crusader within the Wing Commander series? And an  
option for a dail up friend whose your wingman to control another such

character! Wow that would be a first in the gaming world.

Now that would be something. And if your friend couldn't make it that night, well the system would default to some idiot like Maniac or you could choose someone else. Just a thought! I dream alot about such things. I own everthing Wing Commander or Privateer to include the books. Looking forward to the Movie too. My wife thinks I'd make a better COL. Blair, than Mark. Plus I am as big as Maniac and when he pisses me off it would look better if I could hit him. Just kidding. Great games. But when your friends are over they kind of sit on the self.

Please make some mulitple player games.

/s/  
Nate

-----  
-----  
The following Top 100 contains the best full price PC games in the world.  
The list includes commercial retail games and registered shareware games.  
Vote for a game in this chart if you think other people should buy it too.

=====  
==  
Commercial Top 100                      Edition 172 - Week 16 - April 15,  
1996  
=====

=====  
TW LW NW Title                      Developer/Publisher(s) Cat HI ID  
Points  
-----

| --                               |                                    |
|----------------------------------|------------------------------------|
| TW                               | LW                                 |
| 1                                | 1                                  |
| 29                               | 19                                 |
| Command & Conquer/Covert Ops.    | Westwood/Virgin ST 1               |
| [1729]1420                       |                                    |
| 2                                | 2                                  |
| 19                               | 19                                 |
| Warcraft 2: Tides of Darkness    | Blizzard ST 2                      |
| [1817]1256                       |                                    |
| 3                                | 3                                  |
| 6                                | 6                                  |
| Civilization 2                   | MicroProse ST 3 [1879]             |
| 961                              |                                    |
| 4                                | 4                                  |
| 8                                | 8                                  |
| Wing Commander 4                 | Origin/Electronic Arts AC 4 [1867] |
| 557                              |                                    |
| 5                                | 8^                                 |
| 5                                | 5                                  |
| Descent 2                        | Parallax/Interplay AC 5 [1891]     |
| 605                              |                                    |
| 6                                | 6                                  |
| 68                               | 68                                 |
| Descent {reg}                    | Parallax/Interplay AC 1 [1565]     |
| 490                              |                                    |
| 7                                | 5                                  |
| 79                               | 79                                 |
| Doom 2: Hell on Earth            | Id/GT/Virgin AC 1 [1502]           |
| 483                              |                                    |
| 8                                | 7                                  |
| 16                               | 16                                 |
| Galactic Civilizations 2 {O}     | Stardock ST 3 [1828]               |
| 412                              |                                    |
| 9                                | 9                                  |
| 37                               | 37                                 |
| MechWarrior 2/NetMech: The Clans | Activision AC 6 [1697]             |
| 392                              |                                    |
| 10                               | 10                                 |
| 172                              | 172                                |
| Civilization/CivNet              | MicroProse ST 1 [1002]             |
| 526                              |                                    |
| 11                               | 12^                                |
| 60                               | 60                                 |
| Dark Forces                      | LucasArts/Virgin AC 2 [1585]       |
| 315                              |                                    |
| 12                               | 11                                 |
| 132                              | 132                                |
| Master of Orion                  | SimTex/MicroProse ST 2 [1344]      |
| 382                              |                                    |
| 13                               | 13                                 |
| 22                               | 22                                 |
| Hexen: Beyond Heretic {reg}      | Raven/Id/GT AC 8 [1775]            |
| 233                              |                                    |
| 14                               | 14                                 |
| 79                               | 79                                 |
| Master of Magic                  | SimTex/MicroProse ST 3 [1501]      |

256  
15 15 28 Need for Speed Distinctive/Electronic Arts AC 12 [1738]  
218  
16 16 28 Heroes of Might and Magic New World ST 16 [1737]  
217  
17 18^ 19 11th Hour: Be Afraid of the Dark Trilobyte/Virgin AD 15 [1809]  
217  
18 17 104 U.F.O./X-Com: Enemy Unknown Mythos/MicroProse ST 1 [1437]  
240  
19 19 70 Wing Commander 3: Heart of the Tiger Origin AC 6 [1562]  
213  
20 20 19 Fifa Soccer 96 EA Sports/Electronic Arts SP 20 [1787]  
203

**General Online Comments 4-25-96**

## Sommers, Andy

---

**From:** Steinberg, Richard  
**Sent:** Thursday, April 25, 1996 10:23 AM  
**To:** ML MARKETING DEPARTMENT; ML OSI SENIOR PRODUCERS; ML WING 4; BBS; Gilmore, Kay; Lindner, Michelle; Williams, Marie  
**Subject:** WC4 comments, 4/25/96 mailout

----- Forwarded message -----

Date: Mon, 22 Apr 1996 16:33:48 -0400  
From: Wkohnke <wkohnke@epix.net>  
To: "'info@origin.ea.com'" <info@origin.ea.com>  
Subject: Wing Commander

Hello. My name is Stephen Kohnke (wkohnke@epix.net). I was introduced into the Wing Commander series by a friend shortly after Wing Commander II was released to the public. Since then I have not been able to stop playing. I have just completed successfully Wing Commander IV. I just want to say that if the series is not continued I know that i will be disappointed, not to mention the many other people that truly enjoy the series. WC has got to be one of the best series i have ever played.

A suggestion is to continue the series with someone new, a prize student of Christopher Blair's. Other suggestions are to create a new alien species. Have the black lance somehow return.

One comment on the game. Missles are too powerful. I always see this game as the epitome of dogfighting. If a single missile up your tailpipes kills you, then that means they are too powerful.

Just in case previous methods of trying to get you to continue the series didn't work, I must now resort to begging.  
PLEEEAAASSEE!!!

Ok. Didn't want to do that. i just had to. Thank you for your time. Keep up the excellent work. I also want to thank all of the staff that create the game and work out the bugs. I was suprised. On six CDs I never encountered an error. Maybe I was lucky, but I have seen games on a single disk give me more errors than are believeable. Thanx :0

----- Forwarded message -----

Date: Wed, 17 Apr 1996 20:30:33 -0700  
From: Corporate RSB <rjbrown@ix.netcom.com>  
To: info@origin.ea.com  
Subject: Armada or Mutiplayer ???

You guys need to make a armada 2, or some sort of mutiplayer type game, I mean the games you people build are incredible, but people these days are looking for interaction with other people, they wanna be able to play opponets in there favorite space sims. Talk to yer superiors about it, if they already haven't thought of it

See ya Rich

Derek

----- Forwarded message -----

Subj: Arcade vs. Simulation  
Date: 96-04-11 02:24:44 EDT  
From: KeyOfEFlat  
To: OSI

I have read posts suggesting that WC4 didn't have enough simulation and others that said that it didn't have enough arcade action. For the next WC-style games, I'd like to suggest a set of Arcade/Simulation options so that the player can choose to either focus on the simulation apsect, the arcade aspect, or both. (I have a special interest in that since I like to think before I fire a weapon, but I also get a kick out of flying like Maniac often.)  
Thanks.

Forwarded message:

Subj: Good Job  
Date: 96-04-07 19:14:41 EDT  
From: V Raptor10  
To: OSI

I am commending Origin and Everyone that made W.C.4 it is the Best Wing Commander Game yet and I think that there should be a W.C.5 but I really like Wing Commander IV THE PRICE of FREEDOM because it is a brilliant Idea. That is why I wrote to you to commend you on releasing that game.

From,  
V Raptor10

---

Forwarded message:

Subj: wc4 complaint  
Date: 96-04-07 18:47:23 EDT  
From: J Spotzo  
To: Origin CS  
CC: OSI

To whom it may concern,

Unfortunately, this is a letter of complaint in regards to Wing Commander 4. The game actually is a superior product. The production values and the actual gameplay itself are virtually flawless. It's just too bad that I purchased the strategy guide (also an Origin product) and lost all incentive to wade through 6 CDs of material. If you are not aware, the very first thing in this strategy guide, is a full color rundown of the entire plot with the ENDING! Why do I now need to sit there and play the game when I know that Tolwyn is responsible for everything and hangs himself at the end of the game?!

Just wanted to let you know that upon seeing this that I boxed up the book and the game and went right back to the store where I purchased them. I figured I would trade them in for something that I didn't know the ending to.

Thought you should hear from at least one disappointed Wing Commander fan. And I'm also genuinely curious what you were thinking when you organized the strategy guide the way you did.  
Thanks.

---

----- Forwarded message -----

Date: Wed, 17 Apr 1996 20:34:03 -0700  
From: Corporate RSB <rjbrown@ix.netcom.com>  
To: info@origin.ea.com  
Subject: personally.....

I bet you anything, that if u were to make a wing commander online, like ultima online, u would get more customers :)

I GUARANTEE it, because Rich, they are making a game kinda like Privateer except it's all through-out the net, over 800 people can log on, u can be a mercenary, whatever, you can even make your own space stations, i already know of eaasily 200 people ready to sign on..I'm serious think about it

Derek

---

----- Forwarded message -----

Date: Fri, 19 Apr 1996 17:54:18 -0500  
From: R. Callicotte <ti@sound.net>  
To: info@origin.ea.com  
Cc: ti@sound.net  
Subject: Wing Commander IV

Dear Origin:

I have been playing Wing Commander IV...I am overwhelmed! You exceeded my expectations (and I was expecting EXCELLENT!). Wing Commander IV was very well done.

I'm looking forward to reading the book, also.

GOOD JOB!!!!

Sincerely,

Rob Callicotte, Jr.

---

-----  
Subj: WC5 SUGGESTION  
Date: 96-04-11 01:23:26 EDT  
From: Oleg662  
Posted on: America Online

Please add VIRTUAL COCKPITS in WC5 - not just to look at, but so that they were actually useful ! EF2000 had a brilliant virtual covkpit -still, I don't beleive that DID can outshine Origin in simulations. Although there have been some really bad simulations coming out lately from EA - take ATF, a sequel to the great USNF ( just my opinion ), I beleive that you can do it. It would \*relly\* be nice to move on to more sofisticated space simulations ( although WC4 was great, it was pure action - shoot, shoot, shoot, autopilot ; shoot, shoot, autopilot, etc. ) Of course, Wc5 could not be possibly that different from WC4, but is there a chance that WC6 would truly be a 'space simulation' ?

---

-----  
Subj: Re:WC5  
Date: 96-04-21 20:51:16 EDT  
From: Marauder65  
Posted on: America Online

Here's a suggestion for WC5. I have just started reading the WC novels and I am up to Fleet Action, the 3rd novel in the series. How about something to do with the Mantu, the Kilrathi's feared enemy? You know, they set out to conquer the whole universe, and we have to team up with the Kilrathi to save everyone, or something like that. New ships, weapons, stuff like that?

-----  
Subj: Re:WC5  
Date: 96-04-21 22:06:59 EDT  
From: Jason557  
Posted on: America Online

Please, not another alien race out to conquer the entire universe. Multiple factions within the aliens or other such things would make the game more interesting and avoid cliché.

---

-----  
From: Cameron W. Gillis, CompuServe 74071,3725  
TO: OSI  
Date: 4/21/96

I just completed what I can honestly say is the most excellent game/movie I have ever played/watched! There are few games which inspire me to formally compliment the designers, but WC4 is definately one of these. My congratulations to your team in what I beleive is the beginning of an entertainment form which will completely replace Television and Movies. It is just a matter of time...

Most Sincerely,

Cameron Gillis

## **Game Magazine Reviews**

---

# Wing Commander IV



Category: Action  
 Developer: Origin  
 Publisher: Origin Systems, Inc.  
 Courtyard Dr., Austin, TX 78741  
 800-745-4525

Origin's latest science fiction spectacular is even more impressive than its predecessor.

| Required                                                                                                            | We Recommend                                                                                             |
|---------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------|
| Double-speed CD-ROM drive; 486/75; 8MB RAM; 30MB free hard-drive space; Local-bus Super VGA card; Joystick or mouse | Quad-speed or faster CD-ROM drive; Pentium 90; 16MB RAM; Sound Blaster 16 or supported 16-bit sound card |

How you feel about *Wing Commander IV: The Price of Freedom* is going to depend a lot on how you felt about *Wing Commander III* and the direction the series seems to be headed in.

When the original *Wing Commander* came out, it was a series of incredible, state-of-the-art space combat sequences, tied together with occasional animated cutscenes. Today, *WCIV* seems more like a series of incredible, full-motion video cut-scenes tied together with occasional space combat sequences. You can see the shift away from gameplay and toward multimedia flash in one of the ads for *WCIV*; seven of the eight little "bullet-points" that list the game's impressive new features are devoted to improvements in the quality of the video. Only the last point says anything about actual gameplay. If the tail's not wagging the dog yet, it's getting close.

It's true, though — the cinematic sequences are vastly improved, even over the impressive cutscenes that graced *WCIII*. Origin's new video playback engine allows for sharp, high-resolution images with 16-bit color (that means tens of thousands of colors, as opposed to the usual 256) and 16-bit stereo sound. All the footage for *WCIV* was shot on film rather than videotape, and actual sets on Hollywood soundstages took the place of *WCIII*'s computer-generated backdrops. The advantages of all these technical improvements are right there on the screen, as they say in the movie biz — *WCIV* looks and sounds incredible.

The acting is professional-quality, too. In addition to *WCIII* alumni Mark Hamill, Malcolm McDowell, Jason Bernard, Tom Wilson, and John Rhys-Davies, a group of talented newcomers rounds out the ensemble cast.

But what about gameplay? This is a game, right?



The action sequences in *WCIV* are basically unchanged from those in *WCIII*; aside from a few new ships, this full-screen heads-up display is about the only new element.



Even the computer-generated sequences look great in *WCIV*. Here, the damaged carrier *Intrepid* makes a desperate hyperspace jump to safety.

Sure it is. And there are some improvements to the space combat portions of *WCIV* — just not as many as you might've expected. The 3D, texture-mapped graphics look a little sharper than those in *WCIII*, and there are a handful of new ships and weapons to play with.

Missions in *WCIV* are a little more complex and varied than before; victory isn't always a matter of flying from one waypoint to the next, destroying every enemy ship you encounter before you move on. There's plenty of straightforward, search-and-destroy action here, but you'll also be flying reconnaissance missions where your goal is to photograph enemy positions; espionage missions that have you delivering fellow soldiers to the bad guys' installations — even hostage-rescue missions. There will be times when killing all the bad guys is precisely the *wrong* thing to do — instead, you'll follow them at a safe distance to learn the location of their base, or you'll achieve your objective, then turn and run. That variety adds a nice touch of believability to the action, and it allows the story told in the sit-and-watch portions of the game to be much more closely tied to actual gameplay.

The story, by the way, is a major break with *Wing Commander* tradition; with the Kilrathi all but eliminated, there are no kitties to shoot at. This time around, the threat comes from within; something sinister is going on in the Confederation Council, and before it's all over, you'll have to choose which side to

take in a full-blown civil war.

And the decisions you make in this game really do matter. Unlike many games that use full-motion video extensively, *WCIV* doesn't pretend to give you a choice, then send you down the same plot thread no matter what option you picked. Pivotal decisions can put you on a completely different track, with video sequences you may never see unless you play the game through more than once (that's one of the reasons it spans six CD-ROMs, even though it's not appreciably longer than *WCIII*). And the way you treat people you run across in the very first video sequence can affect the way a mission plays out halfway through the game.

The one significant problem with *WCIV* is the one that has plagued every Wing Commander game since the first: steep hardware requirements. The game is playable on the minimum system Origin suggests — if you play in

standard VGA resolution and lower the graphic detail — but you'll need a relatively fast Pentium, 16MB of RAM, and a quad-speed or better CD-ROM drive to get the full experience. Even Origin admits you may want to crank the detail back to get a good frame-rate in the more complex ground-attack missions.

And even with a very fast machine, you'll run into an occasional snag. For some reason, the designers opted to load all the in-flight speech from the CD-ROM during combat (perhaps because the higher-quality, 16-bit speech files were too big to install on the hard drive or read into memory at the start of a mission). That means the game will freeze for a second or two any time your wingman or an enemy pilot speaks — it's a small thing, but it can throw your aim off when you're leading a target. And even a Pentium 166 with 16MB of RAM and an 8-speed CD-ROM drive will pause from time to time.

On the up-side, gone are the long



A "gameflow map" in *WCIV* shows you the places you can visit between combat sorties and points out conversations you haven't had yet. Check it frequently to make sure you don't miss any of the optional video sequences.

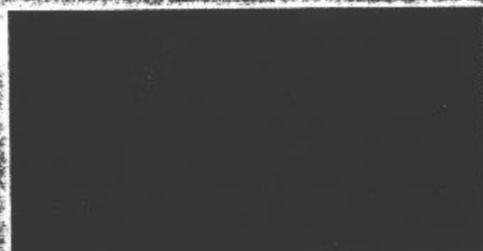
**No Wing Commander game would be complete without some new comrades-in-arms. As you uncover the sinister plot threatening to tear the Confederation apart, you'll meet**



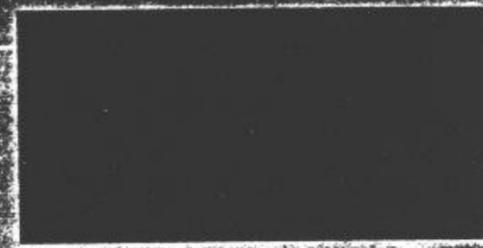
**Jacob "Hawk" Manley (Chris Mulkey):** Hawk lives up to his name; he's an old-fashioned soldier, with no compassion for the enemy and no time for soul-searching. You might recognize actor Chris Mulkey from David Lynch's bizarre TV show, *Twins Peaks*.



**Col. Tamara "Panther" Formanworth (Elizabeth Barones):** Despite her call-sign, Panther is the mirror-image of her long-time combat partner, Hawk. She's the new-age soldier who agonizes over the deaths of civilians and enemy pilots.



**2nd Lt. Troy "Catscratch" Carter (Mark DeCaros):** You're bound to like Troy; he's the same kind of talented, naive rookie you were back in the original *Wing Commander*. He's out to make a name for himself, but he's going to die trying if you don't teach him a thing or two.



**1st Lt. Yelina Soza (Holly Gagner):** The communications officer on the starship *Intrepid* breaks all the rules for beautiful women in PC games; she's intelligent and resourceful, and — believe it or not — she's not the hero's love interest.



**Captain Hugh Paulson (John Spencer):** Paulson is the gruff commander who steps in when Capt. Eisen mysteriously leaves the *Lexington*. He's the classic C.O. you love to hate.



The tough, lumbering Avenger torpedo bomber is one of the new fighters you'll fly in *WCIV*. The gadget on the left is also new: the MIP (Manned Insertion Pod) is used to "shoot" soldiers into enemy installations, James Bond-style.

delays that tried your patience in *WCIII* while a mission loaded. On a reasonably fast machine, you'll be up and flying in a matter of seconds.

For all its cosmetic improvements, though, *WCIV* feels just a little hollow. I can't help thinking about what the fourth Wing Commander game might be like if the series had moved in the opposite direction, making huge improvements the actual gameplay, rather than spending more and more time and effort on the stuff in between.

Still, *Wing Commander IV* is an excellent game wrapped in a very impressive package, no matter how you approach it. If you liked *WCIII*, you'll flip for the sequel.

—Dan Bennett

**PC GAMER FINAL VERDICT**

Incredible video sequences with Hollywood production values; greater variety in combat sequences.

**90%**

Not much new in terms of gameplay; very demanding hardware requirements.

*WCIV* is a great science fiction movie that also happens to be fun to play.



# Freedom Rings True

*Origin Packs In The Popcorn Without Leaving Out The Game*

by Scott A. May

**F**orget everything you know about interactive movies. With the release of *WING COMMANDER IV: THE PRICE OF FREEDOM*, designer Chris Roberts and his team at Origin blow this upstart game genre wide open by creating an interactive movie that excels as a movie *and* a game.

The look and feel of Roberts' creation has changed dramatically since the series' auspicious debut in 1990. The original *WING COMMANDER*, though still an engaging piece of computer entertainment, seems little more than an ambitious space cartoon by today's standards. Each subsequent release — *WING COMMANDER: THE SECRET MISSIONS*, *WING COMMANDER ARMADA*, and *WING COMMANDER II: VENGEANCE OF THE KILRATHI* — saw subtle improvements in graphic quality, artificial intelligence, story detail and character development. In 1994, *WING COMMANDER III: THE HEART OF THE TIGER*, introduced live-action video and full-blown Hollywood production values. Once again, Roberts pushed the envelope of electronic entertainment.

**WHAT'S YOUR BIFF?** Tom Wilson reprises his role as the insufferable Maniac.



**MANIAC ATTACK** The game starts with an opportunity to prove your flying mettle against Maniac.

As good as the previous installment was, it served as only a rough prototype for the polished chrome that adorns *WING COMMANDER IV*. Real sets, improved film quality, digital Dolby Surround sound, imaginative camera work and more relaxed, expressive acting all work together to create a ground-breaking cinematic experience. Beneath the surface, the game's storyline has also significantly matured, targeting a more adult audience with greater attention paid to plausible plot turns and character depth.

By the same token, traditional gaming values remain alive and kicking. Interactive elements have been streamlined in some cases and expanded in others. The end result is

a near-perfect integration of film and computer entertainment that should set this burgeoning industry back on its collective heels.

## GOODBYE, KITTIES

In the last episode, the humans of the Terran Confederation barely survived an all-out war with their dreaded antagonists, the cat-like Kilrathi, thanks to your heroic efforts as spacefighter pilot Col. Christopher Blair (played by Mark Hamill). Now that the war is finally over, Blair has planted himself on *terra firma* to enjoy the peaceful life of a farmer. But all is not well in the galaxy you fought so hard to defend. The economy is sluggish, no longer fueled by the war machine. Far worse, renegade attacks on Confed ships — many of them unarmed civilian transports — suggest rebel activity in the Border Worlds. Could this be the start of a civil war?



**Price:** \$59.95 (street)  
**System Requirements:**  
 IBM compatible 486 DX4-75 or better (Pentium 75 recommended), 8MB RAM, DOS 5.0 or higher, 30 MB hard drive space, SVGA, 2x CD-ROM (4x recommended), mouse or joystick; supports Sound Blaster compatible sound cards.  
**# of Players:** 1  
**Protection:** None  
**Designer:** Chris Roberts  
**Publisher:** Origin Systems  
 Austin, TX  
 (512) 335-5200  
**Reader Service #:** 336

Admiral Tolwyn (Malcolm McDowell), commander of the Strategic Readiness Agency, thinks so. As the story begins, he addresses members of the Terran Assembly, urging the use of full military action to quash the rebels. He dispatches your old friend and irritant, Maniac (Tom Wilson), to return you to active duty. "I've always said, you're either an eagle or an earthworm," Maniac taunts. To no one's surprise, Blair jumps at the opportunity to see action again.

Once reinstated, Blair dutifully follows Tolwyn's lead. Then like clockwork, a series of conflicting orders, mysterious discoveries and suspicious personnel shifts begin to raise doubts about the entire affair. Are the Border World conflicts simply a ruse? Are there traitors at work within the Confederation and — if so — how high up does the conspiracy go? Even more disturbing, you're no longer com-

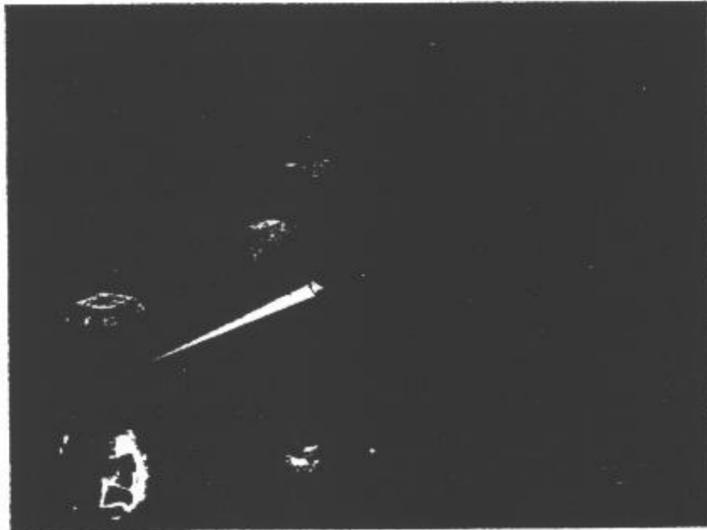
branch into a number of player-controlled directions. Your performance in battle, as well as your choices in dozens of key character interactions, determine which limb of the multi-branching storyline you follow. Some of the game's most intriguing plot branches are built right into the cinematic cut scenes. The film pauses, prompting you to choose between two character responses. Sometimes the effect is immediate and dramatic; other times it foreshadows actions — or inactions — much later in the game.

Decisions affecting morale now influence individual characters only, not the entire ship. A welcome addition is a conversation map, which allows you to view which characters are available for optional or mandatory interaction — you'll spend a lot less time wandering the halls of the ship.

With the basic technology in place from WING III, the producers were able to

spend more time on storyboarding and mission design, resulting in consistently smoother game flow. Flight duties no longer involve simple blast fests; you'll be sent on rescue, reconnaissance, infiltration and planetside missions. Another big change: cockpits have virtually disappeared from your spacefighters, replaced with elaborate

HUDs projecting more than 17 different instruments, gauges and tactical information onto the viewscreen. Though visually less enticing than the traditional first-person bitmapped display, it's more functional, giving pilots the bigger picture — targeting radar, power consumption, ordnance supply, damage control — at a glance. New ships available for combat include the Black Lance Dragon, armed with an incredible fission cannon, and the Banshee, equipped with the new wide-burst scatter gun. Several ships support "autoslide," a real-world physics tactical maneuver which allows you to fly in



**JUST SHUT UP, OK?** One of the most irritating WING III features returns—in combat, pilots repeat the same annoying taunts over and over.

pletely sure who you can trust.

We wouldn't want to spoil things by outlining every plot twist and character action. Suffice it to say that this script has some whoppers, delivered in a more convincing manner than previous efforts in the series. Although the ending isn't exactly a shocker, how you arrive there is an intricate and entertaining web of disparate plot threads, untangled by your decisions and actions throughout the game.

#### ACTION AND INTERACTION

Structurally, the game is divided into a series of 15 scenarios, each of which can

**DEADLY EFFECTS** Special effects in the game's video sequences are top-notch, easily matching those of *Babylon 5* or *Space: Above and Beyond*

one direction and shoot in another — perfect for strafing runs on capital ships. Some items left out of WING III make a triumphant return here, such as tractor beams and an improved version of the Mace missile. Six skill levels, ranging from rookie to nightmare, affect flying and gunnery skills of both enemy and allied pilots.

#### WINGMAN COMMANDER

Wingmen play an even greater role in this new adventure. You can now choose wingmen from the entire duty roster, bringing into play pilot attributes such as trigger-happiness, aggressiveness, courage, flying skill, loyalty and verbosity. Some missions even require the use of a second team of wingmen. These can be ordered to different quadrants, reporting their status directly back to you. Chatter among wingmen has been significantly expanded with each response indicative of their current morale level. Unfortunately, however, the responses are still annoyingly repetitive, at times building the desire to shoot your own wingman just to shut him or her up.

One of the most interesting aspects of



**BAR TALK** The new conversation map lets you go straight to where the discussion action is—no more wandering the halls.

## REVIEW • WING COMMANDER IV: THE PRICE OF FREEDOM

the new game is the uncertainty of your opponents. There's no clear-cut enemy like the Kilrathi. Instead, the enemy rises from within. You never know if the wingman who backs you up on one mission will be flying against you somewhere

down the line. It brings a refreshing sense of mystery to an already complex game structure.

## PERFORMANCE ANXIETY

Production designer Chris Douglas has

tweaked the graphics considerably, both in the cinematic cut scenes and actual space combat. Although the programmers utilize the same 3-D animation package (*Alias*) as in *WING III*, the graphics are now rendered in 24-bit true color, producing greater detail and smoother texture maps. The most spectacular example of the improved graphics engine can be seen in the numerous special effects, including a mind-blowing shock wave (triggered by the special Flash-Pak bomb) that rivals anything seen in a sci-fi feature film. Add in light-source shading and 16-bit Dolby Surround digital stereo and you have a game with breathtaking overall ambiance.

To get the most from the game, you'll need an above-average 486 local-bus system and quad-speed CD-ROM drive. Although the product tested reasonably well on a lesser machine (486DX2-66 non-local bus), the animation proved too fractured for serious extended play. On a mid-range Pentium or 486DX4-120 with PCI bus, the game flows like a mountain stream.

Many products claim to be interactive movies, but fall short in either their cinematic or long-term gaming appeal. *WING COMMANDER IV* addresses every aspect of this new genre with equal importance. This truly is the vanguard of the next generation of electronic entertainment. ☺

## Is It Time To Take Interactive Movies Seriously?

Like it or not, Hollywood has invaded the computer gaming industry. Although much has already been said—both pro and con—about this creative merger, so far the results have proven so inconsistent and inadequate that neither critics nor gamers have taken the hybrid genre seriously.

Until now, *WING COMMANDER IV* ushers in a new era of electronic entertainment, where acting, scripting, direction and production values are treated equally with traditional game elements in the overall quality of design. None of the elements has received short shrift.

The time has come to rethink our approach to multimedia gaming, whether you're a producer, critic or end user. As Hollywood's influence seeps deeper into game design, we must begin to apply the same critical observations to games as we would with film. Does the addition of live-action video integrate seamlessly with the interactive experience? Or is it merely superfluous eye candy, tossed in as an afterthought? If we are to seriously accept the cinematic aspects of a game, we must then view the total package in a whole new light, where film technique plays as significant a role as interactive strategy and action.

As noted, previous efforts in cinematic gaming have been little more than interesting experiments. Some are solid games, sprinkled with enough video sequences to qualify them as multimedia products. Others are full-blown movie productions that lose sight of intrinsic gaming values. Both game styles suffer from similar shortcomings: bad acting, dull scripts and amateurish production. With few exceptions, this highly touted union of Hollywood and Silicon Valley has produced dysfunctional offspring. It's clear that neither side fully understands the needs of the other.

*WING COMMANDER IV* represents the best example yet of a cinematic game that blends equal parts of two disparate professions into a single cohesive package. From the opening credits, carefully assimilated into an absolutely awesome 15-minute introduction, it's clear that designer Chris Roberts has learned much since *WING COMMANDER III*, his first foray into Hollywood-style production. Roberts' direction is masterful and assured, two qualities that are immediately evident on the screen. Camera angles are bold, but not conspicuous; the editing is crisp and dynamic; and transitions between scenes are incredibly smooth and imaginative. Even the use of background music and sound effects are tasteful and ambient, augmenting—but not distracting from—the unfolding storyline.

The acting is much more relaxed and professional this time out. Lead actors Mark Hamill, Malcolm McDowell, Tom Wilson, Jason Bernard and John Rhys-Davies all exhibit greater confidence in the roles they apply to this new medium. One can only suspect that their performances in the previous game were marred by uncertainty and awkwardness, acting principally before green-screen imaginary backdrops. This time out, post-production magic plays a lesser role, thus putting the actors more at ease. More than 35 full-sized sets were built for the game, with all live action shot on standard 35mm film. No longer do the actors look like cardboard cutouts projected against computerized sets. The scale and quality of the production lends greater freedom for both the actors and director to explore dramatic cinematic techniques.

As in film, professional acting and high production values mean little without a solid script. Returning screenwriters Jerry Borst and Frank De Palma deliver the goods. The main storyline is engaging from the beginning, and it grows more intriguing as the plot branches, based on player input and performance. Key character confrontations are lively and informative, with plenty of playful banter thrown in to keep the game from taking itself too seriously. Although there's slightly less interaction with minor characters throughout the game, the dialogue that ensues gives much more insight to the total gaming experience. Because the camera is more mobile, there are fewer static scenes than the previous adventure. Perhaps a reflection of better production values and overall confidence of the crew, the script exudes a harder, raucous edge than before. Rated "M" for mature audiences, the script is peppered with liberal amounts of realistic violence and adult language.

Other aspects of the film production that merit kudos include everything from lighting, costumes, extras and Foley artists. A special nod goes to cinematographer Eric Goldstein, a 21-year Hollywood veteran, whose credits include such feature films as *Arachnophobia*, *The Grifters* and *The Addams Family*. Together with Roberts, the pair skillfully incorporate techniques such as pans, dissolves, wipes, cross-cutting and tracking shots into the final print.

Some will continue to mock the concept of "Siliwood," but the marriage of Hollywood and Silicon Valley is definitely real and here to stay. In this regard, no current game charts a more optimistic path to the future of multimedia entertainment than *WING COMMANDER IV*. —Scott A. May

**TARGET AUDIENCE:** Both new and experienced fans of this venerable sci-fi space-combat series. Curious about so-called interactive movies? This is one of the few that works, and it works well.

**PROS:** A near-perfect meld of professional cinematics, branching storylines and heart-pounding space action. First-rate production values, from the quality cast to the stunning SVGA graphics and clean stereo sound.

**CONS:** Annoying, repetitive wingman dialogue may make you want to commit fratricide. Similarity of some missions detracts from ongoing story development. Hefty system requirements make for smooth gameplay on only the fastest systems.



## **Killed Bug List**

Killed bugs are often a source of great suggestions for future titles.

---

| List of all<br>Closed bugs | Bug Type    | Found by      | Found<br>Release | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | Comments                                                                                                                                                                                                                                                                                                                                |
|----------------------------|-------------|---------------|------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| WC4-001614                 | Art Problem | Hott, Kenny   | 1.01B            | Gameflow G2, storage hold : The gump of Hawk seems to shift position too quickly, the animation loop should be slowed.                                                                                                                                                                                                                                                                                                                                                                            | That's how it was filmed, at that speed. JH<br><br>AD CLOSED ALS 11-30-95 1.04B<br>Can not do anything about this (tm)<br><br>AD CLOSED ALS 11-30-95 1.04B                                                                                                                                                                              |
| WC4-001631                 | Art Problem | Wood, Graham  | 1.01B            | Mission KA : There are stars in the rear view over the ground ? : If you switch you left VDU to rear view and pull back on the stick to have you rear face the ground you can see stars on top of the land ?..... In any ground mission turn on your rear view in the left VDU, by pressing 0 cycling through the VDU options, you can see behind you. Well in these ground mission if you pull the stick so that you face the sky, the rear view of the ground has stars overlaid on the ground. |                                                                                                                                                                                                                                                                                                                                         |
| WC4-001615                 | Art Problem | Hott, Kenny   | 1.01B            | Gameflow G2, storage hold : The gump of hawk shows the shadow of a rotating fan on the ceiling. However, the fan shadow is contained entirely within the gump, and incomplete on the screen. Thus it now appears as if there is 1/3 of a fan on the ceiling. The gump needs be made larger to include the entire fan's shadow. (Hey, its a cool thing...)                                                                                                                                         | Can't do that, or it would throw off the fan even more. JH<br><br>CLOSED ALS 1.08B 12-8-95                                                                                                                                                                                                                                              |
| WC4-001613                 | Art Problem | Hott, Kenny   | 1.01B            | Gameflow G2, galley, gump of Melek : Shadow of the rotating fan on ceiling is mostly obscured by the Melek gump : Melek's gump overlaps the area of the rotating fan shadows on the table and chair. Now it looks like there is a blinking spot on the chair.                                                                                                                                                                                                                                     | NOT FX 1.06B 12-3-95 CB<br><br>Not much we can do about this... Next time we will do a better job planning and shooting the postage stamps.. -CR                                                                                                                                                                                        |
| WC4-002000                 | Art Problem | Flores, James | 1.02B            | Gameflow C1 : OFFICER'S LOUNGE : FLIC 0590 "TALK TO PILOTS" gump is rectangle shape and the lower portions don't match the floor coloring.                                                                                                                                                                                                                                                                                                                                                        | CLOSED ALS 1.08B 12-8-95<br>NOT FIXED 1.05B 12-1-95 CDE<br><br>What the hell are you talking about? It matches fine. JH<br><br>NOT FX 1.06B 12-3-95 JF<br>****NOTE: Better...but still noticeable.. the lower left corner of the postage stamp.<br><br>This is as good as it gets. JH                                                   |
| WC4-001973                 | Art Problem | Hott, Kenny   | 1.03B            | Mission LC : Nav1 : When the cap ship is disabled, the damaged engines look undamaged. Is there a new set of engine textures that could be swapped out?                                                                                                                                                                                                                                                                                                                                           | CLOSED 1.10B 12-12-95 ALS<br>I wish we had this ability, but we don't, sorry :( (hence the listing) (fjr)<br><br>CLOSED ALS 1.04B 11-30-95                                                                                                                                                                                              |
| WC4-001912                 | Art Problem | Bruncke, Andy | 1.03B            | Mission K4B1A or K4B1B : Nav 2 : A few of the panels of the Underground base will clip out of view depending on the angle you are at. One panel will appear to be missing as soon as you can see the base, even from along distance. If you get closer, and rotate around the base, one panel within the perimeter will appear and disappear.                                                                                                                                                     | NOT FX 1.07B 12-5-95 KM<br><br>Scott- It sounds like the Iris is sorting beneath the terrain. Try raising it on the Z axis a little. BCP.<br><br>Tony, the Iris is already floating above the ground, so I don't want to raise it any more. This isn't that noticeable with the new terrain textures, so we may want to kill this. -SRS |

List of all  
Closed bugs  
(continued)

|            | Bug Type    | Found by      | Found Release | Description                                                                                                                                                                                                                                                                                                | Comments                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
|------------|-------------|---------------|---------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| WC4-001959 | Art Problem | Hott, Kenny   | 1.03B         | Missions with a hellcat : In low detail, one of the hellcat's wings are yellow, while the other is blue. Both should be blue.                                                                                                                                                                              | The problem is terrain textures sorting through the Iris. Like the fighter sorting problems, we can not correct this. (tm)<br><br>CLOSED ALS 1.08B 12-8-95<br><br>TDAs: It may be possible to assign face colors in EOR. Do you guys know anymore? (fjr)<br>Dave, we do not know how to do this but hopefully and artist does. When they say low detail they are talking about setting the detail in the game where there are no textures.<br><br>* Low detail assigns a color from a specific point on the texture. CR |
| WC4-002051 | Art Problem | Melton, Kevin | 1.04B         | Using VGA gameflow, the icon for talking to characters has some wierd character trash for the "voice-lines." These symbols change as you move your mouse.                                                                                                                                                  | KD CLOSED 1.10B 12-12-95 ALS<br>That's how they look. JH<br><br>CLOSED ALS 1.04B 11-30-95                                                                                                                                                                                                                                                                                                                                                                                                                               |
| WC4-002131 | Art Problem | Wood, Graham  | 1.04B         | Gameflow K3 : Disk 4 : No movement in Gump : Sosa's gump on the bridge has no movement, it should have some so we know she is there.                                                                                                                                                                       | Can't make film where there was none. JH                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| WC4-002272 | Art Problem | Barnes, Cinco | 1.06B         | Mission E2 / Nav 1 : There is no art for turret mines that have had their guns destroyed. Both the Nav map and the object info VDU (lower right VDU) show each and every turret mine with twin working guns (regardless of turret damage level).                                                           | CLOSED ALS 1.08B 12-8-95<br>* It may be too late for this... -ALS I guess it is. Tony?<br>Correct. Besides, the fiction is that we are looking at target images stored in the military database, not real-time rendered images. (tm)                                                                                                                                                                                                                                                                                    |
| WC4-002284 | Art Problem | Flores, James | 1.06B         | Gameflow B1 : Flight Control : Postage stamp of officer by monitor on left side of screen is discoloring the floor                                                                                                                                                                                         | CLOSED ALS 1.08B 12-8-95<br>What? That's the way the film was shot. I think it's a shadow. JH                                                                                                                                                                                                                                                                                                                                                                                                                           |
| WC4-002293 | Art Problem | Barnes, Cinco | 1.06B         | Gameflow G2 / Galley : Melek postage stamp appears washed-out. Before the conversation with Melek in the Galley is available, the postage stamp for his position (as referenced by the conversation with Panther and Catscratch) appears very blached... maybe even somewhat off-color.                    | CLOSED ALS 1.08B 12-8-95<br>That's simply the method of quantization and the fact that it was done into 8-bit mode. Nothing can be done about it, as it is a palette limitation. JH<br><br>CLOSED ALS 1.08B 12-8-95                                                                                                                                                                                                                                                                                                     |
| WC4-002604 | Art Problem | Hott, Kenny   | 1.07B         | Gameflow k3 : Talk to pliers in Hanger bay and talk to Manic in Galley : svga16 gameflow : During the talk to pliers when the subtitles refer to mips, the "I" looks like part of the M. Also during the talk to Maniac, when Maniac yells, "BAM!" the exclamation point looks like part of the M as well. | Font Problem.<br><br>CLOSED ALS 1.18B 1-6-95                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| WC4-002464 | Art Problem | Wood, Graham  | 1.07B         | Spaceflight, L series of missions, Disk 4 : Repeatable : You can see Galaxies on top of your cloaked ship. When you autopilot cloaked you can see the background Galaxies and sun,                                                                                                                         | Since the dragon is hazzed it just appears the planets are on top, but they aren't -CR<br><br>CLOSED ALS 1.18B 1-6-95                                                                                                                                                                                                                                                                                                                                                                                                   |

List of all  
Closed bugs  
(continued)

|              | Bug Type    | Found by         | Found Release | Description                                                                                                                                                                                                                                                                                                                                            | Comments                                                                                                                                                                                                                                                               |
|--------------|-------------|------------------|---------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| — WC4-002705 | Art Problem | Gibson, Lee      | 1.08B         | sorting onto of your cloaked ship. An easy place to this is to Cloak on LB then fly to the weapons factory and turn round when you get there and then auto back to the Intrepid cloaked.<br>Gameflow : Intrepid : Disc 2 : Hangar Bay : Repeatable : The rear wall of the hangar bay can be seen through the landing gear well on the Banshee artwork. | Checked it out. Small pixel line of Ship across landing gear shaft. Not worth screwing with -CR<br><br>KD CLOSED 1.10B 12-12-95 ALS<br>Tony, I moved this to you because there is nothing we can do about it. The object needs to be retouched again by Brennan. (JJS) |
| — WC4-000254 | Art Problem | Brack, J. A.     | 1.09A         | Missing textures on the Vindicator. Big Time, Colonel.                                                                                                                                                                                                                                                                                                 | I talked to Brennan. There's not much we can do about these problems. Certain faces were left flat shaded to prevent them from sorting through the body. (tm)<br><br>CLOSED ALS 11-30-95 1.04B<br>NOT FX 1.02B 11-25-95 CDE<br><br>CR<br><br>CLOSED ALS 1.04B 11-30-95 |
| — WC4-000280 | Art Problem | Barnes, Cinco    | 1.09A         | Gameflow C3 : Officer's Lounge : Maniac (0780) is not blended into the background.                                                                                                                                                                                                                                                                     | CLOSED ALS 1.18B 1-6-95                                                                                                                                                                                                                                                |
| — WC4-002830 | Art Problem | Wood, Graham     | 1.10B         | Vindicator : In the game there appear to be two different designs for the Vindicator. One design that is used in gameflow has a much shorter mid section to the ship. The spaceflight Vindicator has equal fuselage sizes for the center and outer lengths. This is the rear part only.                                                                | CLOSED ALS 1.18B 1-6-95                                                                                                                                                                                                                                                |
| — WC4-002829 | Art Problem | Wood, Graham     | 1.10B         | Gameflow M1 : Disk 5 : Pliers Gump has a box around it. When Pliers is in the in the hanger bay, you can clearly see a box around the gump, he is lining up to the background..                                                                                                                                                                        | Is as good as it can get. JH<br><br>CLOSED ALS 1.18B 1-6-95                                                                                                                                                                                                            |
| — WC4-000639 | Art Problem | Mustakas, Sean   | 1.12A         | I personally don't mind cockpits being absent from the game, but you can bet that customers will bitch about it. They should probably be there for the whiners to turn off.                                                                                                                                                                            | CLOSED ALS 1.12A 11-5-95                                                                                                                                                                                                                                               |
| — WC4-000652 | Art Problem | Ouellette, Myque | 1.12A         | Mission : General, any Ship, Transports, SVGA : The transport art in the target VDU only has 3 to 6 pixels to keep track of side quarter damage. This should be increased so the pilot can tell he's doing damage and not just seeing an art error (i.e. pixelization).                                                                                | Too late to worry about... -ALS<br><br>CLOSED ALS 1.12A 11-5-95                                                                                                                                                                                                        |
| — WC4-000654 | Art Problem | Ouellette, Myque | 1.12A         | Gameflow : Any F, Map, VGA : The map for this video mode is pretty much illegible. Anyone using VGA would not have any idea what the text is saying, nor what the room outlines are to look like.                                                                                                                                                      | CLOSED ALS 1.12A 11-5-95                                                                                                                                                                                                                                               |
| — WC4-000617 | Art Problem | Bruncke, Andy    | 1.12A         | All Intrepid Gameflow - Control Bay - SVGA 16 - Repeatable. The gump for the CIC doors opening is inconsistent                                                                                                                                                                                                                                         | This can't be fixed. JH<br><br>* Can I have a reason why? -ALS                                                                                                                                                                                                         |

List of all  
Closed bugs  
(continued)

|              | Bug Type    | Found by      | Found Release | Description                                                                                                                                                                                                                                                                            | Comments                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
|--------------|-------------|---------------|---------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|              |             |               |               | with the gameflow background. The closed door has a shadow cast across the screen. When the door is selected, it opens, but the shadow remains. This would not be as noticeable if the gump for the door was trimmed diagonally along the doors path so the light change was not seen. | Uh. If you need an in-depth answer, come see me. I'll recommend it as a task for the art team, if they get time. I'm not an artist and don't have a full day to spend doing the touchups required. No matter what we do, it won't look right. This is an artifact of poor set design. JH<br><br>* Mark & Dave, this is a "polish" problem... -ALS<br><br>CR                                                                                                                                                                                                                                                                                                                                                                                                       |
| — WC4-002958 | Art Problem | Raffray, Kent | 1.12B         | Gameflow M1 : Hanger Bay : Talk to Pliers : Pliers gump slightly off color                                                                                                                                                                                                             | CLOSED ALS 1.08B 12-8-95<br>This has been killed twice already. It can't be any closer than it already is. JH                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| — WC4-000970 | Art Problem | Wood, Graham  | 1.13A         | Spaceflight, external camera on the Vindicator : If you look in the external camera at the Vindicator the two engine/intakes are not attached to the fuselage.                                                                                                                         | CLOSED ALS 1.18B 1-6-95<br>This is another art bug for Brennen I guess. BCP.<br>This was done intentionally to prevent massive sorting problems with the three modules. (tm)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| — WC4-000965 | Art Problem | Wood, Graham  | 1.13A         | Spaceflight in the Longbow : Both intakes are visible through the Vertical stabilizers in the external camera : If you pan around the Longbow in the external camera you can clearly see both of the intakes through the vertical stabilizers.                                         | CLOSED ALS 11-30-95 1.04B<br>* Is this a sorting problem? -ALS<br>He is incorrect. The stabilizers are inside the rear texture. I guess we need Brennen to look at it. BCP.<br><br>Brennan says this is a problem with the geometry. The entire mesh would have to be redone to fix this. Then, who knows what sorting problems that would introduce. We'd be chasing our own tails. (tm)                                                                                                                                                                                                                                                                                                                                                                         |
| — WC4-000774 | Art Problem | Wood, Graham  | 1.13A         | Gameflow : Repeatable : There are light blue pixels around the red cursor : When you move the cursor over the 'Log Off' option the red cursor has blue pixels around the red arrow. This is VGA.                                                                                       | CLOSED ALS 11-30-95 1.04B<br>Are we expected to worry about VGA in gameflow? I thought it wasn't supported. JH<br><br>* It may be unsupported, but if it is a feature in the game, it must work. This is for the customers who cannot support SVGA. -ALS<br><br>Uh.. that's a problem with trying to make the text legible in the terminal. It uses an averaging subsampling screen slam that will try to find the most appropriate pixel color for each pixel based on the four that are supposed to be displayed in that location and matching to the best fit in the palette. If it doesn't look good, that's not something we can fix. We aren't supporting gameflow VGA directly, therefore we don't explicitly make the art for VGA. The game can be played |

List of all  
Closed bugs

| (continued) | Bug Type    | Found by       | Found Release | Description                                                                                                                                                                                                                                                                                                                                                                                             | Comments                                                                                                                                                                       |
|-------------|-------------|----------------|---------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|             |             |                |               |                                                                                                                                                                                                                                                                                                                                                                                                         | in VGA and that's all that matters (from the powers that be, that was the decision). In short, this is how it's supposed to work. If it looks bad, buy a better video card. JH |
|             |             |                |               |                                                                                                                                                                                                                                                                                                                                                                                                         | * Can't fix, anti-aliasing problem.<br>CLOSED ALS 1.04B 11-30-95                                                                                                               |
| WC4-000834  | Art Problem | Franz, Mark    | 1.13A         | Gameflow J3, Control Bay : The option (object) to go to the CIC from the Control Bay is in the wrong palette.                                                                                                                                                                                                                                                                                           | CR<br>CLOSED ALS 1.04B 11-30-95                                                                                                                                                |
| WC4-001142  | Art Problem | Barnes, Cinco  | 1.14A         | Gameflow M2 - Midgames - 2910, 2920 - Repeatable - SVGA 16 : The returning to Intrepid movies (2910 and 2920) do not show Dekker's shuttle with you. : There is no explanation for Dekker's shuttle not being with you, and it should be included in both movies (Vindicator and Dragon).                                                                                                               | We cannot redo any animations at this point. No time left.<br>CLOSED ALS 1.02B 11-25-95                                                                                        |
| WC4-001102  | Art Problem | Wood, Graham   | 1.14A         | Spaceflight, Mission with the Vindicator : Repeatable : You can see through parts of the Vindicator : In the exterior view on the Vindicator you can see through the engine. If you zoom into the Vindicator then go to a roughly 5 o'clock low position you can see through the engine pods. Also from the 7 o'clock high position same problem, this looks really bad is there anyway we can fix it ? | This is due to the design of the ship. Sorry, this is as good as it gets<br>CLOSED ALS 1.02B 11-25-95                                                                          |
| WC4-001373  | Art Problem | Wachhaus, Todd | 1.14A         | Gameflow D3 : Storage Hold : Talk to Vagabond and Catscratch : This postage stamp contains the fan going in one direction and then when you put the mouse pointer on the stamp, the fan reverses direction.                                                                                                                                                                                             | This is not something we can fix. It's a problem with the filming. JH<br>AD CLOSED ALS 11-30-95 1.04B                                                                          |
| WC4-001432  | Art Problem | Wood, Graham   | 1.14A         | Gameflow 12, Mission E2 : Repeatable : No movement in Hawks Gump : Hawk in on the Bridge but his gump does not move at all. I know that he is sleeping , but he is hard to see and a little movement would help.                                                                                                                                                                                        | This was filmed with him not moving. I can't create motion where there is none. I recognized this when I saw the footage too. JH<br>AD CLOSED ALS 11-30-95 1.04B               |
| WC4-001053  | Art Problem | Wood, Graham   | 1.14A         | Gameflow. Scene 22 K1 : Art glitch on the gump : In the Galley where Maniac and Dekker are talking there is a piece of flickering art between the two of them, over some chairs in the back of the room.                                                                                                                                                                                                | that's the fan. JH<br>Killed - CR<br>CLOSED ALS 1.04B 11-30-95                                                                                                                 |
| WC4-001110  | Art Problem | Wood, Graham   | 1.14A         | Spaceflight, Missions with the Banshee : Repeatable : Part of the Engine art is missing : If you go to the exterior camera and look directly behind the ship you see the central engine has only half of the blue art coming from the engine. The other two engines are ok.                                                                                                                             | CR1<br>CLOSED ALS 1.04B 11-30-95                                                                                                                                               |
| WC4-000209  | Art Problem | Raffray, Kent  | 1.14A         | Option screen - The word 'Misc' looks bad. There needs to be some space between the 'M' and the 'i' in 'Misc'                                                                                                                                                                                                                                                                                           | Tony, you want to fix the font for this? (fjr)                                                                                                                                 |

List of all  
Closed bugs

| (continued) | Bug Type         | Found by            | Found Release | Description                                                                                                                                                                                                                                                  | Comments                                                                                                                                                                                                                                                                                                                                                                                              |
|-------------|------------------|---------------------|---------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|             |                  |                     |               | on the options menu.                                                                                                                                                                                                                                         | CR<br><br>CLOSED ALS 1.04B 11-30-95                                                                                                                                                                                                                                                                                                                                                                   |
| WC4-003089  | Art Problem      | Milton, Hal         | 1.14B         | Gameflow K3 : Scene 24 : Briefing Room - Repeatable - SVGA : Before Circean comm. sends intercepted data. A headless postage stamp is standing in front of the briefing screen.                                                                              | They aren't headless. It's two guys. Watch the movie and it makes more sense. JH<br><br>CLOSED ALS 1.18B 1-6-95<br>Tony - I guess we need Brennen to touch it up a little. BCP.<br><br>MAKE The Ella Supebase ONLY killable by using the Flashpack - This way no one can bitch about the destriyed/flashpacked objects looking the same -CR<br><br>* Gave to KSR for review. -ALS<br><br>Killed. (tm) |
| WC4-003055  | Art Problem      | Flores, James       | 1.14B         | Mission N1B : Base damage art looks the same after being hit by flashpak?, I don't think the Flashpak is actually killing the base.                                                                                                                          | CLOSED 1.22B 1-20-96 -ALS<br>With no cockpits to see the broken radar display, this needs to be added to the DAMAGE list. -ALS<br><br>CR<br><br>CLOSED ALS 1.04B 11-30-95                                                                                                                                                                                                                             |
| WC4-000011  | Code not working | Sommers, Anthony L. | 0.01A         | "RADAR" does not appear under DAMAGE when damaged or destroyed.                                                                                                                                                                                              | CLOSED 1.22B 1-20-96 -ALS<br>With no cockpits to see the broken radar display, this needs to be added to the DAMAGE list. -ALS<br><br>CR<br><br>CLOSED ALS 1.04B 11-30-95                                                                                                                                                                                                                             |
| WC4-000031  | Code not working | Sommers, Anthony L. | 0.01A         | Entering the SFO screen does not stop any inflight comms that are occuring at that time. -ALS                                                                                                                                                                | The same holds true for pausing the game. -AWB<br><br>CR<br><br>CLOSED ALS 1.04B 11-30-95                                                                                                                                                                                                                                                                                                             |
| WC4-001364  | Code not working | Hott, Kenny         | 1.00B         | Mission KA_1 : If you shoot at a mountain top and then quickly fly over it, you can see your shots flying into the distance. I could not check the lower areas around the base because it takes too long to fly pass the mountain surface to see your shots. | * limitation of current system. (fjr)<br>KD CLOSED ALS 1.01B 11-22-95                                                                                                                                                                                                                                                                                                                                 |
| WC4-001467  | Code not working | Bruncke, Andy       | 1.00B         | Gameflow - Options Screen - Repeatable - SVGA 16 : You cannot use ALT X to exit the game within the options menu.                                                                                                                                            | * True, sorry (at least this is consistent with spaceflight's option screen!). (fjr)<br><br>KD CLOSED ALS 1.01B 11-22-95                                                                                                                                                                                                                                                                              |
| WC4-001459  | Code not working | Bruncke, Andy       | 1.00B         | Gameflow - Options Screen - Repeatable - SVGA 16 : The "Ambient Sounds" button does not save it's on/off state. : If you select this button. leave the main terminal, then go back, the button is still shown as not selected.                               | Actually, this button doesn't do anything and will not be there for long. JH<br><br>AD CLOSED ALS 11-30-95 1.04B                                                                                                                                                                                                                                                                                      |
| WC4-001336  | Code not         | Ouellette,          | 1.00B         | Spaceflight : Any Ship with Tractor                                                                                                                                                                                                                          | No time to add targeting options, etc.                                                                                                                                                                                                                                                                                                                                                                |

List of all Closed bugs

| (continued)  | Bug Type         | Found by      | Found Release | Description                                                                                                                                                                                                                 | Comments                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
|--------------|------------------|---------------|---------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|              | working          | Myque         |               | Beam : If there are several objects which can be acquired with the tractor beam (from the same stopped position) the tractor beam forces you to get the nearest object first, even if you have the further object targeted. | (fjr)<br>CLOSED ALS 1.04B 11-30-95                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| — WC4-000102 | Code not working | Bonner, Brett | 1.00D         | The installation will allow the user to choose a directory of more than 8 characters. An error message should be displayed asking the user to select another name and not to exceed 8 characters.                           | An error message now displays for illegal names, or insufficient disk space. Directory names with more than 8 characters are truncated, like in DOS. (tm)<br><br>KILLED CR 1.05B 12-2-95                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| — WC4-000070 | Code not working | Raffray, Kent | 1.01A         | During the intro movies after both of the morale choices the game has an exception 13.                                                                                                                                      | CLOSED ALS 1.08B 12-8-95<br>This doesn't always happen maybe about half the time. It seemed to not be affected by what the actual morale choices were. I also got this particular message once in Gameflow B1 while talking to Eisen.<br><br>Exception 13 has happened<br>CS : EIP = 0045 : 000A63A0<br>EAX=00000055, EBX=C06E0009,<br>ECX=00004000, EDX=00000000<br>ESI=00000000, EDI=C06ED7B0,<br>EBP=001341D8, ESP=001341B0<br>DS=0055, ES=004D, FS=0035,<br>GS=0000, SS=004D<br>EFLAGS=00013246<br><br>CALLERS:<br>1)000A6544<br>5)00077300<br>2)000A7E43<br>6)00077147<br>3)0007AD04<br>7)00077D9B<br>4)00077092<br>8)0007C098<br><br>* Possible bad CD. Could you look at the dump and verify? -ALS |
| — WC4-000092 | Code not working | Raffray, Kent | 1.01D         | Demo Mission, Spaceflight - Camera modes not functioning correctly                                                                                                                                                          | DOES NOT HAPPEN ANYMORE.<br>CLOSED -ALS 10-28-95<br>If you change camera modes during spaceflight [use the object cam] and then hit <ESC> to exit the mission and then re-enter the mission, when you get back in you will still be in that camera mode, but the cockpit is in its normal mode. Basically, when you restart the mission everything looks as it normally does; you look out the front of your cockpit. However, you cannot move or use any keyboard commands except to fire you guns. Hitting the <F1> key to put the camera back into the cockpit. After hitting <F1> everythings                                                                                                         |

List of all  
Closed bugs

| (continued)  | Bug Type         | Found by       | Found Release | Description                                                                                                                                                                                                                                                    | Comments                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
|--------------|------------------|----------------|---------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|              |                  |                |               |                                                                                                                                                                                                                                                                | functions normally.<br><br>DEMO IS COMPLETE. CLOSED<br>-ALS 10-28-95                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| — WC4-000142 | Code not working | Wachhaus. Todd | 1.02D         | Install the Demo with the None option for sound card; when you run the demo and get into spaceflight, hit ALT-O and the choices for: Music, Speech, Sound FX, and Rumble are all turned ON...they should NOT be.                                               | CLOSED -ALS 10-28-95                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| — WC4-001966 | Code not working | Hott, Kenny    | 1.03B         | Gameflow L Series : During this mission series, the Pliers conversation is required before the briefing. After you finish the conversation with Pliers, you are automatically thrown into the ship config. screen, which you should access after the briefing. | Jason, this seems like the "registering both a mouse press and release" bug we thought was fixed. Can anything be done about this? -JAB<br><br>What do you mean? Does it take you to the main terminal screen or directly to a particular sub-screen? If it's to the main terminal, it's by design. Otherwise, you can't save your game until after the briefing, or without going through some trouble to do so. JH<br><br>NOT FX 1.06B 12-3-95 KH<br>*****NOTE: The conversation with Pliers should come after the briefing. You should choose between cloaks or wingman after you know what mission you have.<br><br>It works as per the script (you get the conversation BEFORE the briefing) We have to drop you to the terminal so you can save your game (Pliers & the terminal are both in the same spot) -CR |
| — WC4-001951 | Code not working | Hott, Kenny    | 1.03B         | Missions : Anytime you hit 'm' to reconfigure your missiles while an inflight comm plays, the video will be interrupted. However the audio and subtitles will continue to play.                                                                                | CLOSED ALS 1.08B 12-8-95<br>Hitting M changes your current system from the comm to the weapon system. It is a matter of convenience to leave the audio playing. (tm)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| — WC4-000165 | Code not working | Bruncke, Andy  | 1.03D         | Changing the control type in the install is not reflected in the in-flight options.                                                                                                                                                                            | AD CLOSED 1.10B 12-12-95 ALS<br>Repeatable Spaceflight If you run the game, exit, and run the install and change the control type, when you go into the game, the spaceflight options screen still shows the previous selection. Changing it here and going back to the install does not match either. (Check KEYBOARD and MOUSE)<br><br>You can look at this as a way of over-riding the installed control type. This value gets saved separately in the space option screen. It will get very ugly if we try to communicate these changed options back and forth. (tm)                                                                                                                                                                                                                                              |

List of all  
Closed bugs

| (continued) | Bug Type         | Found by       | Found Release | Description                                                                                                                                                                                                                                                                                                                        | Comments                                                                                                                                                                                                         |
|-------------|------------------|----------------|---------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| WC4-002079  | Code not working | Wachhaus, Todd | 1.04B         | G2 : Mission : REPEATABLE : Nav 3 : Got a 'Mission Complete' even though there is still an enemy Banshee still alive.                                                                                                                                                                                                              | CLOSED ALS 1.08B 12-8-95<br>Todd - I did it that way because your mission is to destroy the bombers. If this isn't acceptable send it back and I can change it. BCP.                                             |
| WC4-002354  | Code not working | Bruncke, Andy  | 1.06B         | Mission L4A : Nav 1 : The Cruiser is very hard to kill. After spending 5 minutes shooting it with guns and all my missiles, only part of the ship showed red.                                                                                                                                                                      | CLOSED ALS 1.08B 12-8-95<br>You should only be able to destroy it with Torpedoes. BCP.<br><br>CLOSED ALS 1.08B 12-8-95                                                                                           |
| WC4-000208  | Code not working | Raffray, Kent  | 1.06D         | Gameflow - You cannot use the cursor keys to move the arrow on the gameflow screen.                                                                                                                                                                                                                                                | The tab key is provided, as is the shift-tab key, for keyboard users. All hotspots that can be clicked on are cycled through, leaving no functionality to be desired. --JH<br><br>ACCEPTED. CLOSED -ALS 10-28-95 |
| WC4-002536  | Code not working | Raffray, Kent  | 1.07B         | Mission B4b - Repeatable - But not every time : Nav 1 -- Ground Terrain                                                                                                                                                                                                                                                            | When it's docking, it's docking, and no one can be in its way! (fjr)                                                                                                                                             |
| WC4-002500  | Code not working | Raffray, Kent  | 1.07B         | Spaceflight - Longbow - Rear view - Turret art : If the rear of your Longbow is very close to an item, such as a decoy you just dropped, that object will actually be drawn on top of the guns, covering them, and be very large. The guns will be small in comparison to anything else and in fact seem to be drawn further away. | CLOSED ALS 1.08B 12-8-95<br>Sorting problem... limitation of system. (fjr)<br><br>CLOSED ALS 1.08B 12-8-95                                                                                                       |
| WC4-002545  | Code not working | Wood, Graham   | 1.07B         | Mission KA, Disk 4 : Not Repeatable : Ship flew through the ground : I was flying towards the ground when I was destroyed. I then saw my ship spinning and it went through the ground into space. I could see right through all the mountains and objects. Running the game with German sub-titles                                 | Sort/collision problem. (fjr)<br><br>CLOSED ALS 1.08B 12-8-95                                                                                                                                                    |
| WC4-002550  | Code not working | Flores, James  | 1.07B         | Mission A1 : Maniac stays in wing formation even when I fly into Bluepoint landing bay : Maniac appears to be 'inside' the station when I enter the bay and come to a complete halt. He should either come to a stop on the outside or should fall in behind me if nothing else.                                                   | ** We like the Wing 3 "veer off" technique.<br><br>** This sucks, but no time to fix (this is how it worked in WC3). sorry. (fjr)<br><br>KD CLOSED 1.10B 12-12-95 ALS                                            |
| WC4-002606  | Code not working | Hott, Kenny    | 1.07B         | Mission k3 : initial launching autopilot sequence : Ship should not go through the camera on takeoff autopilot.                                                                                                                                                                                                                    | Isn't this how it is on every auto-takeoff? If so, I am happy with this camera. If there is something broken which I am missing, unkill and provide details. (tm)                                                |
| WC4-002455  | Code not working | Wood, Graham   | 1.07B         | L series of missions. Disk 4 : Repeatable : You can fire while cloaked : If you talk to Pliers at the begin of this series you have the option to us the                                                                                                                                                                           | KD CLOSED 1.10B 12-12-95 ALS<br>One can fire going into cloak but not coming out. If something else is wanted, then we can talk. (fjr)                                                                           |

List of all  
Closed bugs

| (continued)  | Bug Type         | Found by            | Found Release | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | Comments                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
|--------------|------------------|---------------------|---------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| — WC4-002566 | Code not working | Bruncke, Andy       | 1.07B         | cloaking feature. Well on these mission you can cloak. and un-cloak real quick and still fire while you are cloaked.<br>Install - Repeatable - SVGA 16 : If you do not have enough hard drive space to copy some or all of the files to the hard drive (.TRE files) a message should be displayed on that screen saying so. Right now the Space Available will let you know that there isn't enough space, but if you click on "Install Selected Files" it does nothing. It should prompt as message saying something like "You do not have enough hard drive space to install some or all of the selected files. Please de-select some or all of the files, or free up more disk space, and try again." | CLOSED ALS 1.18B 1-6-95<br><br>Hitting this button now installs / removes all selected / deselected files. (tm) You will get a message when you select a file with too little room on disc. (tm)<br><br>CLOSED ALS 1.18B 1-6-95                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| — WC4-002738 | Code not working | Hott, Kenny         | 1.08B         | Spaceflight : Any mission with asteroids (specifically tested on mission 1a) : when you shoot an asteroid, the new explosion and debris art drift to the right even though you and the asteroid are stationary. I think that the explosion should center on the asteroid.                                                                                                                                                                                                                                                                                                                                                                                                                                | The explosion will drift as a component of the asteroid's velocity and the momentum of your blast.<br><br>KD CLOSED 1.10B 12-12-95 ALS                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| — WC4-002669 | Code not working | Errett, Chris       | 1.08B         | Mission D2 : All navs : Joystick problem : Repeatable : SVGA only : Joystick will not respond properly.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | ** Intresting bug, in this mission, continually move the joystick left and right in SVGA. The joystick will eventually "stick" in one direction for several seconds.<br><br>** ALS: I don't know what to do with this, as no one wants to touch it (I would, but I've got 20 other bugs I need to get fixed first). My best suggestion is to work with Pete S. and CR on this one. Call me if you need any more info. I'm assigning to you as per our meeting 1/4/96. Thanks, (fjr)<br><br>* CR. giving to you to give to Pete. -ALS 1-7-95 1.18B<br><br>Pete's had this for ever and no joy, going to kill -CR<br><br>Assigned to Chris Errett for further evaluation. -JAB<br><br>KILLED TO SHIP GAME -CR |
| — WC4-000222 | Code not working | Sommers, Anthony L. | 1.09A         | Keyboard Arrows should move the mouse cursor in [non-Melo] gameflow.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | CLOSED ALS 1.04F 2-7-96<br>This isn't going to be implemented. Keyboard users have the tab and shift-tab keys. JH<br><br>CLOSED ALS 1.10A 10-29-95                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
| — WC4-000416 | Code not working | Ouellette, Myque    | 1.10A         | Spaceflight : You can shoot missles and guns through parts of the Intrepid                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | **** I'll let Pete know, but this is a basic flaw with high speed collision                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |

List of all  
Closed bugs

| (continued)  | Bug Type         | Found by            | Found Release | Description<br>(especially the forward arms).                                                                                                                                                                                                                                                                                                                                               | Comments                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
|--------------|------------------|---------------------|---------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|              |                  |                     |               |                                                                                                                                                                                                                                                                                                                                                                                             | detection (in the wing/strike engine).<br>(fjr) <-- *REASON*                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
|              |                  |                     |               |                                                                                                                                                                                                                                                                                                                                                                                             | Good enough for me... CLOSED ALS<br>11-2-95 1.12A                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| — WC4-000565 | Code not working | tda,                | 1.10A         | Mission D2 : Nav 3 : No wingmen :<br>Repeatable : It is possible to actually fly<br>inside the destroyers at Nav 2 and Nav<br>3. When you do this you get all kinds of<br>wierd effects: turrets hanging in space,<br>partial walls etc...                                                                                                                                                  | Frank, this is either an art problem or a<br>collision detection problem inherent in<br>the engine. We cannot fix. JJS<br><br>**** Collision detection problem,<br>sorry. (fjr)<br><br>CLOSED ALS 1.14A 11-13-95                                                                                                                                                                                                                                                                                                                                                                                                                          |
| — WC4-000387 | Code not working | Melton,<br>Kevin    | 1.10A         | Dragons in chase or object camera will<br>look like they are cloaking in sync with<br>other dragons that cloak.                                                                                                                                                                                                                                                                             | * FFS design flaw. (fjr)<br><br>* There's *nothing* that can be done<br>about this? Ouch! Please look! It looks<br>crazy! Help us, Frank! -ALS<br><br>*** Sorry boys, it really disturbs me<br>too. The only thing I can think of is an<br>alternate player ship. but the memory<br>this may require could be painfull. (fjr)<br><br>CLOSED ALS 11-30-95 1.04B                                                                                                                                                                                                                                                                            |
| — WC4-000415 | Code not working | Ouellette,<br>Myque | 1.10A         | Spaceflight : Once you lock a target<br>with the IR missles, you can fire them<br>from any direction, the enemy fighter<br>doesn't need to be on the screen at all.<br>As I understand it, the IR missile should<br>lose it's lock if the fighter goes off the<br>screen and then take 1 second to<br>reacquire once the ship is in Line of<br>sight again.                                 | *** TDAs: Let me know how you want<br>this done. (fjr)<br>IR missles should work the same as<br>they did in WC3, as per this bug.<br>-TDA's<br>*** TDAs: This is how they worked in<br>WC3 (so, do we change it?) (fjr)<br>Make it work the same way it worked<br>in WC3 but be sure its not just what the<br>code seems to be saying. We need to<br>make sure by playing WC3 in case<br>there was some crazy hack that<br>overrides the code. QA seems to be<br>confident that it worked as per bug<br>listed above in WC3.<br><br>* It worked this way in WC3, so I guess<br>we'll kill the bug. (fjr)<br><br>CLOSED ALS 1.04B 11-30-95 |
| — WC4-002820 | Code not working | Ouellette,<br>Myque | 1.10B         | Gameflow : Main Terminal : Wing<br>Configuration : If the mission requires<br>more than one wingman (or has a<br>second Wing) there is no way to change<br>/ alter any wingmen beyond the first via<br>the keyboard. There needs to be a set of<br>arrow keys allowing the change and<br>selection of additional wingmen via the<br>keyboard in EVERY Wing<br>Configuration Gameflow state. | Should have been discovered in Alpha.<br>not during last week of testing. JH<br><br>* The wingman selection screen was<br>not working (Exception 13 when<br>selecting wingmen) much less selecting<br>wingmen for Wing II. These comments<br>are unneeded. -ALS<br><br>CLOSED ALS 1.18B 1-6-95                                                                                                                                                                                                                                                                                                                                            |
| — WC4-000466 | Code not working | Ouellette,<br>Myque | 1.11A         | Spaceflight : If there is a<br>communication on the comm VDU, the                                                                                                                                                                                                                                                                                                                           | CR                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |

List of all  
Closed bugs

| (continued) | Bug Type         | Found by         | Found Release | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | Comments                                                                                                                                                                                                                                                                                                                                                           |
|-------------|------------------|------------------|---------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| WC4-002884  | Code not working | Hott, Kenny      | 1.11B         | Power configuration VDU will not come up. I think a communication should not inhibit other ship functions. Spaceflight : Example Mission d3, nav 0 : Inconsistently repeatable : Inappropriate enemy missile behavior : After clearing out most of the longbows in the mission. I headed towards the last one. It was facing me and fired a missile. Instead of hitting me from the front (where I had full shields), it struck me in the rear where my shields were weak from the bombing run on the Lexington and destroyed my ship. | CLOSED ALS 1.04B 11-30-95<br><br>Can we get this addressed? -ALS<br>I believe these collision detection bugs were all killed. (tm)<br><br>CLOSED 1.18B 1-9-95 -ALS                                                                                                                                                                                                 |
| WC4-000641  | Code not working | Mustakas, Sean   | 1.12A         | I feel that we should have included Midi Music in the game. Of course, the digital audio sounds much better than 16bit FM synthesis, but GM sounds better than the digital (and we have basically encouraged many people to go out and buy GM cards by use of it in our previous software - Wing III being one of them.). More options are always customer pleasers.                                                                                                                                                                   | CLOSED ALS 1.12A 11-5-95                                                                                                                                                                                                                                                                                                                                           |
| WC4-000727  | Code not working | Ouellette, Myque | 1.12A         | Occasionally, missiles (especially torps) are going through the cap ships...                                                                                                                                                                                                                                                                                                                                                                                                                                                           | *** We talked about this before... :) (fjr)                                                                                                                                                                                                                                                                                                                        |
| WC4-000621  | Code not working | Wachhaus, Todd   | 1.12A         | A1: Nav 0: REPEATABLE : SVGA : After killing off the pirates, go to Nav map, change next nav point to "Landing at Blue point Depot", 'ESC' out of the Nav map; now your auto light is not lite & when you press 'A', it says "Landing clearance required"... however there is nothing to land on.                                                                                                                                                                                                                                      | CLOSED ALS 1.13A 11-8-95<br>Tony, this has been around since Strike Commander. It's just the way the nav map works if the player advances through it manually. At least you can't land. This seems like a kill. JJS<br><br>Agreed. The fact that it says "landing Clearance Required" should indicate that the player first needs to fly to the landing site. (tm) |
| WC4-001516  | Code not working | Wachhaus, Todd   | 1.12A         | Install: When subtitles are changed to a different language, there should be some information about this change shown on the Main Menu screen.                                                                                                                                                                                                                                                                                                                                                                                         | KD CLOSED ALS 1.01B 11-22-95<br>Won't it be obvious that the Install Main Menu has also changed to that language? (tm)<br><br>DC1 CLOSED ALS 11-22-95 1.01B                                                                                                                                                                                                        |
| WC4-000712  | Code not working | Wachhaus, Todd   | 1.12A         | Install: When subtitles are changed to a different language, there should be some information about this change shown on the Main Menu screen.                                                                                                                                                                                                                                                                                                                                                                                         | Won't it be obvious that the Install Main Menu has also changed to that language? (tm)<br><br>YUP. CLOSED ALS 11-22-95 1.01B                                                                                                                                                                                                                                       |
| WC4-000646  | Code not working | Raffray, Kent    | 1.12A         | When you exit cloak enemies are not surprised. : Basically, when you uncloak there is no surprise factor. If you pull up behind someone and uncloak. They notice you even before you are fully uncloaked. There should be a delay , realistically, because it would take some time for them to realize you were there, even with radar. The way it is                                                                                                                                                                                  | * as designed. (fjr)<br><br>AD CLOSED ALS 11-30-95 1.04B                                                                                                                                                                                                                                                                                                           |

List of all  
Closed bugs

| (continued) | Bug Type         | Found by         | Found Release | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | Comments                                                                                                                |
|-------------|------------------|------------------|---------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------|
| WC4-000657  | Code not working | Melton, Kevin    | 1.12A         | now they can see you cloaked but just dont react until you uncloak, by the time you can fire they have already moved.<br>When the left VDU is selected on rear view, the randomly drawn stars are drawn on top of the various background objects. (Nebulas, Stars, Galaxies)                                                                                                                                                                                                                                                                                                                            | nothing we can do. (tm)<br>AD CLOSED ALS 11-30-95 1.04B                                                                 |
| WC4-000620  | Code not working | Bruncke, Andy    | 1.12A         | The victim camera does not function when the player destroys a friendly ground target.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | CR<br>CLOSED ALS 1.04B 11-30-95                                                                                         |
| WC4-000630  | Code not working | Wachhaus, Todd   | 1.12A         | B3G: Nav 1: Use up all of your decoys; Now when you leave the planet, you see a movie flic and then your back into spaceflight, you'll see that you get back all of your decoys back.. it shouldn't.                                                                                                                                                                                                                                                                                                                                                                                                    | CR<br>CLOSED ALS 1.04B 11-30-95                                                                                         |
| WC4-000707  | Code not working | Wachhaus, Todd   | 1.12A         | Install : Main Menu : The text information needs to be lined up (not all clumped together)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | CR<br>CLOSED ALS 1.04B 11-30-95                                                                                         |
| WC4-000643  | Code not working | Mustakas, Sean   | 1.12A         | This game needs to run at least 10 FPS in SVGA on a low end Pentium to be compatible with Wing Comm. III performance. Currently, our P60 and P66 players are running in VGA to get acceptable performance, and my P75 goes below the 10 fps mark frequently in SVGA. This is not acceptable performance using the Wing III engine - anyone who upgraded to a P60 or P66 for Wing III will be disappointed with Wing IVs current framerate. Maybe we could lose some frames from explosions and such to help it out. The objects do look much better, but I'm not sure if it's worth the performance hit | CLOSED 1.05B 12-2-95 ALS - Making frame rate checklist...                                                               |
| WC4-002898  | Code not working | Ouellette, Myque | 1.12B         | Mission C2, D3, and E1 : Disk 2 : Longbow or Avenger : None of the comm videos would play in the read turret VDU. Audio and subtitles would play fine, but the video (which was working a few versions ago) is no longer working.                                                                                                                                                                                                                                                                                                                                                                       |                                                                                                                         |
| WC4-002933  | Code not working | Ouellette, Myque | 1.12B         | Mission M2_A : Disk 5 : Dragon : any Wingman : NAV 1 (jump point) : I disable both of the Dragons running for the jump point but the "Time for you to jump..." comm did not trigger.                                                                                                                                                                                                                                                                                                                                                                                                                    | Can we check for leeched fighters as well? -ALS<br>Leeching does not equal killing. (tm)<br>CLOSED 1.18B 1-9-95 -ALS    |
| WC4-000938  | Code not working | Hott, Kenny      | 1.13A         | The chase camera's zoom in and out functions are extremely slow when compared with the other cameras. It is difficult to notice if it even works.                                                                                                                                                                                                                                                                                                                                                                                                                                                       | CR<br>CLOSED ALS 1.04B 11-30-95                                                                                         |
| WC4-001033  | Code not working | Darsnek, John    | 1.13A         | Spaceflight : Fission Cannon should not be allowed to charge for more than 10 seconds. Doing so would result in                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | Pete fixed this. Right now it just stops charging at a certain amount of power and that's it. no special effects. (fjr) |

List of all  
Closed bugs

| (continued)  | Bug Type         | Found by         | Found Release | Description                                                                                                                                                                                                                                                | Comments                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
|--------------|------------------|------------------|---------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|              |                  |                  |               | irreparable damage to your weapons systems...                                                                                                                                                                                                              | <p>* The sound effect does not stop. Get with CR if you want more. I'd love to change this too as I think it's a bit lame, but the pressure is being focused elsewhere, sorry. (fjr)</p> <p>NOT FX 1.12B 12-13-95 MYQ / AB<br/>****NOTE: 3 parts:<br/>1. Charging (FX)<br/>2. Damage (Not FX)<br/>3. Stop sound fx (Not FX)</p> <p>The fission cannon charges up to 10 secs of power beyond this the energy bleeds away, but the charger still goes. Works for me. -Chris</p> <p>CLOSED ALS 1.18B 1-6-95<br/>*** repeat of #637 (fjr)</p> <p>DUPE CLOSED ALS 11-22-95 1.01B</p> |
| — WC4-001173 | Code not working | Ouellette, Myque | 1.14A         | Spaceflight : The keyboard buffer appears to be overloading when holding down keys (such as TAB) during the loading [seeking] of an in-flight comm. Is there anything that can be done about this?                                                         |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| — WC4-001135 | Code not working | Barnes, Cinco    | 1.14A         | Gameflow L1 (after briefing) : Clicking on "Talk to Pliers" gump should not automatically trigger the Main Terminal. This is similar to the situation aboard the Lexington (mish B2) where clicking on Catscratch took the player down to the Flight deck. | Actually, I think it should. Otherwise, there's no way for you to save your game or do anything else while he's on the screen. Effectively, without that, you have to leave the room before you can do any terminal operations. It's a small price to pay (having to exit the terminal) for the people who don't like it, to accomodate the people who would want to use the terminal. JH                                                                                                                                                                                       |
| — WC4-001286 | Code not working | Darsnek, John    | 1.14A         | Mission G1 : Nav 1 : Any wingman : Wingmen don't seem to have their "I want to attack" message hooked in for this mission.                                                                                                                                 | AD CLOSED ALS 1.01B 11-22-95<br>I would like to kill this because I am suppressing the wingman messages do to the fact that they have special lines regarding the enemies. It would look weird to have them giving their 'enemy spotted' line right after the special message. I can't supress only the 'enemy spotted' line and not the 'I want to attack' line. -SRS                                                                                                                                                                                                          |
| — WC4-001278 | Code not working | Melton, Kevin    | 1.14A         | Spaceflight : Fission Cannon : If charging, the fission gun will discharge if you hit joystick button #2 (rotate on your axis). This can be a problem for the people who like to use that button to rotate while they are charging up for a kill.          | AD CLOSED ALS 11-30-95 1.04B<br>Sounds logical to me. (tm)<br>No time. (fjr)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| — WC4-001221 | Code not working | Raffray, Kent    | 1.14A         | Spaceflight : AI pilots react unreasonably to missiles : When shooting missiles at AI pilots, they react in a most inappropriate way. Often they will drop a decoy just as you                                                                             | * I disagree. (fjr)<br>CLOSED ALS 1.04B 11-30-95                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |

List of all  
Closed bugs

| (continued) | Bug Type         | Found by       | Found Release | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | Comments                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
|-------------|------------------|----------------|---------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| WC4-001222  | Code not working | Raffray, Kent  | 1.14A         | release a missile. This is silly. No sooner than I hit the button than the decoy is launched; the missile hasn't even left the tube yet and certainly hasn't alerted him to a lock on him. Spaceflight : Missiles track their targets incorrectly and take a non linear path to the target. Basically, when any missile is fired it loops around to approach the target from the rear. This would be correct for the heat seekers but other missiles do this as well. When a missile is fired it should proceed straight forward and turn towards the opponent not turn to get behind it. Also if you are leading a target and fire a missile, it should take a logical intercept course in the shortest possible path. It would seem that the missile should head towards the center of the target object. | (fjr)<br>CLOSED ALS 1.04B 11-30-95                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
| WC4-001259  | Code not working | Raffray, Kent  | 1.14A         | Spaceflight : The roll keys\function should roll 'Space' and not roll the ship art itself : In the alternate camera views, specifically the chase camera, rolling changes the orientation of the players' ship art. This has an effect on what direction you go when pulling on the stick but is mostly disorienting. The ship art should always be stationary and the space should rotate around it.                                                                                                                                                                                                                                                                                                                                                                                                       | As designed. (fjr)<br>CLOSED ALS 1.04B 11-30-95                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| WC4-000210  | Code not working | Raffray, Kent  | 1.14A         | Spaceflight - Keyboard controls can only interpret three different key presses at once.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | If you are flying with the keyboard and are holding down two directional keys and also the shift key, the space bar will not register. You will not be able to fire as long as all three of the other keys are still being pressed. If you let up on one of the keys, hitting spacebar will then fire. Then the fourth key you hit will not work.<br><br>Tony, this may be a hardware limitation of cheaper keyboards. You want to verify? (fjr)<br><br>CR<br><br>CLOSED ALS 1.04B 11-30-95 |
| WC4-000172  | Code not working | Raffray, Kent  | 1.14A         | All Spaceflight - Damage indicator does not always hit 100% before you explode.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | CR<br><br>* A victim of Killfest 95; CLOSED ALS 1.04B 11-30-95                                                                                                                                                                                                                                                                                                                                                                                                                              |
| WC4-001369  | Code not working | Wachhaus, Todd | 1.14A         | The "Exit to DOS" query should force the user to hit Y or N. Currently, they can hit Y or anykey.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | CR<br><br>* A victim of Killfest 95; CLOSED ALS 1.04B 11-30-95                                                                                                                                                                                                                                                                                                                                                                                                                              |

List of all Closed bugs

| (continued)  | Bug Type         | Found by         | Found Release | Description                                                                                                                                                                                                                                                                                 | Comments                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
|--------------|------------------|------------------|---------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| — WC4-001475 | Code not working | Bruncke, Andy    | 1.14A         | All missions with a cloak - Repeatable - SVGA : If you die while cloaked, the death camera is in cloak view for a bit, then switches to color. : As soon as the camera comes up, the palette is in black and white, then switches to color after 4 or 5 seconds.                            | CR<br>* A victim of Killfest 95; CLOSED ALS 1.04B 11-30-95                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| — WC4-001297 | Code not working | Errett, Chris    | 1.14A         | Mission B1 : Nav 3 : Pirate Frigate : Once you recieve a mission complete, you should be able to autopilot back to the Lexington. New players will not know to turn around and head back.                                                                                                   | * Unkilled by CR & ALS; Make the autopilot light come on...<br>Tony, on to you. I guess we need some way to let the player auto. BCP.<br>Ben allows you Auto after 5000km Should be fine..<br><br>NOT FX 1.06B 12-3-95 CDE<br>*****NOTE: You still have to turn around.<br><br>Chris is now happy with the way this plays (as am I). It is intended that you need to turn around and run away. It really makes it feel like a spy mission. (tm)<br><br>* Got to be able to autopilot after the recon is complete (even with enemies around...)! This works in the N series for a couple of missions. -ALS<br><br>Actually in the N series the player is landing, not autopiloting. I discussed this with Chris and he agrees that this is the way the mission was designed. If you really feel strongly about it send it back and i'll see if there can be some kind of code change or new mission command made for this mission if time permits. BCP.<br><br>* I feel strongly about it. Thanks! -ALS<br><br>Tony, on to you. Personally, I would rather kill this for this is how the mission was designed by the lovely writers. BCP.<br><br>KD CLOSED 1.10B 12-12-95 ALS : Gave it my best shot... One for the hint line... |
| — WC4-003110 | Code not working | Ouellette, Myque | 1.14B         | Spaceflight : If you receive damage to your ship and then are shot down, in the death movie that plays the damage sparks coming off your ship continue to draw even after the ship has exploded and is long gone. Thus, you have damage sparks flashing in the middle of empty black space. | I like the sparks. (tm)<br><br>CLOSED ALS 1.18B 1-6-95                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
| — WC4-003142 | Code not working | Wesley, Carlus   | 1.14B         | Mission F1. nav 2, not Repeatable, SVGA, Hellcat : Rear turret turn rate needs match turn rate of ship. When                                                                                                                                                                                | AS DESIGNED - Turrets on large slow moving bombers will always have a quicker turnrate than the bomber -                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |

List of all  
Closed bugs

| (continued) | Bug Type         | Found by      | Found Release | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | Comments                                                                                                                                                                                                                                                                                                                                                                                                                       |
|-------------|------------------|---------------|---------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| WC4-003161  | Code not working | Flores, James | 1.14B         | you are in the Longbow or Avenger and you switch from your forward guns to your rear guns it is hard to aim the rear turret because of the big speed difference.<br>Spaceflight : Any mission with Wingman in Banshee : wingman laser fire bolts at distant visual range change colors. : I was following my wingman and watching him shooting an enemy from a distance. His bolts turned from red to white at extreme visual range. After noting this I ran a distance from him and looked back and all his bolts were white as he fired. Mine were red throughout. | Otherwise the bomber pilot would maneuver his ship and use his front guns - Just look at a B17 -CR<br><br>CLOSED ALS 1.18B 1-6-95<br>As requested by CR. (fjr)<br><br>CLOSED ALS 1.18B 1-6-95                                                                                                                                                                                                                                  |
| WC4-003249  | Code not working | Melton, Kevin | 1.17B         | Spaceflight : Missions with mid-mission movies. After in-flight movies(ex.seether destroying Orlando in A1) but before spacflight (in that transition), there is a white bar of screentrash that is drawn horizontally across the screen. It was apparent with my machine and carlos's machine. Probably vvesa. Did not happen with moivies in vga. Movies are in 16 bit, spaceflight in SVGA.                                                                                                                                                                       | ATI Mach 32 in this machine. Investigate driver ?? (tm)<br><br>NOT FX 1.22B 1-21-96 KM / CDW<br>****NOTE: This is still happening. The two machines that have the ATI Mach 32 video cards both have the latest drivers. There are no new ones available from ATI. Both the video cards are PCI.<br><br>* I have checked this out, and it does not affect the game. Seems to be a mode switch problem. CLOSED ALS 1.22B 1-21-96 |
| WC4-003344  | Code not working | Bruncke, Andy | 1.18B         | Spaceflight - Repeatable : The Joystick routine does not accurately represent the motion of the joystick. If you pull back on the stick slightly, the "nose" of the ship will drop, then stop, then begin to rise. The middle dead zone of the joystick is now too large and not very responsive. Sometimes when doing a 180, the rotation rate will not be consistent and will "stall" at some positions as it goes all the way around.                                                                                                                             | Does this continue to happen if you re-calibrate? What mission can you get this to happen on? (tm)<br><br>KD 1.22B 1-21-96 ALS                                                                                                                                                                                                                                                                                                 |
| WC4-003419  | Code not working | Bonner, Brett | 1.19B         | General : A low "FILES=" in the config.sys generates an error. With the files line set at 8, and trying to play wc4 this error message is displayed : "Unhandled Int 21h function call #6700"                                                                                                                                                                                                                                                                                                                                                                        | If people follow the install instructions, this should not happen. (tm)<br><br>CLOSED 1.22B 1-20-96 -ALS                                                                                                                                                                                                                                                                                                                       |
| WC4-003420  | Code not working | Bonner, Brett | 1.19B         | General : Playing wc4 with wrong IRQ selected locks the game up. Wc4 locks at a black screen after typing Wc4. An error message should be displayed telling the user of a possible IRQ conflict.                                                                                                                                                                                                                                                                                                                                                                     | Can not anticipate this. (tm)<br><br>CLOSED 1.22B 1-20-96 -ALS                                                                                                                                                                                                                                                                                                                                                                 |
| WC4-003421  | Code not working | Bonner, Brett | 1.19B         | General : Playing wc4 with wrong I/O port selected locks the game up. Wc4 locks at a black screen after typing Wc4. An error message should be displayed telling the user of a possible I/O port conflict.                                                                                                                                                                                                                                                                                                                                                           | Can not anticipate this. (tm)<br><br>CLOSED 1.22B 1-20-96 -ALS                                                                                                                                                                                                                                                                                                                                                                 |
| WC4-003418  | Code not         | Bonner,       | 1.19B         | If you start game with 100k of                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | This seems like an unlikely event to                                                                                                                                                                                                                                                                                                                                                                                           |

List of all  
Closed bugs

| (continued) | Bug Type         | Found by         | Found Release | Description                                                                                                                                                                                                                                                                                                                                                         | Comments                                                                                                                                                                                                                                   |
|-------------|------------------|------------------|---------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|             | working          | Brett            |               | conventional memory, after typing Wc4 to play, a full screen of blinking ASCII characters is displayed. An error message denoting not enough memory is needed.                                                                                                                                                                                                      | take the time to catch it. (tm)<br>CLOSED 1.22B 1-20-96 -ALS                                                                                                                                                                               |
| WC4-003509  | Code not working | Ouellette, Myque | 1.21B         | Spaceflight : Disk Any : any Ship : Spaceflight Options : SVGA : The camera settings (Victim or Missile camera on or off) are not saved in the Spaceflight Options screen between missions, other options that have been changed are saved. This is especially apparent from Mission B1 to Mission B2B.                                                             |                                                                                                                                                                                                                                            |
| WC4-003519  | Code not working | Darsnek, John    | 1.21B         | Mission D3, NAV 1, with Blade and Vagabond : SVGA : Repeatable : Inappropriate comm from Blade. I flew off the deck of the Intrepid and never fired a single shot. Blade asked me several times "What the hell are you shooting at?" I tried to ascertain why he was saying this (was the Intrepid hitting him and he mistakenly thought it was me?) but could not. | ALS: You said you wanted to look into this? I can't repeat it. Thanks, (fjr)<br>* Rear turret problem. -ALS                                                                                                                                |
| WC4-003488  | Code not working | Hott, Kenny      | 1.21B         | Spaceflight : any mission where you tractor in mip on a planet's surface (k4 missions) : If you move the position of your crosshairs while you are tracting in a Mip (@ 1 inch from the mip), the tractor beam will discontinue but the tractor beam sound will continue.                                                                                           | CLOSED 1-23-95 - JAB                                                                                                                                                                                                                       |
| WC4-003505  | Code not working | Errett, Chris    | 1.21B         | Mission K3 : Rescue Catscratch : Catscratch eject comm : When you arrive at the nav Catscratch should send his "If you can clear out some of these bogeys, I can eject!" comm, but it is missing.                                                                                                                                                                   | Tony - I can't get this to happen on my machine. The comm should be playing. Did something change in the code. BCP.<br>KILLED TO SHIP GAME -CR                                                                                             |
| WC4-003536  | Code not working | Hott, Kenny      | 1.22B         | mission a1, introduction : If you view the introduction, including the first mission, and exit out of the program without saving any games, if you attempt to run wc4 again, it will go to an empty duty roster. You must then select "start new game." If there are no saved games, the intro should automatically play.                                           | CLOSED ALS 1.04F 2-7-96<br>When you run any mission, the automatic save game (Your last game) is updated. Therefore, once you get into spaceflight, you will go to the save/load screen when typing wc4. (tm)<br>CLOSED 1.22B 1-20-96 -ALS |
| WC4-003547  | Code not working | Errett, Chris    | 1.22B         | Mission M2 : Dragon : Power Configs : Shield power : Repeatable : Shield power is missing at the start of mission. When you start M2 and try to change your power settings, everything is set at the default 25% except for shields. The shield portion is missing, but if you try to shift 100% power to one system and then reset them all to 25%, it returns.    | * This has happened on other missions, but it is not consistently repeatable. -ALS<br>More info on repeating this would be great, otherwise, we might have to kill this. (tm)<br>KILLED TO SHIP GAME -CR                                   |
| WC4-003557  | Code not working | Bruncke, Andy    | 1.22B         | Mission B3 and B4A - Repeatable - SVGA : Gun and power settings are not being carried over from space to the                                                                                                                                                                                                                                                        | CLOSED ALS 1.04F 2-7-96<br>* Tony, is this going to be killed or fixed? I need to know so I can tell the gang. -ALS                                                                                                                        |

List of all Closed bugs

| (continued) | Bug Type     | Found by         | Found Release | Description                                                                                                                                                                                                                                                                                                                                                                                              | Comments                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
|-------------|--------------|------------------|---------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|             |              |                  |               | planet and back. In B3, the power settings are saved, but not gun settings (full, synched). In B4A, both power and gun settings are not saved. These should be saved for all multi part and planet missions.                                                                                                                                                                                             | <p>I thought this was AVd a while ago. This is the first I've heard of it not working. (tm)</p> <p>When flying down to terrain in mission B3 , your power settings are saved. Your gun settings (full/synched) are not saved. This is with mission B3 only. ALL other terrain missions do not save your power settings, they revert to default. This is close to working, will it happen for all terrain missions by ship? -JAB</p> <p>KILLED TO SHIP GAME -CR</p> |
| WC4-003586  | Crash to DOS | Ouellette, Myque | 1.00F         | Mission N4 : Disk 6 : Avenger : any Wingman : NAV 1 : Vesuvius : SVGA : Win 95 : I flew the mission, died, replayed and then repeated the process (flying and dying again), on the second Replay I received the following Crash to DOS just after I hit a key to continue from the pre- Mission briefing screen : Exception 0 happened                                                                   | <p>CLOSED ALS 1.04F 2-7-96</p> <p>* I couldn't repeat this on my machine with the version or with my local source. We need to pound on this one though as it is important if repeatable. (fjr)</p> <p>KILLED TO SHIP GAME -CR</p>                                                                                                                                                                                                                                  |
| WC4-003587  | Crash to DOS | Ouellette, Myque | 1.00F         | Mission N4 : Disk 6 : Dragon : any Wingman : NAV 1 : Vesuvius : SVGA : If using the Flask-Pak on the Vesuvius in Win95 the game will crash with the following Crash to DOS (Win95) error : Invalid Page Exception : Fault location 00BF:34F68. It works fine in DOS.                                                                                                                                     | <p>CLOSED ALS 1.04F 2-7-96</p> <p>ALS: Again, I could not repeat this on neither the version nor on my local source. Let's stress test this one. Thanks, (fjr)</p> <p>I found a potential null pointer which I am now guarding against. (tm)</p> <p>KILLED TO SHIP GAME -CR</p>                                                                                                                                                                                    |
| WC4-001429  | Data Error   | Bruncke, Andy    |               | Gameflow - Options Screen - Repeatable - SVGA 16 : TAB, right mouse or 2nd joystick button does not do anything in the Options Menu. : These buttons should allow you to skip through the available options, like other Gameflow screens.                                                                                                                                                                | <p>CLOSED ALS 1.04F 2-7-96</p> <p>* Melo was not set up to work that way. We can add this to the wish, but no time now. (fjr)</p> <p>CLOSED ALS 1.18B 1-6-95</p>                                                                                                                                                                                                                                                                                                   |
| WC4-001442  | Data Error   | Barnes, Cinco    | 1.00B         | Gameflow E2 : Wingman Select button on Main Terminal should be grayed and access should be denied if you chose to use Pliers' cloaking device. Since this is a solo mission (with cloak) the Wingman selection will serve no purpose for the mission. In much the same way as gameflow prior to mission F2 (Seether elects himself as wingman) the player cannot choose to alter the wing configuration. | <p>These two cases are not comparable. In F2, you could theoretically pick a different wingman than Seether if the WSelection screen was open, so I closed it. In E2, you can't pick any wingmen, so it's okay to let the player in there. It has information that may be interesting to the player which wouldn't serve any purpose to lock away. JH</p>                                                                                                          |
| WC4-001372  | Data Error   | Hott, Kenny      | 1.00B         | Mission K1 : Maniac is supposed to be angry at you and fly badly after Dekker decks him. However, the special Maniac comm does not play and his performance is not degraded in any discernable way.                                                                                                                                                                                                      | <p>AD CLOSED ALS 11-30-95 1.04B</p> <p>Frank, this needs to be killed as it is not going to happen. (TDAs)</p> <p>* Andy, may want to discuss this in a bug meeting; bring it up gently :) (fjr)</p> <p>CLOSED ALS 1.04B 11-30-95</p>                                                                                                                                                                                                                              |

List of all  
Closed bugs

| (continued) | Bug Type   | Found by         | Found Release | Description                                                                                                                                                                                                                                                                                                      | Comments                                                                                                                                                                                                                                                                                                                            |
|-------------|------------|------------------|---------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| WC4-001383  | Data Error | Hott, Kenny      | 1.00B         | Gameflow K3, map screen : Misplaced blue dot for "Talk to Maniac and Catscratch" in galley, it is currently placed at (530, 396), it should be at (521.399).                                                                                                                                                     | This is totally outrageous to write up a bug for being five or ten pixels off. That's not what this screen is for. The icons will be enlarged to be greater than these coordinates can accurately measure anyway. JH<br><br>* For the record. I believe this type of response is totally unacceptable.<br>CLOSED ALS 1.04B 11-30-95 |
| WC4-001456  | Data Error | Bruncke, Andy    | 1.00B         | M2_A - Nav 2 and 3 - Repeatable - SVGA : Using ALT-B only affects your primary wingman. : Regardless of who your wingmen are, only the first one will break. the second will have to be told manually.                                                                                                           | CR<br><br>* A victim of Killfest 95; CLOSED ALS 1.04B 11-30-95                                                                                                                                                                                                                                                                      |
| WC4-001453  | Data Error | Bruncke, Andy    | 1.00B         | L4A - Nav 1 - Repeatable - SVGA : After you have launched MIPs at a target, your wingman should stop asking to break and attack. : The explanation for this is that he/she should see that you don't want to destroy this craft. Only have him ask to break 2 or 3 times before he stops if he gets no response. | CR<br><br>* A victim of Killfest 95; CLOSED ALS 1.04B 11-30-95                                                                                                                                                                                                                                                                      |
| WC4-001446  | Data Error | Errett, Chris    | 1.00B         | Mission B3 : Nav map : Hellcat : Planet Tyr in background : When referring the Nav map, there is no nav point for the planet Tyr. I am unsure whether there should be one or not.                                                                                                                                | * Unkilled by CR & ALS; Make the hidden Intercept nav visible, and call it "Tyr"<br><br>CLOSED ALS 1.08B 12-8-95                                                                                                                                                                                                                    |
| WC4-001458  | Data Error | Bruncke, Andy    | 1.00B         | Gameflow - Options Screen - Repeatable - SVGA 16 : The Gameflow Options screen is shown in a blue-grey palette. The palette should be multi-colored to match the other Gameflow screens. This also causes the select highlight color to be black.                                                                | *JH: Let me know what's up with this... (fjr)<br><br>Text colors should be better now. This is the best we can do because the Control screen uses a different engine (MELO) than the rest of gameflow. (tm)<br><br>NOT FX 1.10B 12-11-95 MYQ / KKH ****NOTE: If you can make it green instead of grey --nuch better.                |
| WC4-001489  | Data Error | Wood, Graham     | 1.00B         | Spaceflight : The Vulcan cannon sound does not seem to decrease in volume whne comm's come on, unlike other guns.                                                                                                                                                                                                | KD CLOSED 1.10B 12-12-95 ALS<br>This sound is already playing when the comm starts. We can't easily control the volume of looping sounds. (tm)                                                                                                                                                                                      |
| WC4-003584  | Data Error | Wachhaus, Todd   | 1.00F         | Mission N4 : The player can fire all missiles/torpedos at the Vesuvius while on the flight deck and cause no damage.                                                                                                                                                                                             | KD CLOSED 1.10B 12-12-95 ALS<br>KILLED TO SHIP GAME -CR<br><br>CLOSED ALS 1.04F 2-7-96                                                                                                                                                                                                                                              |
| WC4-003588  | Data Error | Ouellette, Myque | 1.00F         | Mission N4 : Disk 6 : any Ship : any Wingman : NAV 1 : Vesuvius : SVGA : Guns still do damage to cap-ship shields and then make damage sounds to the hull, but do not actually do damage. If I recall the Wing Commander universe correctly, the                                                                 |                                                                                                                                                                                                                                                                                                                                     |

List of all  
Closed bugs

| (continued)  | Bug Type   | Found by         | Found Release | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                   | Comments                                                                                                                                                                                                                                                                                                                        |
|--------------|------------|------------------|---------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| — WC4-003592 | Data Error | Errett, Chris    | 1.00F         | reason guns couldn't damage cap ships was because of their shields, thus, guns should never be able to hit the hull of the ship, and always be stopped by the shields.<br>Gameflow L2 : After mission LC : Pliers loadout lines : Line 9738 : Loadout lines refer to a mission that was not flown. The Pliers line refers to the missiles found in the Weapons Depot (mission LA). This mission was never flown and the line should not be heard (Line 9738). | KILLED TO SHIP GAME -CR<br>CLOSED ALS 1.04F 2-7-96                                                                                                                                                                                                                                                                              |
| — WC4-003593 | Data Error | Melton, Kevin    | 1.00F         | Mision B4A : Nav 1 of planet : When entering the first nav point I heard the noise of my shield hitting a unknown object.(this bug was submitted and av as fixed but has returned.)                                                                                                                                                                                                                                                                           | Frank - I have moved the mission placed ground objects until they are no longer touching. I believe the shield hit now is coming from the player and his wingmen. If you switch to the exterior cameras at this point there shields are lit up. I've done all I can. BCP.<br>KILLED TO SHIP GAME -CR<br>CLOSED ALS 1.04F 2-7-96 |
| — WC4-003598 | Data Error | Ouellette, Myque | 1.00F         | Mission N4 : Disk 6 : Avenger : any Wingman : NAV 1 : Vesuvius : If you are flying in an Avenger in this Mission, of the three wingmen you have, you end up with 2 wingmen in Avengers and one flying a Dragon.                                                                                                                                                                                                                                               |                                                                                                                                                                                                                                                                                                                                 |
| — WC4-003602 | Data Error | Errett, Chris    | 1.00F         | Mission B4B : VGA : When the ground turret is destroyed, the debries is suspended in the air.                                                                                                                                                                                                                                                                                                                                                                 | KILLED TO SHIP GAME -CR<br>CLOSED ALS 1.04F 2-7-96                                                                                                                                                                                                                                                                              |
| — WC4-003583 | Data Error | Wachhaus, Todd   | 1.00F         | Spaceflight Options Screen : The Alternate Flight Dynamics switch does not seem to be hooked in and have any effect.                                                                                                                                                                                                                                                                                                                                          | Mail sent to Pete to verify, but it appears to be working. (fjr)<br>KILLED TO SHIP GAME -CR<br>CLOSED ALS 1.04F 2-7-96                                                                                                                                                                                                          |
| — WC4-003597 | Data Error | Darsnek, John    | 1.00F         | Mission B2 startup screen : The text needs to have the "Remember" line removed.                                                                                                                                                                                                                                                                                                                                                                               |                                                                                                                                                                                                                                                                                                                                 |
| — WC4-003604 | Data Error | Milton, Hal      | 1.00F         | Mission B1 : The art for the jumping Frigate has an orange hue.                                                                                                                                                                                                                                                                                                                                                                                               | KILLED TO SHIP GAME -CR<br>CLOSED ALS 1.04F 2-7-96                                                                                                                                                                                                                                                                              |
| — WC4-003608 | Data Error | Raffray, Kent    | 1.00F         | Mission L4A : Convoy nav : Cannot autopilot after all fighters are dead, before attempting insertion. When there are only Cap ships left you are suppose to able to auto pilot away. Currently, if you want to abort you cannot autopilot away after defeating the fighters.                                                                                                                                                                                  | KILLED TO SHIP GAME -CR<br>CLOSED ALS 1.04F 2-7-96                                                                                                                                                                                                                                                                              |
| — WC4-001596 | Data Error | Melton, Kevin    | 1.01B         | Mission N4 : Nav 0 : You can autopilot with several hellcats around the intrepid. This is only after completing the mission.                                                                                                                                                                                                                                                                                                                                  | The autopilot light comes on so that you can land. -JJS                                                                                                                                                                                                                                                                         |
| — WC4-001589 | Data Error | Melton, Kevin    | 1.01B         | Mission O1 : Nav 1 : At the transition of the seether movie(3500) (where seether comes up behind you firing) and spaceflight, he is not acutely firing apou you when you begin space flight.                                                                                                                                                                                                                                                                  | AD CLOSED ALS 11-30-95 1.04B no time. (fjr)<br>AD CLOSED ALS 11-30-95 1.04B                                                                                                                                                                                                                                                     |

List of all  
Closed bugs

| (continued) | Bug Type   | Found by         | Found Release | Description                                                                                                                                                                                                                                                                                                                                                                            | Comments                                                                                                                                                                                                                                                  |
|-------------|------------|------------------|---------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| WC4-001562  | Data Error | Hott, Kenny      | 1.01B         | It should be right as the movie ends you should hear or see bolts from his ship bearing down upon you.<br>Mission L3 : If you try to interrupt Dekker's comm about whether or not the mission is still a go, by pressing the 1 key several times, you will interrupt dekker but Maniac will tell you his damage status. Dekkers com does not resume. Is there any way to resolve this? | It is intentional that you can answer yes / no before the question is asked. When you do this, the speech terminates. The comms then function normally (ie 1 Maniac, 1 Damage Report). (tm)<br><br>Re-killed after Killfest 95. CLOSED ALS 11-30-95 1.04B |
| WC4-001638  | Data Error | Ouellette, Myque | 1.01B         | Gameflow : Disk 6 : O2 : Great Assembly (3510) : The second choice "Don't Panic" and "Tolwyn's a liar" is never offered. It just plays the "Don't Panic" response automatically.                                                                                                                                                                                                       | Guys, this branch may not exist, but we'd sure like to see it if it does.<br><br>** Dave, could you check on this please? (fjr)<br><br>CR2<br><br>CLOSED ALS 1.04B 11-30-95                                                                               |
| WC4-001578  | Data Error | Bruncke, Andy    | 1.01B         | Mission K4B1A - Nav 2 - Vindicator - Hellcats and Ground turrets - Repeatable - SVGA : The ground turrets need to fire more rapidly. Right now only a few turrets fire at one time, and they are not very accurate. They also fire missiles, but they usually do not hit you. They should be more accurate.                                                                            | Frank, I don't think I can address this. If you have time, maybe you can adjust this. -SRS<br><br>CR<br><br>* A victim of Killfest 95; CLOSED ALS 1.04B 11-30-95                                                                                          |
| WC4-001597  | Data Error | Melton, Kevin    | 1.01B         | Mission N3 : Nav 0 : On 16 megs I had hellcats disappearing when I killed them. There wasn't any explosion art or debris.                                                                                                                                                                                                                                                              | This occurs in low memory situations to prevent malloc() failed errors. (tm)<br><br>CLOSED ALS 1.08B 12-8-95                                                                                                                                              |
| WC4-001582  | Data Error | Bruncke, Andy    | 1.01B         | Mission K4B1A : Nav 3 : Dekker's traitor comms have no video, sound or subtitles. Dekker is in his shuttle.                                                                                                                                                                                                                                                                            | Tony, I think this needs to be killed as there is no speech or video recorded for a Dekker traitor line. -SRS<br>Sounds like a good reason to me. (tm)<br><br>CLOSED ALS 1.08B 12-8-95                                                                    |
| WC4-001508  | Data Error | Wood, Graham     | 1.01B         | Spaceflight, Mission KA1, disk 4, SVGA : Repeatable : The is no art for the Planet on the Nav Map : I went to the Nav map while I was on the ground part of the mission and it looked like I was in space not over the ground. In Wing 3 there was a piece of art over the nav points showing the planet.                                                                              | We will not be able to implement this for wing 4. (tm)<br><br>CLOSED ALS 1.08B 12-8-95                                                                                                                                                                    |
| WC4-001560  | Data Error | Hott, Kenny      | 1.01B         | J series of missions : Any nav in the "dead zone", flying an Avenger : The rear turret targeting Hud does not fade in and out as the forward views do. It is either there (when the front HUD is visible) or not (when the front HUD is fading in and out), its appearance does not fluctuate like the forward HUD.                                                                    | This is killable unless we REALLY, REALLY, REALLY need it. (tm)<br><br>CLOSED ALS 1.08B 12-8-95                                                                                                                                                           |
| WC4-001778  | Data Error | Raffray, Kent    | 1.02B         | Gameflow, Ship selection screen : Leech missile needs to be a medium missile : currently it is a light missile, it was a medium in WC3                                                                                                                                                                                                                                                 | There is a reason for it being light: some particular ship needs it in a mission and we don't want to make *IT* be able to use the other medium                                                                                                           |

List of all  
Closed bugs

| (continued) | Bug Type   | Found by         | Found Release | Description                                                                                                                                                                                                                                                                                                                                                                           | Comments                                                                                                                                                                                                                                                                             |
|-------------|------------|------------------|---------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|             |            |                  |               |                                                                                                                                                                                                                                                                                                                                                                                       | missiles. JH                                                                                                                                                                                                                                                                         |
| WC4-001703  | Data Error | Ouellette, Myque | 1.02B         | Mission J2A and J2B. Avenger, Maniac or Panther, NAV 3 or 4, SVGA : The Jamming Ship is identified as a transport in the weapons VDU. The target art is correct, though.                                                                                                                                                                                                              | AD CLOSED ALS 11-30-95 1.04B<br>As far as the targetting computer is concerned; it is a transport. If you really want the on-board computer to be even friendlier than it currently is we can make it say Jamming Ship. It just seems a little silly even in the scope of this game. |
| WC4-001732  | Data Error | Ouellette, Myque | 1.02B         | Gameflow K4, N3 and O1 : Disk 5 and Disk 6 : Main Terminal : Wing Configuration : for Missions K4A1, K4B1A, N3 and O1. The Wing Configuration option is available for these solo missions. Since the mission is solo, the Wing Configuration option should be removed.                                                                                                                | AD CLOSED ALS 11-30-95 1.04B<br>No. The option is always there unless it specifically must be removed for good reason (ie, the player would change who his wingman was and we can't allow that--seether, etc).<br><br>JH                                                             |
| WC4-001844  | Data Error | Darsnek, John    | 1.02B         | Mission F2 : NAV 1 : Repeatable : I told Seether to attack my target. Seether replies "negative, Colonel," then immediately attacks my target.                                                                                                                                                                                                                                        | CLOSED ALS 1.04B 11-30-95<br>Seether is like Maniac in that he doesn't follow the player's orders. He would however still attack on his own. -SRS                                                                                                                                    |
| WC4-001875  | Data Error | Gibson, Lee      | 1.02B         | Gameflow B1 : Vagabond conversation dot is on a table on the gameflow map : Red dot is at (468,296) and should be at (460,296)                                                                                                                                                                                                                                                        | CLOSED ALS 1.04B 11-30-95<br>This is too close to bother with. New art will make this unnecessary. JH                                                                                                                                                                                |
| WC4-001885  | Data Error | Errett, Chris    | 1.02B         | Mission B2A : Mission B2B : Pirate Frigate : Longbow : Default Wingmen : Frigate death comm is garbled, sounds like he's gargling water.                                                                                                                                                                                                                                              | CLOSED ALS 1.04B 11-30-95<br>Chris and I think it's fine                                                                                                                                                                                                                             |
| WC4-001839  | Data Error | Wachhaus, Todd   | 1.02B         | Gameflow B2 : SVGA 16-Bit Movies : Attend Briefing : While viewing the beginning of this movie, you can see some wierd reflection effect in the lower left side of the screen. Corrupted movie??                                                                                                                                                                                      | CLOSED ALS 1.04B 11-30-95<br>Chris and I don't see a problem<br><br>CLOSED ALS 1.04B 11-30-95                                                                                                                                                                                        |
| WC4-001731  | Data Error | Ouellette, Myque | 1.02B         | Mission Any before M2_B : Disk 5 : any Ship : any Wingman : any NAV : SVGA : In all of these missions (K4A1 through M2_A) when you eject it plays a movie of the Vesuvius tractoring the pilot. The Vesuvius is not supposed to actively enter the plot until mission M2_B where it is parked outside the Black Lance Starbase. We should use the Confed shuttle until M2_A at least. | This isn't the Vesuvius, it's a generic confed ship. JH<br><br>CR<br><br>CLOSED ALS 1.04B 11-30-95                                                                                                                                                                                   |
| WC4-001807  | Data Error | Bonner, Brett    | 1.02B         | Install : The game cuts off anything more than 8 characters for savegame directory. When more than 8 characters are typed for this field the game should request a different entry or not allow more than 8 characters to be typed.                                                                                                                                                   | CR<br><br>* A victim of Killfest 95; CLOSED ALS 1.04B 11-30-95                                                                                                                                                                                                                       |
| WC4-001695  | Data Error | Ouellette, Myque | 1.02B         | Mission Any with cloaking ship : Disk 5 : any Ship : any Wingman : any NAV : SVGA : If attempting to cloak and uncloak fairly quickly, the second time you hit CTRL-C (to uncloak) it just                                                                                                                                                                                            | CR<br><br>* A victim of Killfest 95; CLOSED ALS 1.04B 11-30-95                                                                                                                                                                                                                       |

List of all  
Closed bugs

| (continued) | Bug Type   | Found by         | Found Release | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | Comments                                                                                                                                                                                                                                                                                                                                                                          |
|-------------|------------|------------------|---------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| WC4-001744  | Data Error | Gibson, Lee      | 1.02B         | repeats the cloaking sound and you remain cloaked. This happens if the cloaking WAV sound has not completed and will happen over and over again, as long as the WAV does not complete. It should begin uncloaking no matter when the CTRL-C is hit.<br>Mission B4A : Base Complex nav point : Landing lights on the corners of the landing pad on top of the hostage complex are not aligned with the corners of the pad.                                                                                                                                                                                                                                                                 | Frank, this is an inherent problem with the perspective texture mapping. If there is nothing that can be done I guess this needs to be killed. BCP.<br><br>CR<br><br>* A victim of Killfest 95; CLOSED ALS 1.04B 11-30-95                                                                                                                                                         |
| WC4-001797  | Data Error | Errett, Chris    | 1.02B         | Mission D2 : Banshee : Catstratch : Nav Map : Add nebula effects to Nav Map. The nebula effects are in during the spaceflight, would it be possible to add a cloud of the same color as the nebula effects on the nav map. This cloud would only encompass the 3 nav points.                                                                                                                                                                                                                                                                                                                                                                                                              | Not possible, Ace. It would take me half a day just to come up with a time estimate. (tm)<br><br>CLOSED ALS 1.08B 12-8-95                                                                                                                                                                                                                                                         |
| WC4-001710  | Data Error | Ouellette, Myque | 1.02B         | Gameflow F2, Officers' Lounge : The still art in the Officers' Lounge shows only one person sitting at the bar, in both movies (Catscratch talking about Seether # 1440 and Paulsen on the new breed # 1450) there is 4 people at the bar.                                                                                                                                                                                                                                                                                                                                                                                                                                                | NOT FX 1.05B 12-1-95 CB<br>NOT FX 1.06B 12-3-95 CB<br><br>No film footage for postage stamps with 4 people there. JH                                                                                                                                                                                                                                                              |
| WC4-001858  | Data Error | Hott, Kenny      | 1.02B         | Mission F1 : Steel metamorphosizes from a black man into a white man. : When I chose Steel in g.f. 13 from the main terminal, he was obviously a black man. When I receive his inflight comms, he is obviously white.                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | KD CLOSED 1.10B 12-12-95 ALS<br>Scott, do we have any video to fix this inconsistency? If not, I guess this is a kill. (tm)<br><br>Correct, we do not have any video to fix this. Someone other than me has to kill this though. -SRS<br><br>KILLED -CR                                                                                                                           |
| WC4-001842  | Data Error | Darsnek, John    | 1.02B         | Mission F1 : no specific NAV with Hazard, Steel or Vero : 16 bit SVGA : Repeatable : When flying with Steel, Hazard, or Vero on my wing, I do not get comms "A ("One of our other squadrons engaged primary target")" or "B ("Captain Paulsen again expresses admiration for...)" during and after I've run this mission using a combination of leech missiles and destroying enemy craft. This is to say that if I've leech an enemy craft at any time during the mission, I cannot get the mission success debriefing. If I fly the mission and simply destroy every enemy craft I encounter, without using any leech missiles, then I get the mission success debriefing. I think that | KD CLOSED 1.10B 12-12-95 ALS<br>Tony, this is the leeching = death bug I sent a mail about. I guess it needs to be killed unless you or Frank can deal with it. -SRS<br><br>If the mission does not call for leeching the ship, then it does not count as a kill. A good strategy would be to disable the ship, then go in for the kill. (tm)<br><br>KD CLOSED 1.10B 12-12-95 ALS |

List of all  
Closed bugs

| (continued) | Bug Type   | Found by         | Found Release | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | Comments                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
|-------------|------------|------------------|---------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| WC4-001750  | Data Error | Ouellette, Myque | 1.02B         | <p>the proper flag is not being set if I use leech missiles.</p> <p>Mission L4B : Disk 5 : Avenger : Maniac : Intercept NAV : BL Transport : SVGA : After dispatching all of the enemies except the BL Transport. I closed within 3000 km of the Transport, told Maniac to Attack my target (which he ignored, of course) then to Break and Attack (because I discovered my gun bolts went through the Transport, a bug I wrote up earlier). He proceeded to fly 30000 km away and fly in circles. I appreciate that Maniac doesn't destroy the Transport before you can disable it, but he should be able to help, perhaps if Attack my target is signalled, he can then attack until the transport registers as disabled.</p> | <p>Tony, this is one of the leeching bugs that I sent a mail around about. Needs to be killed unless we can make wingman smarter when leeching. -SRS Frank? Does this need killin'. (tm)</p> <p>**** TDAs: The mission is telling Maniac to avoid the BL Transport (avoid object) so, as there are no other enemy, he sits around. Should we tell him to leech enemy instead? (fjr)</p> <p>Chris, unless you want this, this is a kill. I can make the wingman leech the transport, but then more than likely the player will never get to do this themselves. -SRS</p> |
| WC4-001903  | Data Error | Gibson, Lee      | 1.03B         | <p>Torpedoes should be able to lock on at least 10,000k away from target. : It doesn't make any sense for missiles to be able to lock on farther away than the torpedoes.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | <p>CLOSED ALS 1.18B 1-6-95<br/>Done for gameplay reasons ala wc3. (fjr)</p> <p>CLOSED ALS 1.04B 11-30-95</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| WC4-001937  | Data Error | Ouellette, Myque | 1.03B         | <p>Mission L4A : Disk 5 : Avenger : Maniac : any NAV : SVGA : The MIPs cannot be tractorod if they are closer than 100 km. If the tractor beam is cut off before the MIP attaches to the ship (closer than 100 km) you must move the ship again to reaquire it. If this is an engine limitation, then the MIP should reattach once it gets within 100 km or the ship, to prevent hassles.</p>                                                                                                                                                                                                                                                                                                                                   | <p>50 meters is limit. This may be a hassle, but no time to fix. (fjr)</p> <p>CLOSED ALS 1.04B 11-30-95</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| WC4-001995  | Data Error | Ouellette, Myque | 1.03B         | <p>Gameflow O2 : Disk 6 : The Assembly (3510) : The second choice option between "Don't panic" and "Tolwyn's a liar" is not available. Right now it automatically plays the +1 point option ("Don't panic") automatically if you choose the first +1 option ("Sieze the moment"). It plays the -1 point option ("Tolwyn's a liar") when you select the first -1 option ("Careful, fools rush in."). This means it automatically runs the endgame if the first choice you made is wrong (giving you a -2 hit just before the score check).</p>                                                                                                                                                                                   |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| WC4-001856  | Data Error | Wood, Graham     | 1.03B         | <p>Mission LA : Disk 4 : If you leech the ships at nav 1 and then return after you complete the mission, the ships will recover from the leech effects.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | <p>Ben, we talked about this. You were going to check a flag and either set them leechd or just not have them their upon return. (fjr)</p> <p>Frank, this is not so good. The player can take a ship with leech guns in too many missions. We would have to check for this everywhere the player encounters something he can leech.</p> <p>* This is ok. Ships could become</p>                                                                                                                                                                                         |

List of all  
Closed bugs

| (continued) | Bug Type   | Found by         | Found Release | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | Comments                                                                                                                                                                                                                                                                                                                                                                                                                      |
|-------------|------------|------------------|---------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| WC4-001920  | Data Error | Bruncke, Andy    | 1.03B         | Mission L4B : Nav 1 : Weapons Depot : Firing your guns at the weapons depot sometimes does not have the gun bolt show up. The guns are firing with sound, but no bolts going from the ship to the target.                                                                                                                                                                                                                                                                         | "unleech" if you went away for 3 hours. (fjr & cr)<br><br>CLOSED ALS 1.08B 12-8-95<br>Mr Roan, thi was a Wing 3 problem around the astroid base occasionally. We would like to see it fixed this time around. -JAB<br><br>* doesn't seem too bad on my machine. Nothing we can really do now, it's one of our normal collision problems. (get/call me if you see it really bad.) (fjr)                                        |
| WC4-002025  | Data Error | Ouellette, Myque | 1.04B         | Mission K4A1 and K4B1A : Disk 5 : Plier's comm "Sorry Colonel, that crystal just burns out too fast..." plays after you cloak and uncloak only 3 times. It was my understanding this was supposed to be 4-5 times.                                                                                                                                                                                                                                                                | CLOSED ALS 1.08B 12-8-95<br>I believe the Pliers' cloaker works once the first time you get it, then he "improves" it which allows it to work 3 times before it fails. Unless he improves it again in a movie, I think it is supposed to work only 3 times. -SRS                                                                                                                                                              |
| WC4-002063  | Data Error | Errett, Chris    | 1.04B         | All missions : Nav map : target selection : Nav map target select does not carry over to the cockpit. When using the nav map to target ships and you return to the cockpit view, the target is no longer selected. This occurs even if the target was locked.                                                                                                                                                                                                                     | CLOSED ALS 1.08B 12-8-95<br>The Nav Map target feature is only intended to provide tactical info for the user. It has no effect on the ship's target system.<br><br>CLOSED ALS 1.08B 12-8-95                                                                                                                                                                                                                                  |
| WC4-002023  | Data Error | Flores, James    | 1.04B         | Mission J1 : In Nebula-anywhere inflight : Due to nebula effects shields and COMM malfunction but comm hotkeys will work even when the COMM VDU is scrambled.                                                                                                                                                                                                                                                                                                                     | I think the point was to create a visual distraction. The comm system does continue to work in the dead zone. (tm)                                                                                                                                                                                                                                                                                                            |
| WC4-002062  | Data Error | Barnes, Cinco    | 1.04B         | Gameflow / Main Terminal / Callsign entry : The "backspacing" re-draw should be done in the same color as the background. "Backspacing" over characters on this line causes the characters to be re-drawn in black (to hide them). However, the background color of the monitor is NOT black and therefore the erased characters are still visible on a bright high-contrast monitor.                                                                                             | CLOSED ALS 1.08B 12-8-95<br>On a properly set monitor, this isn't visible. It's not something I can fix easily, either. JH<br><br>CLOSED ALS 1.08B 12-8-95                                                                                                                                                                                                                                                                    |
| WC4-002026  | Data Error | Flores, James    | 1.04B         | Gameflow : Mouse function : Mouse movement up, right, and left are fluid but down is not always registering. : This is particularly apparent anywhere on the Main Terminal (except in gameflow B1 for some unknown reason) the mouse will move smoothly sometimes then others. when dragging mouse down, it will reach various levels on the screen as if it were at the bottom of the screen and won't go lower. This makes selecting anything on the save/load screen annoying. | Clean your mouseball, check your mouse driver. Is this consistent with several other makes of this mouse type and driver, or just yours? JH<br><br>NOT FIXED 1.05B 12-1-95 JF : Melo screens are OK, gameflow screens such as the Duty Roster, Wingman Select, etc. are difficult to use with the mouse.<br><br>This hasn't been changed or altered since WC3. If your mouse is crappy, you can use the right mouse button to |

List of all  
Closed bugs

| (continued)  | Bug Type   | Found by         | Found Release | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | Comments                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
|--------------|------------|------------------|---------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| — WC4-002056 | Data Error | Raffray, Kent    | 1.04B         | Mission B4b : Complex Navs 2 and 3. :There should by a Transport 5-3-5 comm indicating this is the wrong complex. On this mission the transport can assault the wrong complex. there is a comm for picking up the hostage but htere is no comm alerting the player that the current complex is the wrong one. The transport simply takes off and flies away, although the autopilot lights comes on if all enemies are disabled                                                                                                                                                                            | click around the screen to all of the different buttons. Sorry if this doesn't fix the problem, but the problem is hardware. JH<br><br>CLOSED ALS 1.08B 12-8-95<br>Kent - I am now sending the "Proceed to next waypoint." I asked about recording new comms, but it was decided that it was too late. If you still feel strongly about the comm from the shuttle you can send it back and I will send it on to others. BCP.<br><br>KD 1.05B 12-1-95 ALS |
| — WC4-002135 | Data Error | Wood, Graham     | 1.04B         | Mission LB : Disk 4 : When you lock on to Dekkers shuttle while he is docking with the Weapons Factory you can clearly see him through the side of the Weapons Factory as he flies in. You should not be able to see him through the side of such a large structure.                                                                                                                                                                                                                                                                                                                                       | CLOSED ALS 1.08B 12-8-95<br>Frank, its the goodness sorting problem. We can possibly move the docking point so that it is not as bad but that means Dekker will not fly into the factory. If you want us to do that send it back.JJS                                                                                                                                                                                                                     |
| — WC4-002120 | Data Error | Melton, Kevin    | 1.04B         | Mission M3 : Nav map : Nav0 : When you push (n) it does not cycle through the nav points.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | There are only 2 navs, your starting area, and the jump area. There is no need to cycle. (tm)                                                                                                                                                                                                                                                                                                                                                            |
| — WC4-002129 | Data Error | Wood, Graham     | 1.04B         | Mission KA1 : Disk 4 : Nav Map : Cannot change Nav points : When you go to the Nav map in this mission it will not allow you to fly to another waypoint other than to the planet. By pressing N in the Nav Map you can select other Nav Points but it will not allow you to go to them.                                                                                                                                                                                                                                                                                                                    | CLOSED 1.10B 12-12-95 ALS<br>There is no need to visit any other navs. The only other nav is take off. (tm)<br><br>CLOSED 1.10B 12-12-95 ALS                                                                                                                                                                                                                                                                                                             |
| — WC4-002106 | Data Error | Ouellette, Myque | 1.04B         | Mission K4B1A, K4B1B, L4A : Disk 5 : Avenger : NAV 1 : Cruiser : When I approach a MIP to ~375 km, stop and pull the joystick back, the dot in the radar screen moves down like it is supposed to and then (at ~90 degree angle with the MIP, as the dot begins to rotate around to represent your rear quadrant) the dot starts moving along the bottom of the entire screen. The dot first slides left, then snaps to the right hand side, and then re-enters the radar circle and rotates up as normal. If you get much closer or farther away than 375 km the dot rotates around the screen as normal. | Killed per CR suggestion. (tm)<br><br>AD CLOSED 1.10B 12-12-95 ALS                                                                                                                                                                                                                                                                                                                                                                                       |
| — WC4-002029 | Data Error | Flores, James    | 1.04B         | Gameflow : Repeatable FRENCH : SVGA8 : Gameflow Options screen : all text on options screen in Main Terminal is in English instead of French (including descriptions)                                                                                                                                                                                                                                                                                                                                                                                                                                      | Please close and give to Kirsten. (fjr)<br>No longer applicable. (tm)<br><br>CLOSED ALS 1.18B 1-6-95                                                                                                                                                                                                                                                                                                                                                     |
| — WC4-002100 | Data Error | Darsnek, John    | 1.04B         | Mission F3 : NAV 0 : SVGA : Repeatable : The audio in Eisen's "2nd                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | This may have to do with machine speed. Can you try it on several                                                                                                                                                                                                                                                                                                                                                                                        |

List of all  
Closed bugs

| (continued)  | Bug Type   | Found by      | Found Release | Description                                                                                                                                                                                                                                                                                                                                                                                                                                          | Comments                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
|--------------|------------|---------------|---------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|              |            |               |               | chance to defect " comm is not in synch with the video.                                                                                                                                                                                                                                                                                                                                                                                              | <p>machines and give me some feedback?</p> <p>NOT FIXED 1.06B 12-3-95 JD - This was tried with a P100, P90, and DX2/66, all with the same results. -JAB</p> <p>This is probably a frame rate problem. What is going on while the comm is playing? dwd</p> <p>NOT FX 1.10B 12-11-95 CDE / JF<br/>****NOTE: See above 'Not Fx 1.06B'</p> <p>This is the frame skipping effect. If running at less than 15fps (which you probably are being around the Lex and Intrepid), you will see frames skipping, which will give the appearance of not being in synch. (tm)</p> <p>* Tried it on all kinds of machines in all kinds of video modes. This appears to be a sync problem. -ALS</p> <p>Was fine on my P90? Is there a special way to get it happen. From playthrough? Please check, otherwise this will be killed -CR</p> <p>Slow frame rate problem. KILLED -ALS</p> |
| — WC4-002186 | Data Error | Wood, Graham  | 1.05B         | Gameflow, Any mission, any disk : Repeatable : Ship on the landing deck disappears. : When I land from a mission then go to the map a just press ESC the game puts me back to the Deck where one second ago was my ship now there is nothing. I think the ship should remain there until you go to the Brief of the Scene then have it replaced with the default ship for that mission. This also happens if I go to any room then back to the Deck. | <p>I disagree. The ship is parked there only long enough to get it out of the way. Realistically, it would never be parked in the middle of the damned runway where nobody else can land. It's there only to show you the ship you came back in, nothing more. JH</p> <p>CLOSED ALS 1.08B 12-8-95</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| — WC4-002241 | Data Error | Barnes, Cinco | 1.05B         | Mission F1 / Ship Loadout screen : MINE weapon is listed as a "tracking" weapon.                                                                                                                                                                                                                                                                                                                                                                     | <p>**Mines do track, very slowly. (fjr)</p> <p>CLOSED ALS 1.08B 12-8-95</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| — WC4-002175 | Data Error | Raffray, Kent | 1.05B         | Gameflow B1: Flight Control : woman in chair postage stamp is off color.                                                                                                                                                                                                                                                                                                                                                                             | <p>You're criticizing film quality. JH</p> <p>CLOSED ALS 1.08B 12-8-95</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| — WC4-002171 | Data Error | Hott, Kenny   | 1.05B         | Mission G3, nav0 : shooting at Melek does not trigger the what the..., annoyed, and traitor comms.                                                                                                                                                                                                                                                                                                                                                   | <p>* Do we have these? -ALS</p> <p>No. these were not recorded. (fjr)</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| — WC4-002195 | Data Error | Gibson, Lee   | 1.05B         | Mission C1 : Nav 1 : Confed transport tasked to take over the space station has no traitor AI                                                                                                                                                                                                                                                                                                                                                        | <p>CLOSED ALS 1.08B 12-8-95</p> <p>NOT FX 1.06B 12-3-95 CDE</p> <p>We decided that changing this will cause to many problems (ships are set to ignore fire when they are docking..) -CR</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |

List of all  
Closed bugs

| (continued)  | Bug Type   | Found by      | Found Release | Description                                                                                                                                                                                                                                                                           | Comments                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
|--------------|------------|---------------|---------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|              |            |               |               |                                                                                                                                                                                                                                                                                       | CLOSED ALS 1.19B 1-11-95                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| — WC4-002333 | Data Error | Bruncke, Andy | 1.06B         | Mission N4 : Nav 0 : If you tell your wingman to break and attack, then autopilot takeoff, when you arrive in space, your wingman will give his "ready to attack" comm. Telling him to attack once should be sufficient for the mission.                                              | This has been true ever since Wing 1... CR agrees it should stay as is. (fjr)<br><br>CLOSED ALS 1.08B 12-8-95                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| — WC4-002261 | Data Error | Hott, Kenny   | 1.06B         | Mission L3 : All mips are labeled as "mip 1", they are not number consecutively on your HUD.                                                                                                                                                                                          | That # represents the amount of missles on the hard point as with other missles. BCP.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| — WC4-002302 | Data Error | Wood, Graham  | 1.06B         | Mission G3 : Disk 4 : All the shuttle have the same response : When you communicate with any the other Kilrath shuttles they all have the same speech 'No problem' is obviously the same. Even Melek has the same as the other shuttles. Can we not have some other recordings here ? | CLOSED ALS 1.08B 12-8-95<br>This decision was made because they are only in two different missions. Someone kill it or record more lines. BCP. ps - The kilrathi all sound the same anyway.<br><br>Too late to process Kilrathi lines. Not worth it for the number of Kilrathi missions. (tm)                                                                                                                                                                                                                                                                              |
| — WC4-002304 | Data Error | Wood, Graham  | 1.06B         | Mission G3 : Disk 4 : Cannot Communicate with fighters : On this mission you can not communicate with the Dralhti escorting fighters. Even if you turn smart targeting off and target them.                                                                                           | CLOSED ALS 1.08B 12-8-95<br>As designed per meeting with Martin a while back. If they feel strongly about it Martin can record more lines or someone kill it. Yippie. BCP. Correct. We only have the killed fighter and death lines for these. (tm)                                                                                                                                                                                                                                                                                                                        |
| — WC4-002287 | Data Error | Darsnek, John | 1.06B         | Mission E2 : NAV 0 on the Intrepid : Postage stamp of Pliers in the Hangar bay does not show Pliers standing there. When I choose "Talk to Pliers" gump, the gump that I am clicking on shows two other people.                                                                       | CLOSED ALS 1.08B 12-8-95<br>This is because he's not there when the movie starts. The two people ARE. JH<br><br>CLOSED ALS 1.08B 12-8-95                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| — WC4-002320 | Data Error | Bruncke, Andy | 1.06B         | Mission N1A and N1B : The default ship for N1A and N1B should be the Dragon. N1B you have to have it because of the Flash-Pak. but in N1A you would want the best fighter to use as escort.                                                                                           | Jason - Go ahead and change it in gameflow, unless you want/can get it killed, and we'll change the default doc. JJS.<br><br>If the player decides in M1 not to use the Dragon, the player has already explicitly CHOSEN not to use the dragon. Therefore, the dragon is not available for use. Pliers has been instructed not to ready them for you. If you are playing through from M1 and you aren't getting the Dragon as the default for these missions, please let me know. Otherwise, this suggestion goes against the script and movies and player's decisions. JH |
| — WC4-002331 | Data Error | Bruncke.      | 1.06B         | Gameflow N4 : Ship loadout : The                                                                                                                                                                                                                                                      | CLOSED ALS 1.08B 12-8-95<br>See 2330 (I think). For the same                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |

List of all  
Closed bugs

| (continued)                         | Bug Type   | Found by<br>Andy    | Found<br>Release | Description                                                                                                                                                                                                                                                                                                                                                  | Comments                                                                                                                                                                                                                                                                                                                                                                 |
|-------------------------------------|------------|---------------------|------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                     |            |                     |                  | default ship for this mission needs to be the Dragon so you can use the Flash-Pak is chosen. Even if you didn't choose the Flash-Pak, the Dragon would still be the best choice for heavy combat.                                                                                                                                                            | reasons. If player chose in M1 not to use the dragon, the banshee is default ship for the N series. Otherwise, the dragon is the default ship. I'm not going to change how the script was intended to play out, even if I agree that the dragon is the best choice. The player makes the choice himself and must deal with the consequences. That's part of the game. JH |
| <input type="checkbox"/> WC4-002387 | Data Error | Ouellette,<br>Myque | 1.06B            | Mission K4B1A : Disk 5 : Vindicator : no Wingman : Circe NAV : After destroying all of the Hellcats, I approached to within 1500 km of the Underground Base and all f the ground turrets stopped firing at me. I was within their line-of-sight and if I moved to ~2500 km they would shoot again.                                                           | CLOSED ALS 1.08B 12-8-95<br>The turrets only have a 90 degree angle of firing. Thus if you are below them they can not fire at you. BCP.                                                                                                                                                                                                                                 |
| <input type="checkbox"/> WC4-002346 | Data Error | Bruncke,<br>Andy    | 1.06B            | Mission N1A : Nav 1 : The Intrepid tells you to land because they are jumping out soon. If you wait they will jump, but all the fighters around the ship will wait with you. Since all the fighters would have probably been told to land also, they should land before the ship leaves, or they should disappear with the ship.                             | CLOSED ALS 1.08B 12-8-95<br>There waiting for you to land. We can't clutter the runway with other ships landing. And it would take too long. Please kill, or as designed. BCP.                                                                                                                                                                                           |
| <input type="checkbox"/> WC4-002407 | Data Error | Darsnek,<br>John    | 1.06B            | Gameflow before and after F2 : Killboard not working correctly. Before I began mission F2 I checked the killboard. The Lexington was listed as having 162 kills total. Then I went out on the mission, killed 8 and leeched 4. Seether didn't kill or leech any. I came back, checked the killboard, and the Lexington was listed as having 125 total kills. | CLOSED ALS 1.08B 12-8-95<br>That's because the number of pilots on the board changed as well. Count them up and tell me if the actual values added together are correct or not. Some pilots drop off the board when they are declared as enemies, as a means for removing them from the wingman selection screen. JH                                                     |
| <input type="checkbox"/> WC4-002438 | Data Error | Hott, Kenny         | 1.06B            | Main Terminal : Coneburst Missile : The numeric value for the listed value needs to be updated. The value should be "Variable." This is also true of the Starburst and Mace missiles.                                                                                                                                                                        | CLOSED ALS 1.08B 12-8-95<br>No. The actual warhead DOES exactly that amount of damage for the starburst and coneburst. The bolt damage itself isn't related to the weapon. It's exactly the damage of the bolt type itself, and depends on the player being able to hit someone with them. The display is actually correct. I'll look into the Mace, though. JH          |
| <input type="checkbox"/> WC4-002411 | Data Error | Wood,<br>Graham     | 1.06B            | Gameflow, after losing mission J2B : Missing credits : After you lose mission J2B and eject it takes you disk 5 where you see the Court Martial and Death of Blair. Afterwards you go to the Load/Save screen when you should see the credit. because you lost then the load save screen.                                                                    | CLOSED ALS 1.08B 12-8-95<br>NO CREDITS UNTIL THE END OF THE GAME -CR<br>CLOSED ALS 1.08B 12-8-95                                                                                                                                                                                                                                                                         |
| <input type="checkbox"/> WC4-002413 | Data Error | Barnes,<br>Cinco    | 1.06B            | Gameflow F2 / Failed mission F1 : Conversation with Catscratch is                                                                                                                                                                                                                                                                                            | TOO LATE -CR                                                                                                                                                                                                                                                                                                                                                             |

List of all  
Closed bugs

| (continued)  | Bug Type   | Found by      | Found Release | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                           | Comments                                                                                                                                                                                                                                                                    |
|--------------|------------|---------------|---------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|              |            |               |               | incongruent with mission-to-gameflow transition. Catscratch mentions the "one who met us on the flight deck" even though Failure in the mission results in NOT seeing the movie where Blair and Catscratch are met by Paulsen and Seether on the flight deck. I would suggest playing a portion of that movie at the end of a Failed mission F1 or a removal of the Catscratch option in gameflow for F2.                                                             | CLOSED ALS 1.08B 12-8-95                                                                                                                                                                                                                                                    |
| — WC4-002422 | Data Error | Melton, Kevin | 1.06B         | Gameflow K4 : Control Bay : Pliers gump : At the moment when you click on pliers it shows the movie. then you pick the moral choice and then it shoots you strait into the control panel. It should play the movie, let you pick the moral choice and then take you back out into gameflow without triggering the control panel.(it works like this in 14)                                                                                                            | It's this way so you can save the game. If you guys prefer we can make it so you have to talk to Pliers, then leave the room, come back and pliers won't be there AND then you can save the game. Until you request this this bug is killed -CR<br>CLOSED ALS 1.08B 12-8-95 |
| — WC4-002257 | Data Error | Hott, Kenny   | 1.06B         | Mission LA : Nav 2 : The dry-dock can be targeted, but all shots will pass through it.                                                                                                                                                                                                                                                                                                                                                                                | Frank - I don't believe all shots pass through the drydock, but that it is just very hard to hit because it's just a bunch of girders connected. This is either a kill or as designed. BCP.<br>CLOSED ALS 1.08B 12-8-95                                                     |
| — WC4-002266 | Data Error | Hott, Kenny   | 1.06B         | Mission J1 : the "mission complete" audio plays at the same time the "shunnk" sound of the pod latching to your hard point plays. There should be a pause between them.                                                                                                                                                                                                                                                                                               | CLOSED ALS 1.08B 12-8-95<br>I vote for a kill on this one. You can still hear the mission complete over the pod latching sound effect. JJS                                                                                                                                  |
| — WC4-002268 | Data Error | Hott, Kenny   | 1.06B         | Mission LA : Nav 1 : Heat seeking missiles will target and lock on the radar buoy. Since the heat seekers track by engine heat they should not lock on the buoy.                                                                                                                                                                                                                                                                                                      | I vote for a kill on this one. You can still hear the mission complete over the pod latching sound effect. JJS                                                                                                                                                              |
| — WC4-002251 | Data Error | Barnes, Cinco | 1.06B         | Mission F1 : This mission appears to be a little bit unbalanced in its population of enemy fighters. Nav 1 and Nav 3 are quite fun to play, but Nav 2 is a bit of an annoyance. There is a SECOND WAVE of fighters (Arrows) that appears at Nav 1 once the initial wave of Razors is destroyed. I would suggest that instead of having this second wave appear at Nav 1, there be a larger wave (or even a twin-stage attack) at Nav 2 involving Arrows and Banshees. | CLOSED ALS 1.08B 12-8-95<br>Frank - This mission has already been changed for another testers preference. Were not changing anything like this at this point in the project unless CR demands it. BCP.<br>CLOSED ALS 1.08B 12-8-95                                          |
| — WC4-002443 | Data Error | Hott, Kenny   | 1.06B         | Mission Ka_1 : Nav2 : Planet surface : If you eject while flying over the planet surface, you will trigger the space pod retrieval scene. We have a suggestion. If you eject over terrain, the eulogy should play. The camera should pan to a top view of your eject pod plummeting to the ground and the pod art should be swapped to the "skeletal" remains when hitting terrain.                                                                                   | ** No time to implement... good idea though. (fjr)<br>CLOSED ALS 1.08B 12-8-95                                                                                                                                                                                              |

List of all  
Closed bugs

| (continued)  | Bug Type   | Found by            | Found Release | Description                                                                                                                                                                                                                                                                                                                                                           | Comments                                                                                                                                                                                                                                                                                                                                                    |
|--------------|------------|---------------------|---------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| — WC4-002305 | Data Error | Wood, Graham        | 1.06B         | Mission J1 : Disk 4 : Plays wrong video for comm : If you kill one of the Excalibers in this mission it usually plays the new 'ahhhhhhhhh': comm which appears to be a real high pitched woman's voice. The comm video shows a guy !                                                                                                                                  | This is actually the case for ALL of the brand new female lines, but we are just submitting one bug for them.<br><br>Tony, we don't have any generic female video, so we are using the most slender of the male pilots. Not much more we can do unless someone wants to make a new movie, so this looks like a kill.<br>-SRS<br><br>There you have it. (tm) |
| — WC4-002427 | Data Error | Sommers, Anthony L. | 1.06B         | Spaceflight : You should not be able to autopilot if there are leeched fighters in the nav area. You should have to destroy them.                                                                                                                                                                                                                                     | CLOSED 1.10B 12-12-95 ALS<br>I see this causing some problems because of mission LA. In LA you leech Bearcats and then auto away. We would need some kind of force_auto command. Why is this needed in the first place? BCP.<br><br>killed - bring up at meeting for further discussion (or call CR) (fjr)                                                  |
| — WC4-002355 | Data Error | Bruncke, Andy       | 1.06B         | Mission L4B : Nav 3 : After disabling the BL transport, you are able to cycle through all targets (enemy and friendly) without pressing ALT S (the transport is still shown as red in the HUD). pressing ALT S will not make any difference. ALT s should allow you to only cycle through friendless, and ALT S "off" should only allow you to cycle through enemies. | CLOSED 1.10B 12-12-95 ALS<br>The transport is not hostile, therefore, you are able to target your enemies without toggling smart target. (tm)<br><br>AD CLOSED 1.10B 12-12-95 ALS                                                                                                                                                                           |
| — WC4-002319 | Data Error | Wood, Graham        | 1.06B         | Missions on Disk 4 : Stormfire noise continues while the game is paused : When you destroy a ship with the Stormfire gun and the game has to load the explosion or what ever the repetitive gun noise repeats it's self while the game is loading stuff.                                                                                                              | There are about 100 places in the code where loading data will cause a brief stutter. There is no way to address this. (tm)<br><br>KD CLOSED 1.10B 12-12-95 ALS                                                                                                                                                                                             |
| — WC4-002430 | Data Error | Barnes, Cinco       | 1.06B         | Mission F3 / Nav 0 : After defection, Lexington should appear as an orange dot on radar. At present, the dot is Red.                                                                                                                                                                                                                                                  | The Nebula effect is causing the orange dot to look red. Not sure what can be done about this as long as the Nebula affects the HUD. Looks like a kill to me. -SRS<br><br>KILL - CR                                                                                                                                                                         |
| — WC4-002458 | Data Error | Hott, Kenny         | 1.06B         | Mission loadup screen for LA : "Capturing some of these fighters is of great importance to the Border Worlds" can be eliminated. The message is already too long and this statement in not necessary.                                                                                                                                                                 | KD CLOSED 1.10B 12-12-95 ALS<br>Chris, please kill this. Editing the briefing file and having translations touch it again unless absolutely necessary is a recipe for disaster.<br><br>KILL -CR                                                                                                                                                             |
| — WC4-002281 | Data Error | Flores,             | 1.06B         | Mission B2B : Wingman (VERO)                                                                                                                                                                                                                                                                                                                                          | KD CLOSED 1.10B 12-12-95 ALS<br>This is a timing problem. The message                                                                                                                                                                                                                                                                                       |

List of all  
Closed bugs

| (continued)  | Bug Type   | Found by      | Found Release | Description                                                                                                                                                                                                                                                                                                                                                                                                                      | Comments                                                                                                                                                                                                                                                                |
|--------------|------------|---------------|---------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|              |            | James         |               | Autopilot to waypoint, told wingman to Break and Attack, afterburned away from fighters back towards Lexington. After Autopiloting back to Lexington, wingman says "Time to have some fun."                                                                                                                                                                                                                                      | is already queued to play when the autopilot starts. (tm)<br>KD CLOSED 1.10B 12-12-95 ALS                                                                                                                                                                               |
| — WC4-002322 | Data Error | Errett, Chris | 1.06B         | Spaceflight : Frigate Damage VDU : Frigate damage : Frigate art in Target Readout is reversed in all missions that contain a frigate. Ships have always been shown in the Target Readout with the front of the ship on the left and the rear on the right. The art for the frigate is switched. The rear is on the left. This gives the appearance that the rear of the ship is being damaged when the it is actually the front. | KD CLOSED 1.10B 12-12-95 ALS                                                                                                                                                                                                                                            |
| — WC4-002366 | Data Error | Flores, James | 1.06B         | Mission C3 : Eisen doesn't respond to "Request Status" : After deciding to defect, Eisen's shuttle will not respond in any way after initial comm asking player to defect.                                                                                                                                                                                                                                                       | There are no lines recorded for Eisen in his shuttle. I guess we need to kill this one. BCP.<br>CLOSED ALS 1.08B 12-8-95                                                                                                                                                |
| — WC4-002439 | Data Error | Translations, | 1.06B         | Install Program : When choosing a language in the install (out of the list: English, German, French) the name of the language doesn't change to the respective language (e.g. when choosing German it should switch to: Englisch, Deutsch, Französisch).                                                                                                                                                                         | There is no longer a choice for foreign subtitles. The game can now only be played in its native language. (tm)<br>For german playthrough                                                                                                                               |
| — WC4-002253 | Data Error | Hott, Kenny   | 1.06B         | Mission LC : Nav 1 : The active and disabled engine glows appear to be reversed. The active engine glow is gray while the disabled one is red. The colors should be reversed.                                                                                                                                                                                                                                                    | CLOSED ALS 1.18B 1-6-95<br>NOT FX 1.11B 12-12-95 JF : Active engine is gray and stays gray.<br>I tried to get the engines retextured to a damaged state but this is what I got. If there is more time I'll express my desires to Brennen a little more clearly. BCP.    |
| — WC4-002414 | Data Error | Barnes, Cinco | 1.06B         | Gameflow F2 / Mission briefing : Seether mentions that he will be "one of those on your wing." This, to me, indicates that the player should have more than one wingman. Seether should, of course, be one of the wingmen... but the player should be able to choose an additional wingman in order to make the comments in the mission briefing make sense.                                                                     | CLOSED ALS 1.18B 1-6-95<br>I can do this, but it is a matter of me adding a wingman to the mission and some enemies for play balance, and Jason has to set it up for gameflow. I'd rather not make this change unless we get more time. -SRS<br>CLOSED ALS 1.18B 1-6-95 |
| — WC4-002325 | Data Error | Errett, Chris | 1.06B         | Mission C3 : Catscratch : Vagabond : Break and Attack : Catscratch is not responding to the Break and Attack Hotkey. Once you have chosen to defect, you are stopped at an intercept by 4 Dragons. Vagabond is the only one to respond to the Break and Attack Hotkey. Catscratch will not attack unless you target him, and use the number menu to tell him to attack. Not an appealing prospect during a dogfight              | Can not do this without hearing Blair repeat the command several times. (tm)<br>CLOSED ALS 1.18B 1-6-95                                                                                                                                                                 |

List of all  
Closed bugs

| (continued)                         | Bug Type   | Found by            | Found Release | Description                                                                                                                                                                                                                                                                                                     | Comments                                                                                                                                                                                                                                       |
|-------------------------------------|------------|---------------------|---------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <input type="checkbox"/> WC4-002429 | Data Error | Sommers, Anthony L. | 1.06B         | with 4 Dragons.<br>Spaceflight : Rear Turret : Mass driver :<br>The "balls" need to be bigger [or another color]. Hahaha! They are hard to see when tailing an enemy with the mass driver.                                                                                                                      | Chris, I'm sending this to you so that you can send it to Dave or look into it yourself. When the art is available send the bug back to me and I will make sure it is hooked in.JJS<br><br>The mass driver balls look better all the time - CR |
| <input type="checkbox"/> WC4-002468 | Data Error | Wood, Graham        | 1.07B         | Mission G3, Disk 4 : Melek is landing on the Space Station : When you escort Melek in he is landing on the Space Station and not inside. The same is for the other shuttles and Dekker.                                                                                                                         | CLOSED 1.22B 1-20-96 -ALS<br>As directed by Chris Roberts to fix all of the other problems associated with landing inside.                                                                                                                     |
| <input type="checkbox"/> WC4-002450 | Data Error | Wood, Graham        | 1.07B         | Mission J2A/B, Disk 4 : Cap ship mis labeled : As we don't know what the Jamming Cap ship is (as in ship type) can we not have it labeled as UNKNOWN rather than TRANSPORT.                                                                                                                                     | CLOSED ALS 1.08B 12-8-95<br>The jamming ship is just a slightly modified transport. The player may not know what it is but it retains enough of a normal transports characteristics for the targetting computer to label it as a transport.    |
| <input type="checkbox"/> WC4-002474 | Data Error | Wood, Graham        | 1.07B         | Install program : The amounts that are required are wrong : The amount of space the different tre files need is wrong. They are only by a digit but it would better to round up rather than down. For example the Objects.tre is 12 the game says it 11, Gamflow is 21 game says 20, Missions is 5 game says 4. | CLOSED ALS 1.08B 12-8-95<br>The number shown is in MB, which is the actual size divided by 1048576. Internally, the system uses the actual file size for accurate comparison. The number displayed is simplified for readability. (tm)         |
| <input type="checkbox"/> WC4-002481 | Data Error | Bruncke, Andy       | 1.07B         | Mission M2_A : Nav 2 : After you have destroyed the Dragons going for the jump point, your wingman will come up and say "Now you make the jump", then Sosa's comm comes up. The white brackets for Sosa's comm are still around your wingman.                                                                   | CLOSED ALS 1.08B 12-8-95<br>Multi-comm problem. Please do not send to TDAs.<br>This is a design flaw introduced a long time ago. There is nothing we can do about it now. (tm)                                                                 |
| <input type="checkbox"/> WC4-002525 | Data Error | Bruncke, Andy       | 1.07B         | Gameflow N2 : Intrepid gains on Vesuvius (3330) : The Vesuvius is shown with "02" on the back during this movie. In all other movies, and Spaceflight the Vesuvius is shown with a "01" and the St. Helens is shown with a "02" on the back of the ship.                                                        | CLOSED ALS 1.08B 12-8-95<br>Dave, I guess this needs to be killed. Unless you would like to get one of the artists to redo the movie. BCP.<br><br>We do not have time to correct this animation.                                               |
| <input type="checkbox"/> WC4-002556 | Data Error | Bruncke, Andy       | 1.07B         | Install - Repeatable - SVGA 16 : Selecting to change the language from the main menu has text at the bottom of the language screen that says "Continue." In keeping with all the other screens, when accessed from the main menu, this text should say "Return to Main Menu."                                   | CLOSED ALS 1.08B 12-8-95<br>This needs to remain to be compatible with the first time you see "Select Language" before choosing "Set Path". It would not make sense to press Return to Main Menu when it proceeds to the Set Path screen. (tm) |
| <input type="checkbox"/> WC4-002577 | Data Error | Barnes, Cinco       | 1.07B         | Gameflow G1 * coming from F-series : Tolwyn and Paladin movie (christening of the Vesuvius): "News of the worst kind. I'm afraid. betrayal" appears as subtitle to Tolwyn's line. Change                                                                                                                        | CLOSED ALS 1.08B 12-8-95<br>This grammatical point is arguable.<br><br>CLOSED ALS 1.08B 12-8-95                                                                                                                                                |

List of all  
Closed bugs

| (continued) | Bug Type   | Found by         | Found Release | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | Comments                                                                                                                                                                                                                                                                                                                                                                                  |
|-------------|------------|------------------|---------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| WC4-002584  | Data Error | Ouellette, Myque | 1.07B         | ending of subtitle to "...worst kind, I'm afraid : betrayal"<br>Gameflow Any : Disk 5 : Main Terminal : Ship Configuration : Missile data : MIP info : SVGA : The MIPs are listed as having a 2.5 second Lock Time and a Yes for Tracking. Being a seperately controlled object, it should have a 0 second Lock Time and a No for Tracking.                                                                                                                                                                                                                                                                                                                                        | Frank, its the goodness sorting problem. We can possibly move the docking point so that it is not as bad but that means Dekker will not fly into the factory. If you want us to do that send it back.JJS<br><br>CLOSED ALS 1.08B 12-8-95                                                                                                                                                  |
| WC4-002590  | Data Error | Ouellette, Myque | 1.07B         | Gameflow L4 : Disk 5 : Control Bay : Pliers (movie 2740) : Main Terminal : Ship Configuration : SVGA : If asking Pliers to give you extra firepower in the movie 2740 the only ship that is altered is the Avenger, which gets 1-3 extra torpedoes. I think that if you select this option, additional MISSILES should be made available on ALL of the ships. Mission L4B is a mission against Bearcats and no one in their right mind would select an Avenger to do that job (thus the Vindicator and Banshee also need improvements). Also, neither mission in the L series makes use of the torpedo, so an extra torpedo is not worth the speed hit you would take to carry it. | I agree, but the art on the loadout screen wouldn't tolerate adding a missile to the Vindicator because 3 MIPs are in the torpedo slots, and there's no room for regular missiles on the screen. Secondly, adding anything OTHER than a torpedo would be lopsiding the game a lot more than just giving them a torpedo. I do agree with your findings. JH<br><br>CLOSED ALS 1.08B 12-8-95 |
| WC4-002596  | Data Error | Darsnek, John    | 1.07B         | Gameflow E2 : Vagabond's name does not appear on the killboard. : Since this is the mission in which Vagabond will be killed, his name should appear on the killboard. The fact that it is not there accounts for the fact that the Intrepid starts E2 with fewer total kills than it starts E1 with.                                                                                                                                                                                                                                                                                                                                                                              | I can't put him on the killboard because the player would then be able to put him on as a wingman, and also have him in a MIP at the same time. I agree with the inconsistency problem, but am powerless to rewrite the system at this point. JH<br><br>CLOSED ALS 1.08B 12-8-95                                                                                                          |
| WC4-002478  | Data Error | Gibson, Lee      | 1.07B         | Mission C3 : Nav 1 : Eisen's shuttle has no damage reporting ("What's your status?") comms.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | He has no comms. You shouldn't be able to request status now though. Please kill. BCP.<br><br>KILL -CR                                                                                                                                                                                                                                                                                    |
| WC4-002523  | Data Error | Bruncke, Andy    | 1.07B         | Mission N1A : Nav 1 : After Sosa has given you permission to land, if you wait the Intrepid will leave and 2 waves of 4 Hellcats will jump in. After these ship have been destroyed, nothing happens. You should have the movie of a Confederation Loosing Endgame 2 play with parts C and E only.                                                                                                                                                                                                                                                                                                                                                                                 | KD CLOSED 1.10B 12-12-95 ALS<br>* When the baseship is destroyed, you will be presented with the load/save screen. CR<br><br>KD CLOSED 1.10B 12-12-95 ALS                                                                                                                                                                                                                                 |
| WC4-002591  | Data Error | Ouellette, Myque | 1.07B         | Gameflow L4 : Disk 5 : Control Bay : Pliers (movie 2740) : Main Terminal : SVGA : There is only a tiny sliver of a hot spot to select the Main Terminal when Pliers' gump is also available in the Control Bay (i.e. Pliers' gump is covering most of the Main Terminal hot spot). The available area to select the                                                                                                                                                                                                                                                                                                                                                                | Main Terminal is larger now. Pliers never makes the player go to the terminal anymore. JH<br><br>KILLED CR<br><br>KD CLOSED 1.10B 12-12-95 ALS                                                                                                                                                                                                                                            |

List of all  
Closed bugs

| (continued)  | Bug Type   | Found by         | Found Release | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | Comments                                                                                                                                                                                                              |
|--------------|------------|------------------|---------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| — WC4-002562 | Data Error | Flores, James    | 1.07B         | Main Terminal needs to be increased, especially since selecting Pliers does not automatically force you into the Main Terminal (which I like, please leave it that way). The ability to choose the Main Terminal without selecting Pliers and vice-versa (selecting Pliers without having to go into the Main Terminal) is preferred.<br>Install in FRENCH : Install Directory Screen : Text is over written by directory name : text "CHEMIN:" and "C:\WC4" overlap onscreen. The text functions properly for changing the directory, but is simply overwriting. | Frank, I have no control over this. How does MELO figure out the starting point for a text input field?? (tm)<br><br>** Killed for English by ALS. **                                                                 |
| — WC4-002541 | Data Error | Wood, Graham     | 1.07B         | Spaceflight, Various Missions on Disk 4 : Repeatable : Subtitles are in English when I'm playing in German : The following is a list of resposes from enemys that I get when I taunt them:                                                                                                                                                                                                                                                                                                                                                                        | CLOSED ALS 1.18B 1-6-95 for KV.<br><br>KD 1.17B 1-2-96 JF *****NOTE: No longer an option.                                                                                                                             |
| — WC4-002622 | Data Error | Ouellette, Myque | 1.08B         | Mission Any : Disk 5 : any Ship : any Wingman : any NAV : SVGA : When attempting to adjust the missles with the '[' and ']' keys, they do not function unless the 'M' key is pressed a few times. Since these keys are for missle cycling and arming, they should function at all times.                                                                                                                                                                                                                                                                          | CLOSED ALS 1.18B 1-6-95<br>These keys only function if the weapon display is currently active (by pressing G or M). Remember, these keys are also used by the Power display. (tm)<br><br>AD CLOSED 1.10B 12-12-95 ALS |
| — WC4-002633 | Data Error | Flores, James    | 1.08B         | Missions : Change Phish's standard response to Blair's command to break and attack. Phish currently responds "Slashing my way to number 1 on the Killboard" when Blair commands him to attack. This seems a more appropriate response for Slash.                                                                                                                                                                                                                                                                                                                  | These are Phish's lines. not Slash's. SRS.<br><br>AD CLOSED 1.10B 12-12-95 ALS                                                                                                                                        |
| — WC4-002653 | Data Error | Barnes, Cinco    | 1.08B         | Lexington Gameflow Map : The sound effect needs to have the volume of the chime severly lowered and the cap ship rumble raised.                                                                                                                                                                                                                                                                                                                                                                                                                                   | The rumble volume is CONSTANT throughout the ship. Changing it here would change it everywhere. I like the whirring sound as it is. JH                                                                                |
| — WC4-002645 | Data Error | Wood, Graham     | 1.08B         | Missions after the J series : Disk 4 : Pliers loudout of the ship is not defaulting back to G3 : From I can tell Pliers now remembers what loadout of weapons you had on the last mission you flew. Well because you default loadout is forced to Dumbfires for the J series when you go to either K or L series all you missiles are now dumb fires. Pliers should remember you loadout from the G series.                                                                                                                                                       | AD CLOSED 1.10B 12-12-95 ALS<br>I don't think so. JH<br><br>KD CLOSED 1.10B 12-12-95 ALS                                                                                                                              |
| — WC4-002651 | Data Error | Barnes, Cinco    | 1.08B         | Mission G1 : Melek's comm is attributed to other fighters. : As Melek's comm proceeds, the white target box moves to a Pirate and then to my wingman. With each move the subtitle changes to PIRATE and MANIAC (or                                                                                                                                                                                                                                                                                                                                                | This is a design flaw introduced with the multi-person comms. Can not be addressed. I'm sure we'll see this in the post-mortum. (tm)<br><br>KD CLOSED 1.10B 12-12-95 ALS                                              |

List of all  
Closed bugs

| (continued)  | Bug Type   | Found by            | Found Release | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | Comments                                                                                                                                                                                                                                                                                                                                                                                                                              |
|--------------|------------|---------------------|---------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| — WC4-002679 | Data Error | Hott, Kenny         | 1.08B         | the name of my wingman if not Maniac).<br>Gameflow : Ship config screen : The banshee is listed as having "scatter (5)"<br>The scatter gun is one special weapon that fires multiple shots. Therefore it should be listed as a single scatter gun.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | The number of bolts fired is in parenthesis. The number of guns is immaterial. JH<br><br>KD CLOSED 1.10B 12-12-95 ALS<br>Per CR. (tm)                                                                                                                                                                                                                                                                                                 |
| — WC4-002628 | Data Error | Translations,       | 1.08B         | Mission K4A1 : Nav 1 : Sitting in flight deck and ejecting instead of taking off results in Blair being picked up by enemy ship & executed. That doesn't make much sense, considering he's inside an allied ship when he ejects.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | KD CLOSED 1.10B 12-12-95 ALS                                                                                                                                                                                                                                                                                                                                                                                                          |
| — WC4-002728 | Data Error | Raffray, Kent       | 1.08B         | Mission B2B : Alpha shuttle will follow you anywhere you go. After talking to Alpha shuttle at the Transport nav, it autopilots with you. You can change navs and have it follow you anywhere. If you return to the Lexington and then proceed to another nav, it will follow you there. The shuttle should only return to the Lexington.                                                                                                                                                                                                                                                                                                                                                                                                         | This is how it has always been in all wing commanders. My advice, don't change your NAV points. BCP.<br><br>KD CLOSED 1.10B 12-12-95 ALS                                                                                                                                                                                                                                                                                              |
| — WC4-002729 | Data Error | Sommers, Anthony L. | 1.08B         | Spaceflight : The Stormfire needs to be on the Dragon.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | The Stormfire is a border-union-only weapon. Chris agreed that it should not be on the Dragon so it will only happen if he changes his mind.JJS                                                                                                                                                                                                                                                                                       |
| — WC4-002696 | Data Error | Translations,       | 1.08B         | Mission D3 : Nav 1 : Avenger :<br>Wingman: Maniac : Enemies:<br>Longbows : If player does not pursue the Lexington, but flies away from the Intrepid in the opposite direction and only kills the 4 Longbows that will follow: Intrepid hangs motionless in space and will kill all enemy fighters, then will move toward the Lexington and attack Lexington until it signals SOS and explodes. Apparently, the Lexington does not even make an attempt to reach the jump-point. If player ejects (as opposed to land) he will be picked up by the Lexington (which was destroyed earlier by the Intrepid) and the endgame movies 367 & 370 play. (Blair's ejection pod picked up by Lexington, Blair marches out of his cell and gets executed). | AD CLOSED 1.10B 12-12-95 ALS<br>Jason, ignore first half of this bug, this should have been written as two bugs. The second half says the wrong movie is called when you eject after the Lexington is destroyed. Av this bug after you have checked your part. -SRS<br><br>This should no longer happen, since we end the game if you have no base ship. If it does just assume that you are picked up by another Confed carrier - CR |
| — WC4-002716 | Data Error | Gibson, Lee         | 1.08B         | Mission E1 : How about if leaving the cap ships leeched (rather than destroyed) will allow for victory? I flew this mission and destroyed everything except the silly frigate. I used my last torpedo on it, and hosed it for about a month with my cannons to no avail. The sucker was leeched, but Sosa still put on her pouty face when I got back to the Intrepid. Mighty frustrating after I had just busted my butt killing a dozen Hellcats and a destroyer while                                                                                                                                                                                                                                                                          | CLOSED ALS 1.18B 1-6-95                                                                                                                                                                                                                                                                                                                                                                                                               |

List of all Closed bugs

| (continued) | Bug Type   | Found by      | Found Release | Description                                                                                                                                                                                                                                                                          | Comments                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
|-------------|------------|---------------|---------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| WC4-002742  | Data Error | Hott, Kenny   | 1.08B         | flying an Avenger...<br>Mission K4B (with cloak) : Planetside Nav2 : MIPs are landing thruster side down on the planet surface. They are landing at a sealed underground base and thus should land on their side.                                                                    | KD CLOSED ALS 1.18B 1-6-95                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| WC4-002678  | Data Error | Errett, Chris | 1.08B         | Torpedo : Range : Distance to Lock. If you cheating into a mission, a torpedo does not start to lock until 15,000K away. Playing from gameflow gives the torpedo a range of 8,000K.                                                                                                  | Frank, I can't tell where the lock range is being set. It does not appear to be contained within the torpmis.xml file. Seeing a different range from gameflow and cheating in looks like a hack at work to me.JJS<br><br>** Killed by ALS. **                                                                                                                                                                                                                                                                                            |
| WC4-002702  | Data Error | Gibson, Lee   | 1.08B         | Mission B3, B4A/B : Repeatable : In medium detail mode, all the ground structures have texture maps on them except for the bunker that the shuttle extracts the hostages from. I think it would be better to either turn all the texturemaps off, or to only put them on the bunker. | CLOSED ALS 1.18B 1-6-95<br>Frank - the ones that don't change are the ones placed by the terrain editor. BCP.<br><br>This is because the objects placed in the map editor are normal objects, but the objects placed by the mission are CAPSHIPS. As everyone knows capships have no textures in medium detail mode. This is a result of Frank Savage's TERRIBLE hack port of the Strike Commander code that would have NEVER had this problem. It's too much effort to fix this case . Send complaints care of Frank Savage, FASA.. -CR |
| WC4-002673  | Data Error | Errett, Chris | 1.08B         | Mission C3 : nav 2 : Eisen's " I'm glad you came " comm : Dubbing is off by 1-2 seconds. Audio is ahead of video.                                                                                                                                                                    | CLOSED ALS 1.18B 1-6-95<br>If this is happening when the frame rate is low then there is nothing we can do about it.<br>Please let me know if this is the case. The source files are in sync. dwd<br><br>NOT FX 1.10B 12-11-95 MYQ / KH<br>***NOTE: When can get this to happen on different machines in QA.                                                                                                                                                                                                                             |
| WC4-000261  | Data Error | Darsnek, John | 1.09A         | D1 : Nav 0 : No comm from Sosa saying "Next pilot ----- clear for takeoff."                                                                                                                                                                                                          | Frame rate. CLOSED 1.18B 1-7-95 -ALS<br>These lines were cut. (tm)                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| WC4-000247  | Data Error | Brack, J. A.  | 1.09A         | Edit those freakin' death plaque messages! (Maybe farming... is too big...)                                                                                                                                                                                                          | AD CLOSED ALS 11-30-95 1.04B<br>* In the able hands of the Translators... -ALS<br>Either done by now or it will not be done.                                                                                                                                                                                                                                                                                                                                                                                                             |
| WC4-000437  | Data Error | Darsnek, John | 1.10A         | C3 : Nav 1 Repeatable Catscratch, CFRS as wingmen : Catscratch can't "break and attack." When Catscratch says that he is ready to engage the                                                                                                                                         | CLOSED 1.18B 1-9-95 -ALS<br><br>TDA's can fix this when we can suppress comms. (JJS)<br>Is this fixed now?? (TM)                                                                                                                                                                                                                                                                                                                                                                                                                         |

List of all  
Closed bugs

| (continued)                         | Bug Type   | Found by         | Found Release | Description                                                                                                                                                                                                                                                                                                                                                           | Comments                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
|-------------------------------------|------------|------------------|---------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                     |            |                  |               | enemy, "break and attack" is not an option for Blair on the comm screen.                                                                                                                                                                                                                                                                                              | NOT FX 1.02B 11-25-95 CDE<br><br>CLOSED ALS 1.04B 11-30-95<br>He should no longer request to engage. If he is, send back again as not fixed again otherwise it is as designed.<br><br>NOT FIXED 1.03B 11-28-95 CDE -<br>Catscratch will not attack anyone, regardless if you defect or not. The Catscratch comm screen does not show Break and Attack, and his comm only applies to Quality<br><br>Catscratch is just along for the ride. He doesn't want to attack vagabond, Eisen, or the third wingman, whomever he might be. BCP. |
| <input type="checkbox"/> WC4-000560 | Data Error | tda,             | 1.10A         | Mission B1 : Nav 2 : Maniac as my wingman : Discrepancy between what Eisen says in a comm and what the script calls for. The mission specs say the Eisen should tell Blair and his wingman (in a comm) to stay about 12,000 kilometers behind the departing unknowns but in the actual comm Eisen says stay 12 km behind them. I can foresee some problems with this. | Is there anything we can do about this?<br>-ALS ---Yes, I changed the mission spec. If if this is not good enough we can maybe get Martin G. to do some sort of a Used Cars '...miles of cars...' audio cut. I'll ask him now to see what our options may be. BCP.<br><br>NOT FX 1.02B 11-25-95 CDE<br><br>Frank - Please kill due to lack of time. BCP.<br><br>** Andy: what do you think can be done about this? I can think of nothing. (fjr)                                                                                      |
| <input type="checkbox"/> WC4-002814 | Data Error | Raffray, Kent    | 1.10B         | Mission L4A : Intercept Nav : After Dekker took the BL Transport the MIPs would not launch for retrieval.                                                                                                                                                                                                                                                             | CLOSED ALS 1.08B 12-8-95<br>This is the same as K4A : They stay on the transport until another ship comes and picks them up. This was made this way to fix a consistency bug with K4A. BCP.                                                                                                                                                                                                                                                                                                                                           |
| <input type="checkbox"/> WC4-002823 | Data Error | Ouellette, Myque | 1.10B         | Spaceflight : When attempting to use the '[' and ']' keys to adjust the missile loadout, every time a comm plays the '[' and ']' keys will be disabled and the 'M' key must be pressed to enable them again. This can be especially annoying when there is a large amount of comm traffic in the Mission, like in Mission D3.                                         | AD CLOSED 1.10B 12-12-95 ALS<br>* I don't think anything can be done about this, but I'm putting it into the system. -ALS<br>Correct. (tm)<br><br>CLOSED ALS 1.18B 1-6-95                                                                                                                                                                                                                                                                                                                                                             |
| <input type="checkbox"/> WC4-002845 | Data Error | Bruncke, Andy    | 1.10B         | Gameflow B2 : Briefing Room : B2A briefing (0370) : The volume level for this movie is too low.                                                                                                                                                                                                                                                                       | To late. dwd                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
| <input type="checkbox"/> WC4-002846 | Data Error | Ouellette, Myque | 1.10B         | Mission D3 : Disk 2 : Avenger : any Wingman : NAV 1 : Longbow : SVGA : If the Intrepid is destroyed in this Mission (or any other on this disk for that matter) 10 seconds later, the                                                                                                                                                                                 | CLOSED ALS 1.18B 1-6-95<br>This will present consistency problems, and we can't guarantee the endgames are on all cds. (tm)<br><br>CLOSED ALS 1.18B 1-6-95                                                                                                                                                                                                                                                                                                                                                                            |

List of all  
Closed bugs

| (continued) | Bug Type   | Found by         | Found Release | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | Comments                                                                                                                                                                                                                                                                                                                                                                                                              |
|-------------|------------|------------------|---------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| WC4-002801  | Data Error | Darsnek, John    | 1.10B         | Replay the Mission screen comes up. This does not make any sense. The Losing Endgame 2 with the Paulsen's traitor movie, the Court Marshall and the Execution should play before the Replay the Mission screen comes up. Gameflow N2 : This and all scramble missions should have the wingman selection screen suppressed.                                                                                                                                                                                                                                                                                                         | It always was. Goes straight to mission right after movie. JH<br><br>KILLED 1.13B 12-15-95 ALS - Waiting for a list of scramble missions...<br><br>CLOSED ALS 1.18B 1-6-95<br>Tony, we don't have any generic planets to use, so this is a kill unless we want to have some new planets made. -SRS                                                                                                                    |
| WC4-002762  | Data Error | Hott, Kenny      | 1.10B         | Mission C2 : Briefing map does not correspond to mission. The briefing map shows a large planet with two orbiting moons. These should be added to the background of Nav0.                                                                                                                                                                                                                                                                                                                                                                                                                                                          | CLOSED ALS 1.18B 1-6-95<br>I don't agree with this. The mission objectives can still be completed regardless of your traitor status. (tm)<br><br>CLOSED ALS 1.18B 1-6-95                                                                                                                                                                                                                                              |
| WC4-002797  | Data Error | Ouellette, Myque | 1.10B         | Mission D3 : Disk 2 : Avenger : any Wingman : NAV 0 : Intrepid : SVGA : After triggering the traitor AI, the MISSION COMPLETE message still played when all of the Lexington fighters had been destroyed. Suppress all computer messages after turned traitor.                                                                                                                                                                                                                                                                                                                                                                     | System limitation. JH<br><br>* Can we make the communique mandatory? The player only has this one chance to watch the communique. -ALS                                                                                                                                                                                                                                                                                |
| WC4-002825  | Data Error | Ouellette, Myque | 1.10B         | Gameflow C1 and C3 : Disk 2 : Flight Control : SVGA : The Tolwyn communique is not available if the player goes into Flight Control, receives the Naismith comm, and then goes to the Main Terminal to save his game. The communique should be available after a player saves his game, that way they have the opportunity to watch it again if they prefer. I agree that if the character enters Flight Control, and then goes to any other room (besides the briefing room) that the communique should not be available, but the Main Terminal is IN Flight control and they must be able to use it without detrimental effects. | No. If the player chooses to ignore the direct order in C1 to receive the communique, he also loses the chance to hear the communique in C3. There's a hell of a lot of code that I wrote to make it work like the script asked, and it's a hell of a lot more to change it. It's too late to change it and for me to feel comfortable with getting all the bugs worked out of it. JH<br><br>CLOSED 1.18B 1-9-96 -ALS |
| WC4-000499  | Data Error | Barnes, Cinco    | 1.11A         | Gameflow MAP on disks 1 and 2 : After a mission briefing the "Flight Deck" designation on the Gameflow Map should change to "Go To Ship." At present, all other Gameflow Map areas change after the mission briefing (* indicating that the areas are vacant or locked *).                                                                                                                                                                                                                                                                                                                                                         | Uh... no. If the room isn't locked, you can go there. That's all it has to say. JH<br><br>NOT FX 1.13A CB 11-8-95<br><br>* After the briefing, he wants the gameflow map to say "Go to Ship" for the Flight Deck instead of "Flight Deck". I agree with him. -ALS<br><br>Good. It's not going to happen. The "loop invariant" for the gameflow map                                                                    |

List of all  
Closed bugs

| (continued)                         | Bug Type   | Found by      | Found Release | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                       | Comments                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
|-------------------------------------|------------|---------------|---------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <input type="checkbox"/> WC4-000498 | Data Error | Barnes, Cinco | 1.11A         | B4A / Going to Planet surface (movie) :<br>At present, the movie shows only a Hellcat descending to the planet. I believe this movie should show a Hellcat AND a shuttle.                                                                                                                                                                                                                                                                                         | is Room Name or Room Name Locked.<br>That's it. If you can go there, you see the room title. If you can't, it tells you the room isn't available. The map doesn't know anything else about the game state or what's awaiting you there, other than people willing to talk to you--and that's just for the player's benefit. The map is a handheld device that simply has the architectural layout of the ship implanted into a memory bank. JH<br><br>AD CLOSED 1.01B 11-22-95 ALS<br>A shuttle appears at the first nav on the planet surface. I believe that the shuttle should be present beginning at Nav 0 and persist through the descent to the planet surface movie and all of the necessary maneuvers on Tyr7.<br><br>I Agree. Originally I think we wanted it to only be the player because we didn't know if the shuttle would survive. Now we can set him invulnerable. Is it too late to change. BCP.<br><br>Unfortunately, we do not have the time to re-render these movies. (tm)<br><br>KD CLOSED ALS 1.01B 11-22-95 |
| <input type="checkbox"/> WC4-000526 | Data Error | Errett, Chris | 1.11A         | L4B : Defecting Bearcats : Once you clear Nav 1 of enemies, you and 3 Bearcats autopilot back to the Intrepid. Halfway back you are stopped by a comm from Admiral Wilford telling you to check out a transport. This is the second half of the mission. When you autopilot to this new nav, the Bearcats are no longer with you. Here are two options, both that will allow the player to pilot Bearcats in the future and yet make the mission more enjoyable : | NOT FX 1.02B 11-25-95 MYQ<br><br>Tony, kill this. I did not see all of this suggestion when I originally addressed it. This is not something I want to do, and we do not have the comms they are suggesting. -SRS<br><br>Agreed. (tm)<br><br>* Tony, can we use "R:?" -ALS                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| <input type="checkbox"/> WC4-000519 | Data Error | Brack, J. A.  | 1.11A         | In order to make the player fight Seether in O1, we need to have the cloak become damaged when the player tries to use it. We can use text similar to "Virtual Dogfight Mode" in A1 at the top of the screen that says "Cloaking Device Malfunction" or something to that effect.                                                                                                                                                                                 | This malfunction needs to happen once the player first tries to cloak.<br><br>Frank, we were going to handle this a different way but I actually like this suggestion better. The movies that play before the battle with Seether will also be more consistent. What do you think?<br><br>** No longer necessary as you can see cloaked ships, and so can he. (fjr)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| <input type="checkbox"/> WC4-002876 | Data Error | Raffray, Kent | 1.11B         | Mission M2_A - Jump Point : The 2 Dragons here are too close to the jump point. This mission is very hard as it is                                                                                                                                                                                                                                                                                                                                                | CLOSED ALS 1.08B 12-8-95                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |

List of all  
Closed bugs

| (continued)                         | Bug Type   | Found by         | Found Release | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | Comments                                                                                                                                                                                                                                                                                                                                                                                                                                                |
|-------------------------------------|------------|------------------|---------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <input type="checkbox"/> WC4-000777 | Data Error | Wood, Graham     | 1.12A         | now. Maybe moving the dragons about 8000 clicks farther away would be good. I'm not sure how fast they are going but I think another 10-15 seconds to intercept them is needed.<br>On the map during gameflow : The dot representing option conversations is hard to see. Could we not change the blue dot to a white or yellow dot? The blue dot against the blue layout of the ship makes it really hard to see sometimes especially with it being the same color blue as the layout map. | I'll look into it. JH<br><br>* Thanks, but it is not necessary. The documentation states the dot as being blue. CLOSED 1.01B 11-22-95 -ALS                                                                                                                                                                                                                                                                                                              |
| <input type="checkbox"/> WC4-000655 | Data Error | Ouellette, Myque | 1.12A         | Main Terminal, Killboard : The pilots are not listed in any sort of order (should be by kills).                                                                                                                                                                                                                                                                                                                                                                                             | As has already been explained, the killboard is merely a chalkboard. People are unlikely to sort stuff written on a chalkboard. JH<br><br>AD CLOSED 1.01B 11-22-95 -ALS                                                                                                                                                                                                                                                                                 |
| <input type="checkbox"/> WC4-000577 | Data Error | Wood, Graham     | 1.12A         | F2 : Repeatable : According the mission specs there should be a movie of Seether capturing a Border Worlds pilot, it never happens.                                                                                                                                                                                                                                                                                                                                                         | Tony, this is probably more of a kill than AV. The movie that should happen in space was cut from the script or production and therefore does not exist. The mission spec has/will be updated to reflect this change. JJS<br><br>Yes, this movie was cut. (tm)                                                                                                                                                                                          |
| <input type="checkbox"/> WC4-000600 | Data Error | Bruncke, Andy    | 1.12A         | Gameflow J3 - Control Bay - Repeatable - SVGA 16. There are 2 TAB stops for Dekker (2140). The hotspot gump is too large so it overlaps the MAIN TERMINAL choice so when you cycle through them, there is no choice for the terminal, but 2 for Dekker.                                                                                                                                                                                                                                     | KD CLOSED ALS 1.01B 11-22-95<br>Can't be fixed.<br><br>* Can I have a reason why? -ALS<br><br>The filming was such that his art took up too much space. The tab stops are calculated by the program; I don't set them. If he is too damn big, the images will overlap and it'll be a problem with sorting the images. There's no resolution short of rewriting gameflow to deal with this particular case (and other stupid mistakes like this one). JH |
| <input type="checkbox"/> WC4-000791 | Data Error | Gibson, Lee      | 1.12A         | Gameflow 30, Access Terminal : Several button labels have blue pixels at the top of the white characters. The following buttons are affected:                                                                                                                                                                                                                                                                                                                                               | CLOSED ALS 1.02B 11-25-95<br>Huh? Explain this a bit better--what's the problem? Show me. JH<br><br>BUG REPEATED 1.00B 11-19-95<br>ELG<br><br>HEY! I said explain this better. If you don't tell me better what the problem is. I can't identify or fix it. JH<br><br>BUG REPEATED 1.03B 11-28-95<br>LG ****NOTE: VGA Gameflow :<br>Main Terminal : Look at the label text that appears when you hold the mouse pointer over the bottom of the screen.  |

List of all  
Closed bugs

| (continued) | Bug Type   | Found by         | Found Release | Description                                                                                                                                                                                                                                                                                                                                                                         | Comments                                                                                                                                                                                                                                                                            |
|-------------|------------|------------------|---------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|             |            |                  |               |                                                                                                                                                                                                                                                                                                                                                                                     | The tops of the characters are blue.<br><br>That's due to the scaling algorithm we use to slam the screen. That's accurate. You should have put VGA in the description. JH<br><br>CLOSED ALS 1.04B 11-30-95<br>NOT FX 1.01B 11-21-95 MYQ<br><br>CR<br><br>CLOSED ALS 1.04B 11-30-95 |
| WC4-000755  | Data Error | Hughes, Jason    | 1.12A         | Gameflow N1 : Repeatable : The movie "Midgame: Vesuvius Departs Starbase", scene 319-a1 is missing.                                                                                                                                                                                                                                                                                 |                                                                                                                                                                                                                                                                                     |
| WC4-000631  | Data Error | Wachhaus, Todd   | 1.12A         | B3L: Repeatable : If you die in this part of mission B3 and you choose to Replay the Mission; you start at the point of where you just left the planet Tyr. You should start at the very beginning of mission B3.                                                                                                                                                                   | I believe these types of bugs were killed in the bug meeting (11/30).<br><br>CLOSED ALS 1.08B 12-8-95                                                                                                                                                                               |
| WC4-002934  | Data Error | Hott, Kenny      | 1.12B         | Gameflow K3, CIC and Chart room : There are two individuals standing at the briefing table one standing in front of the other. Because of the color of the uniforms and the size of the figures, they blend into a large looking figure with 2 heads. I suggest that the man closest to the chart be removed.                                                                       | It's like that in the movie. JH<br><br>CLOSED ALS 1.18B 1-6-95                                                                                                                                                                                                                      |
| WC4-002897  | Data Error | Flores, James    | 1.12B         | Missions L1 : Any ship with cloak : F10 view is turning off : Engaging Cloak in F10 view automatically returns to F1 view and HUD appears normal (no haze to indicate Cloak effect). Switching views fixes this. Camera should remain in F10 view until player decides to return to F1.                                                                                             | As designed You cannot use the trackcam when cloaked -CR<br><br>CLOSED ALS 1.18B 1-6-95                                                                                                                                                                                             |
| WC4-002921  | Data Error | Ouellette, Myque | 1.12B         | Mission D3 : Disk 2 : Avenger : any Wingman : any NAV : The stormfire gun's effective range is 5000 km instead of the 1500 km it is supposed to have. Pliers comments on the guns extremely short range in a movie.                                                                                                                                                                 | The EFFECTIVE range of the stormfire is only 1500, it's actual range is longer (5000) or so. Pliers says it is only accurate at close distances, which is the case -CR<br><br>CLOSED ALS 1.18B 1-6-95                                                                               |
| WC4-000983  | Data Error | Barnes, Cinco    | 1.13A         | Mission B4B / Nav 1 : Male voice plays when Transport reports damage. Female voice and comm flic plays when Transport achieves mission objectives.                                                                                                                                                                                                                                  | You will hear multiple voices come from cap ships. Generic lines will have the spinning logo, and special lines will have video of a person.<br><br>CLOSED ALS 1.14A 11-15-95                                                                                                       |
| WC4-000859  | Data Error | Hott, Kenny      | 1.13A         | Gameflow N4, CIC & Chartroom : In v1.13a, all of the briefing hotspots have been moved to the area near the middle of the screen, at the screen with the border worlds symbol on it. However the gump for various Sosa conversations overlaps this area. So, cycling through the room options with the keyboard gives the "talk to Sosa" option twice. It is possible to get to the | Nothing can be done about this. JH<br><br>CLOSED ALS 1.01B 11-22-95                                                                                                                                                                                                                 |

List of all  
Closed bugs

| (continued)                         | Bug Type   | Found by      | Found Release | Description                                                                                                                                                                                                                                                                                                                                                    | Comments                                                                                                                                                                                                                                                                                                                                                                                                    |
|-------------------------------------|------------|---------------|---------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <input type="checkbox"/> WC4-000999 | Data Error | Raffray, Kent | 1.13A         | conversation with the mouse.<br>Any border world mission :<br>Pirates\merc use the 'fly for confed wages' taunt on you even though you fly for the border worlds.                                                                                                                                                                                              | I guess they don't know the difference.<br>Or they think you all get paid the same.<br>BCP.<br>I think they all get paid the same. -TM<br><br>KD CLOSED ALS 1.01B 11-22-95                                                                                                                                                                                                                                  |
| <input type="checkbox"/> WC4-000937 | Data Error | Hott, Kenny   | 1.13A         | Mission M1, nav1 and 2 : Enemy and friendly ships are not behaving properly toward shuttle. If you cloak before leaving nav0, the ships behave oddly to the Shuttle at nav 1 and 2. The Black Lance fighters ignore the shuttle entirely while the border world forces, the ones who called for help, immediately attack it. The behaviors should be reversed. | Eventually Black Lance fighters will be able to see each other cloaked. That will be the reason they don't attack Dekker, because they can see other Dragons (which are cloak) escorting his shuttle. The Border ships attack Dekker because they can not see the player. All they see is a Hermes shuttle (used by both Confed and Border Union) heading towards their planet with no warning or messages. |
| <input type="checkbox"/> WC4-001030 | Data Error | Hott, Kenny   | 1.13A         | Mission N1B, intercept 1 (can only be reached by trying to bypass the Ella base and go straight to meet the Intrepid at jump point) : If at the first intercept you go to the nav point and select the land at the Intrepid option (not represented by a nav point), hitting 'a' for autopilot will bring up the message, "landing clearance required."        | AD CLOSED ALS 11-30-95 1.04B<br>Sounds like the solution and not the problem. BCP.<br><br>This is a duplicate of another bug which we killed. It's a function of the nav map to give you access to the landing phase (this is what allows you to autopilot into the carrier). (tm)                                                                                                                          |
| <input type="checkbox"/> WC4-000968 | Data Error | Wood, Graham  | 1.13A         | Spaceflight Mission G3 : Repeatable :<br>The shuttles do not land in the starbase :<br>In the mission you have to escort Dekker and Melek to the Starbase.<br>When their shuttle arrive at the Starbase they land on top of it. This is only if look at them from the cockpit. In the Object Camera they appear inside the starbase.                           | AD CLOSED ALS 11-30-95 1.04B<br>* Appears to be a sorting problem?<br>-ALS<br>He is correct. Nothing we can do. BCP.<br><br>CLOSED ALS 1.04B 11-30-95                                                                                                                                                                                                                                                       |
| <input type="checkbox"/> WC4-001003 | Data Error | Melton, Kevin | 1.13A         | Spaceflight : Spreadfire cannon is not symmetrical                                                                                                                                                                                                                                                                                                             | Sorry, nothing we can do about it (fjr).                                                                                                                                                                                                                                                                                                                                                                    |
| <input type="checkbox"/> WC4-001025 | Data Error | Melton, Kevin | 1.13A         | Spaceflight : Lexington has some tractors and some barrels on the exterior of the ship.                                                                                                                                                                                                                                                                        | CLOSED ALS 1.04B 11-30-95<br>* This may be a sorting problem. Could we place the barrels and machinery such that it helps to minimize the sorting problems? - ALS<br>He is correct. This is the sorting problem. BCP.                                                                                                                                                                                       |
| <input type="checkbox"/> WC4-002998 | Data Error | Melton, Kevin | 1.13B         | Mission B2B : Nav 4 : Nav 1 : If you fly to nav 4 and do not take out the pirates base and just manually fly back far enough to autopilot to nav1, maniac keeps saying "turn me loose." at nav 1 because of some enemy ships that are still showing on the nav map at nav4.                                                                                    | CLOSED ALS 1.04B 11-30-95                                                                                                                                                                                                                                                                                                                                                                                   |
| <input type="checkbox"/> WC4-003001 | Data Error | Melton, Kevin | 1.13B         | Mission A1 : Nav 1 : Nav 1 is not accessible after you leave it and it still                                                                                                                                                                                                                                                                                   | CLOSED ALS 1.18B 1-6-95                                                                                                                                                                                                                                                                                                                                                                                     |

List of all  
Closed bugs

| (continued) | Bug Type   | Found by         | Found Release | Description                                                                                                                                                                                                                                                                                                                                                                                                                              | Comments                                                                                                                                                                                             |
|-------------|------------|------------------|---------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| WC4-003024  | Data Error | Ouellette, Myque | 1.13B         | shows as red on the nav map.<br>Mission D1 : Disk 2 : Hellcat : no Wingman : NAV 0 : A Longbow's random taunt overrode the Intrepid's "Mayday..." comm. I hear "...my next victim!" and then the Intrepid blows sky high. The important comms (like cap ship deaths) should override any general comms. I would always like to know if the Intrepid is being destroyed, since it is critical to my mission success.                      | Priority queueing not supported by system. (tm)<br><br>CLOSED ALS 1.18B 1-6-95                                                                                                                       |
| WC4-003000  | Data Error | Melton, Kevin    | 1.13B         | When you are in external cams, comm audio events do not play. They need to.                                                                                                                                                                                                                                                                                                                                                              | does not seem to be possible (tm)<br><br>CLOSED 1.18B 1-9-95 -ALS                                                                                                                                    |
| WC4-001143  | Data Error | Bruncke, Andy    | 1.14A         | Gameflow M2 - CIC - 2490 - Repeatable - SVGA16 : The TAB stop for the Maniac (2940) gump needs to be moved. : The TAB stop is now at (227,122) and should be moved to (239,162) so it doesn't cover up the gump.                                                                                                                                                                                                                         | Can't be done. You can't "move" a tab stop, it's calculated based on the rectangle of the gump. JH<br><br>KD CLOSED ALS 1.01B 11-22-95                                                               |
| WC4-001141  | Data Error | Bruncke, Andy    | 1.14A         | Gameflow M2 - Launch Bay - 2920 (return to Intrepid) - Repeatable - SVGA 16 : The midgame showing the Vindicator coming back from FT957 shows an undamaged ship, but landing in gameflow shows a battered fighter. : Either the ship in the midgame should reflect damage to the craft, or the damage upon landing should be removed for any Gameflow state after a midgame which might show a healthy ship even if it has been damaged. | * You'll want to kill this, I just have to put it in to make sure it's online... -ALS<br><br>OK. As we all know, this is a problem we really can't deal with. JH<br><br>KD CLOSED ALS 1.01B 11-22-95 |
| WC4-001198  | Data Error | Ouellette, Myque | 1.14A         | Mission L4A, Avenger, no Wingman, NAV 1, Cruiser, SVGA : The first part of the mission is very hard to complete successfully. Right now, if one of the 4 MIPs dies, there is no way to complete the mission. This should be altered to 2 or 3 needed to finish.                                                                                                                                                                          | * Same as #1197 (fjr)<br><br>DUPE CLOSED ALS 11-22-95 1.01B                                                                                                                                          |
| WC4-001215  | Data Error | Ouellette, Myque | 1.14A         | Mission M2(B), Dragon, no Wingman, Starbase NAV, BL starbase, SVGA : While cloaked, the starbase identified and transmitted the access code request, it should not do so until the Player is uncloaked.                                                                                                                                                                                                                                  | The Black Lance base, like the Dragons, can see cloaked ships. -SRS<br><br>AD CLOSED ALS 1.01B 11-22-95                                                                                              |
| WC4-001317  | Data Error | Hott, Kenny      | 1.14A         | Mission L3, Nav 2 : Shooting down a mip does not cause the other mips to react.                                                                                                                                                                                                                                                                                                                                                          | AD CLOSED ALS 11-30-95 1.04B                                                                                                                                                                         |
| WC4-001254  | Data Error | Raffray, Kent    | 1.14A         | Spaceflight - Any terrain mission : The Chase and Target cams do not roll the terrain correctly. In front view, normal mode, when you roll the terrain rolls around your screen. Meaning if you roll 180 degrees the terrain will be upside down at the top of your screen. If you are flying using the alternate camera modes for Chase camera or Target                                                                                | As designed. (fjr)<br><br>CLOSED ALS 1.04B 11-30-95                                                                                                                                                  |

List of all  
Closed bugs

| (continued)                         | Bug Type   | Found by         | Found Release | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | Comments                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
|-------------------------------------|------------|------------------|---------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <input type="checkbox"/> WC4-001281 | Data Error | Darsnek, John    | 1.14A         | <p>camera rolling will not move the terrain from whatever part of the screen it is on. Instead is just rolls the ship. This can cause a problem if you execute several rolls and climbs because it, depending on how you fly, could maneuver the terrain at an odd angle on your screen leaving you flying 'upside-down' or 'sideways'.</p> <p>Mission E2 : Nav 1 : If the player flies to Nav 1 without cloaking and then cloaks after a few seconds at Nav 1, he will get Pliers comm B ("I got bad news, kid, you got incoming patrols, bigtime"). If he then uncloaks, he will get a second Pliers comm, comm C ("I got bad news and bad news, kid").</p> | <p>Pliers is just restating the part about the incoming patrols and adding that his cloaking device is hosed.</p> <p>* One is supposed to be if you have the cloaking device, and one if you don't.</p> <p>-ALS</p> <p>Correct, but the player can decide to not use the cloaking device until the first message has played. He still need to be told about the failure of the cloaking device. If you don't like this then write up another bug stating that the second line needs to be cut for this instance so that Pliers will only say "I miscalculated the half-life of that crystal..." if the player waits too long before using the cloaking device. It is the only easy way around this and it is unlikely at this point. Also, please do not put spaces between comments as this wonderful bug system does not print anything out after the space and we don't see them unless looking directly into the database.</p> <p>CLOSED ALS 1.04B 11-30-95</p> |
| <input type="checkbox"/> WC4-001289 | Data Error | Darsnek, John    | 1.14A         | <p>Mission J1 : Nav 0 : If I fly off the deck of the Intrepid on this mission, then turn around and fly underneath it, I see two big, yellow trucks suspended from underneath the decks. It looks pretty strange.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                         | <p>Mr. Roan, Is there anyway to move the trucks so this is less obvious? If not, kill this. -JAB</p> <p>This needs to be killed. The trucks have been moved all over the place to try to fix this. Kill the bug or have us remove the trucks. (TDAs)</p> <p>CLOSED ALS 1.04B 11-30-95</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| <input type="checkbox"/> WC4-001296 | Data Error | Errett, Chris    | 1.14A         | <p>Mission B1 : Nav 3 : Pirate T-Bolts : Pirate Frigate : After you have killed 2 of the pirates, the other two run for it and Eisen tells you to follow them and find their base of operations. While I was tailing them, I taunted them several time and still received a "Mission Complete"</p>                                                                                                                                                                                                                                                                                                                                                            | <p>Frank, can we kill this. BCP.</p> <p>As you wish. (fjr)</p> <p>CLOSED ALS 1.04B 11-30-95</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| <input type="checkbox"/> WC4-001417 | Data Error | Ouellette, Myque | 1.14A         | <p>Missile hardpoints that become empty should cycle to the next numeric hardpoint in order. For example, when hardpoint two is emptied, the active hardpoint should cycle to hardpoint 3, if</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                             | <p>*** I may be misunderstanding the bug, but the missile system maintains the current missile TYPE. So, if you use all of your IRs on hp 0, and the next available IRs are on hp 4, then hp</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |

List of all Closed bugs

| (continued)  | Bug Type   | Found by         | Found Release | Description available.                                                                                                                                                                                                                                                                                                                                                                                                                                                   | Comments                                                                                                                                                                                                                                                  |
|--------------|------------|------------------|---------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| — WC4-001316 | Data Error | Bruncke, Andy    | 1.14A         | Gameflow N1 - Ship loadout : The default ship for mission (N1A or N1B) should be the Dragon.                                                                                                                                                                                                                                                                                                                                                                             | 4 will be selected. As designed, (fjr)<br><br>CLOSED ALS 1.04B 11-30-95<br>Only if you selected "Get 'em ready" in M1 with pliers convo. Otherwise, they're banshees. JH<br><br>CLOSED ALS 1.04B 11-30-95                                                 |
| — WC4-001430 | Data Error | Wood, Graham     | 1.14A         | Gameflow 21, Mission J3 : Repeatable : Alarm sound stops going off : After you talk to Tolwyn and tell him that you can not let him go (movie 2120). You return to the Storage Hold and Sosa comes on the PA system and tells you to go to the CIC immediately. Well if you go to the map and then back (by pressing ESC) to the Storage Hold, the alarm is no longer going off. Or if you go to another room in gameflow, eg the Galley then the alarm stops going off. | This probably will be how it works, even though I agree it would be better if the alarm stayed on until you get there. The system isn't capable currently of leaving sounds on when you are walking around. JH<br><br>CR<br><br>CLOSED ALS 1.04B 11-30-95 |
| — WC4-001186 | Data Error | Ouellette, Myque | 1.14A         | Mission K4B1B, Vindicator, any Wingman, Circe NAV, SVGA : If you die, and can get the Replay Mission screen (as opposed to the malloc failed above) it begins you on the planet, instead of on the Intrepid. I think this is due to the way the missions are put together, and related to the weapon configuration resetting when you go to planet-side missions. I still think it should go to the Intrepid if at all possible.                                         | Tony I believe you were handling these. -SRS<br><br>CR<br><br>* A victim of Killfest 95; CLOSED ALS 1.04B 11-30-95                                                                                                                                        |
| — WC4-001244 | Data Error | Hott, Kenny      | 1.14A         | Mission E2 : More time needs to be allowed between the time you decloak and the time the bouy's begin firing on the player. Currently, the bouy's detect the player a few seconds after they decloak and begin firing.                                                                                                                                                                                                                                                   | Frank, this needs to be killed. The bouys should detect the player as soon as he uncloaks. JJS<br><br>CR<br><br>* A victim of Killfest 95; CLOSED ALS 1.04B 11-30-95                                                                                      |
| — WC4-001420 | Data Error | Ouellette, Myque | 1.14A         | Mission : K4B1A and K4B1B : Vindicator : Circe NAV : The gun beams from the player's ship are sometimes blocked by some unseen object. This occurs quite often when I am flying relatively low to the ground.                                                                                                                                                                                                                                                            | This was apparently a problem in Wing 3, and there's not much we can do. This looks like crap, so if it is fixable then go for it. -SRS<br><br>CR<br><br>* A victim of Killfest 95; CLOSED ALS 1.04B 11-30-95                                             |
| — WC4-001249 | Data Error | Hott, Kenny      | 1.14A         | In the autopilot cam, the right engine nacelle sorts through.                                                                                                                                                                                                                                                                                                                                                                                                            | Mr. Morone, If the longbow is shifted out a bit further in the autopilot cam, this might be less of an issue. I'm assuming nothing can be done about it otherwise. -JAB                                                                                   |
| — WC4-001409 | Data Error | Ouellette,       | 1.14A         | Mission : K4B1A and K4B1B : Circe                                                                                                                                                                                                                                                                                                                                                                                                                                        | CLOSED ALS 1.04B 11-30-95<br>Frank, I don't think there is anything                                                                                                                                                                                       |

List of all  
Closed bugs

| (continued)                         | Bug Type   | Found by         | Found Release | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | Comments                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
|-------------------------------------|------------|------------------|---------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                     |            | Myque            |               | NAV : If targeting the Underground base from over 5000 km away, the ground the base is drawn on clips out and the Base (and all ground objects) look like they are floating in mid air.                                                                                                                                                                                                                                                                                      | we can do about this. -SRS<br><br>* engine limitation. (fjr)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| <input type="checkbox"/> WC4-001366 | Data Error | Wachhaus, Todd   | 1.14A         | Gameflow B1 : Flight Control : Activate Main Terminal : While the text is being printed on the screen for you to enter your callsign, hit 'ALT-X' & then 'N'; It erases the text that had been printed before the 'Exit to Dos' plaque.                                                                                                                                                                                                                                      | CLOSED ALS 1.08B 12-8-95<br>NOT FIXED 1.03B 11-28-95 CDE<br>NOT FIXED 1.05B 12-1-95 CDE<br><br>I can do nothing about this. JH                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| <input type="checkbox"/> WC4-001305 | Data Error | Hott, Kenny      | 1.14A         | Mission L3, briefing map as compared to mission : briefing map shows 2 ships shooting 2 mips each at the cruiser, in the mission however, your ship must shoot and retrieve all four mips.                                                                                                                                                                                                                                                                                   | CLOSED ALS 1.08B 12-8-95<br>NOT FX 1.07B 12-5-95 KH<br><br>The movie will not change. I will add something to the pre mission briefing screen. BCP.                                                                                                                                                                                                                                                                                                                                                                                                                             |
| <input type="checkbox"/> WC4-001285 | Data Error | Melton, Kevin    | 1.14A         | Spaceflight : When you use the leech missile or cannon on all your enemies your wingman will not fire apron them unless you pass the enemies with your wingman formed on your side. The wingman will say for ex. "Bogies in sight" and if you give the command "break and attack " they'll give the comm that they will break and attack but wont do a thing. But, they will keep repeating , example "Bogies in sight" until you pass the enemies up or kill them yourself. | CLOSED ALS 1.08B 12-8-95<br>This looks like yours, Frank. I guess we need to make sure that the wingman will attack leeched enemies when told.<br><br>NOT FIXED, BUG REPEATED 1.05B 12-2-95 KM<br><br>CLOSED ALS 1.08B 12-8-95<br>* It appears to be working. "Give mission # or call/get me when duplicated. (fjr)<br><br>BUG REPEATED 1.07B 12-5-95 KM<br>*****NOTE: K4A2: Exel (Avenger) & transports are dead & one leeched enemy left at Nav 1... they don't attack<br><br>** Wingman won't attack leeched ships.. They should no longer say "enemy sighted" either. (fjr) |
| <input type="checkbox"/> WC4-001307 | Data Error | Hott, Kenny      | 1.14A         | Mission L3. Nav 2 to Nav 0 : You can abandon Dekker without any consequences. You do not have to retrieve his mip. The gameflow will continue normally without him, although he will still appear in the appropriate films later. Because Sosa's comm is the same for the success or failure if you chose not to rescue Catscratch, there is no way to tell if that particular mission was a success or failure. Landing clearance will always be given after Sosa's comm.   | NOT FX 1.07B 12-5-95 KH<br><br>There is nothing we can do about this. It is assumed that someone else went out and retrieved him. BCP.<br><br>* Can we make it so the player cannot autopilot until the player retrieves Dekker? -A:S<br><br>I already am. BCP.                                                                                                                                                                                                                                                                                                                 |
| <input type="checkbox"/> WC4-001401 | Data Error | Ouellette, Myque | 1.14A         | Mission : L4B : Banshee : Intercept NAV : Dekker Shuttle and BL Transport : The BL Transport was destroyed by the Dragons while Dekker's shuttle was attached (aand presumably Dekker was inside). The shuttle suffered no damage.                                                                                                                                                                                                                                           | KD CLOSED 1.10B 12-12-95 ALS<br>I couldn't make this happen. If you can repeat it, send it back to me with more details. -SRS<br><br>NOT FX 1.02B 11-25-95 MYQ<br><br>I was finally able to do this by sitting near the transport while invulnerable so that the Dragons shots went past me                                                                                                                                                                                                                                                                                     |

List of all  
Closed bugs

| (continued)                         | Bug Type   | Found by         | Found Release | Description                                                                                                                                                                                                                                                                                                                                                                                                   | Comments                                                                                                                                                                                                                                                                                                                                                                                                                |
|-------------------------------------|------------|------------------|---------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                     |            |                  |               |                                                                                                                                                                                                                                                                                                                                                                                                               | and hit the transport. I couldn't get it by normal gameplay. Is this how you are getting it? As I requested before, please send back with more information describing exactly how this occurs.<br>-SRS                                                                                                                                                                                                                  |
|                                     |            |                  |               |                                                                                                                                                                                                                                                                                                                                                                                                               | ALS 1.08B 12-8-95 : Have the Dragons attack the player.                                                                                                                                                                                                                                                                                                                                                                 |
|                                     |            |                  |               |                                                                                                                                                                                                                                                                                                                                                                                                               | As stated above. They already are.<br>BCP.                                                                                                                                                                                                                                                                                                                                                                              |
| <input type="checkbox"/> WC4-001155 | Data Error | Ouellette, Myque | 1.14A         | K4A1 and K4A2 : Dekker is not available as a comm option unless you target him even though he is part of your team.                                                                                                                                                                                                                                                                                           | AD CLOSED 1.10B 12-12-95 ALS<br>NOT FX 1.07B 12-5-95 MYQ<br>****NOTE: Dekker is a special case so we should make him an automatic option (like wingmen)<br><br>Tony, I think this needs to be killed. Putting Dekker in my team causes problems because he follows the player around in the action sphere which screws up his docking mission. -SRS<br><br>It is not necessary to have Dekker default on the list. (tm) |
| <input type="checkbox"/> WC4-001250 | Data Error | Raffray, Kent    | 1.14A         | Spaceflight : Wingman scores are not being accurately counted.                                                                                                                                                                                                                                                                                                                                                | KD CLOSED 1.10B 12-12-95 ALS<br>The game can only count your first wingman's scores accurately. A design flaw, too late to fix -CR                                                                                                                                                                                                                                                                                      |
| <input type="checkbox"/> WC4-003095 | Data Error | Barnes, Cinco    | 1.14B         | Missions N1A - N4 : These missions are extremely hard with the avenger and vindicator. These ships need to be made just a bit tougher for these missions.                                                                                                                                                                                                                                                     | CLOSED ALS 1.18B 1-6-95<br>The player has the Dragon (and potentially the Bearcat) at this point. These missions are the reason why capturing the Black Lance transport was so important. I don't think a player should necessarily be able to complete every mission with every ship. It seems to me that people would only choose these ships if they want to make the mission harder on themselves on purpose.       |
| <input type="checkbox"/> WC4-003153 | Data Error | Hott, Kenny      | 1.14B         | Mission C2, D2 at nav0 : Shooting from the launchbay into open space causes hits on the Intrepid. While testing my guns before launch, I heard the sound of my guns hitting something. After checking the object camera, I discovered that the shots extended to the length of the Intrepid's "arms." It will eventually trigger traitor AI. This effect disappears as you head further along the launch bay. | CLOSED ALS 1.18B 1-6-95<br>* This is due to the new collision detection routines of cap ships. (fjr)<br><br>CLOSED ALS 1.18B 1-6-95                                                                                                                                                                                                                                                                                     |
| <input type="checkbox"/> WC4-003051 | Data Error | Ouellette, Myque | 1.14B         | Mission C2 : Disk 2 : Longbow : Maniac : NAV 1 : Maniac sends a                                                                                                                                                                                                                                                                                                                                               | Mr. Roan : ALS and JAB don't think anything can be done but what do you                                                                                                                                                                                                                                                                                                                                                 |

List of all  
Closed bugs

| (continued)  | Bug Type   | Found by         | Found Release | Description                                                                                                                                                                                                                                                                                                                                                                                                                          | Comments                                                                                                                                                                                                                                                                                                                                                                                                      |
|--------------|------------|------------------|---------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|              |            |                  |               | "Watch your fire" comm if the rear turret shoots him. Since the rear turret is beyond our control, we should not even hear about Maniac's personal flight problems or our turret's incompetence. Nor should traitor AI be triggered.                                                                                                                                                                                                 | think?<br><br>* This seems like a very rare occurrence, and worthy of killing. (fjr)<br><br>CLOSED ALS 1.18B 1-6-95                                                                                                                                                                                                                                                                                           |
| — WC4-003074 | Data Error | Flores, James    | 1.14B         | Mission N4 : Both Vesuvius and St. Helen's are numbered 01 in flight on their hulls.                                                                                                                                                                                                                                                                                                                                                 | * This may need to be killed based on what we decided... -ALS<br><br>CLOSED ALS 1.18B 1-6-95                                                                                                                                                                                                                                                                                                                  |
| — WC4-003078 | Data Error | Flores, James    | 1.14B         | Gameflow N4 : Control Bay : Briefing should play once player clicks on CIC door as the briefing shows Blair entering the CIC for the briefing                                                                                                                                                                                                                                                                                        | No. That's not the way it works. JH<br><br>CLOSED ALS 1.18B 1-6-95                                                                                                                                                                                                                                                                                                                                            |
| — WC4-003084 | Data Error | Darsnek, John    | 1.14B         | Gameflow N1 (33) : On the Intrepid in the control bay : repeatable : Postage stamp before Blair talks to Dekker shows nobody at the main terminal in the background, while the movie which follows shows a female figure.                                                                                                                                                                                                            | This has been changed too many times to rehash. There's nobody at the terminal now and it's final. JH<br><br>CLOSED ALS 1.18B 1-6-95                                                                                                                                                                                                                                                                          |
| — WC4-003111 | Data Error | Ouellette, Myque | 1.14B         | Spaceflight : If you die, there are no subtitles for the eulogy that plays, regardless of settings (with or without speech, with or without subtitles) it automatically runs the audio of the eulogy but never the subtitles. If the subtitles are enabled, there is usually a reason for it, and since every other aspect of the game includes subtitles, the subtitles should play if they are enabled in the spaceflight options. | Eulogy is played as a sound effect. It does not use the comm system, and can therefore not have subtitles. (tm)<br><br>CLOSED ALS 1.18B 1-6-95                                                                                                                                                                                                                                                                |
| — WC4-003113 | Data Error | Ouellette, Myque | 1.14B         | Gameflow : If moving from the Flight Deck to Flight Control using the keyboard, and I double-hit the Enter key, I end up in the Officer's Lounge. This does not occur if I double click the mouse button or the joystick button, only with the keyboard. I think this can be rather disorienting for people, the next Gameflow state should not accept keyboard input until it is actually viewable.                                 | You never have to "double-hit" the enter key. If the player does this, they're sending TWO commands to the system. There's no such thing as a double-click on the keyboard, and anyone who thinks there is, is nuts. JH<br><br>CLOSED ALS 1.18B 1-6-95                                                                                                                                                        |
| — WC4-003013 | Data Error | Ouellette, Myque | 1.14B         | Spaceflight : Used C1 : You should not be able to communicate with Leeches ships. Currently, if you leech the Lexington (or any fighter for that matter) and then ask "Whats your status" they reply "We've suffered heavy damage" comm. In the targeting VDU there is no damage indicated whatsoever (and how does their communications work when they are leeches anyway?).                                                        | Ships have emergency communication power, seperate from main ship power. This was discussed with asommers earlier (and in several bugs) and it was decided that, if a ship was leeches, a ship's most critical status report was to be used, even if it didn't really fit the situation. If this is still an issue, then let's talk about it in the next bug meeting. :) (fjr)<br><br>CLOSED ALS 1.18B 1-6-95 |
| — WC4-003049 | Data Error | Ouellette, Myque | 1.14B         | Vindicator : The Vindicator's missile hard points should be evenly distributed. Right now the hardpoints are set for 2 medium points on the left hand side, and 3 heavy on the right (on                                                                                                                                                                                                                                             | There set in the object that way because they have to be for gameflow. The art needs to show the heavy hard points in the middle of the ship. BCP.                                                                                                                                                                                                                                                            |

List of all  
Closed bugs

| (continued) | Bug Type   | Found by       | Found Release | Description                                                                                                                                                                                                                                                                                    | Comments                                                                                                                                                                                                                                                                                   |
|-------------|------------|----------------|---------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|             |            |                |               | of the heavy points is centered). They loadout should have a medium hard point on each side and the 3 heavy hard points evenly distributed around the center. NOW:<br>medium-medium-heavy-heavy-heavy :<br>SHOULD BE:<br>medium-heavy-heavy-heavy-medium                                       | Why does the loadout need to be balanced?? (Not because of gravity). This is problematic due to the way gameflow communicates MIP loadouts to spaceflight. (tm)<br><br>CLOSED ALS 1.18B 1-6-95                                                                                             |
| WC4-003091  | Data Error | Gibson, Lee    | 1.14B         | Mission LA : The preflight briefing is somewhat ambiguously worded. It reads something like "Drop Dekker and Melek at Nav 1, then proceed to his base...". Perhaps something like "Drop Dekker and Melek at Nav 1, then proceed to the Kilrathi Starbase at Nav 2".                            | I don't see a problem with it. If this really needs to happen let me know. I really don't like changine briefing.xmlf unless absolutely necessary.JJS<br><br>This is TOO nictpicky, esp. since it envoles multiple languages -CR<br><br>CLOSED ALS 1.18B 1-6-95                            |
| WC4-003139  | Data Error | Bruncke, Andy  | 1.14B         | Mission B2A : Nav 0 (returning) : The comm from Eisen telling you there are more things to do has the video and audio mis-synced.                                                                                                                                                              | This is the frame skipping effect. If running at less than 15fps (which you probably are approaching the Lex), you will see frames skipping, which will give the appearance of not being in synch. (tm)<br><br>CLOSED ALS 1.18B 1-6-95                                                     |
| WC4-003140  | Data Error | Bruncke, Andy  | 1.14B         | Mission D1 : If the Intrepid is destroyed, the mission ends, and the replay plaque comes up in the middle of battle. If the ship is destroyed, the player should be shown the Hellcat being tractedored in by the Lexington and the traitor movie playing with Paulsen and the credits.        | Chris ?? (tm)<br><br>AS DESIGNED - We decided that the player would rather get a chance to replay a mission that he has lost, as the movie is cool, but the player REALLY wants to win - It's either the movie or the chance to replay - The latter won -CR<br><br>CLOSED ALS 1.18B 1-6-95 |
| WC4-003168  | Data Error | Wood, Graham   | 1.14B         | Mission K4A1, Disk 5 : No white square for comm : When Dekker comes on the comm and tells you that they have taken over the BL Transport there is not a white box (designating that he is talking) around his ship.                                                                            | The way this is implemented, the dekker lines actually come from a ghost object. Therefore, no white box around the shuttle. Possible fiction : he is walking around and talking on his portable comm unit. (tm)<br><br>CLOSED ALS 1.18B 1-6-95                                            |
| WC4-003154  | Data Error | Bruncke, Andy  | 1.14B         | Gameflow G2 and G3 : Pliers loadout lines talk about the Ion gun, when the Banshee is selected, which has no Ion guns, only lasers.                                                                                                                                                            | The scatter gun is 5 ion bolts. JH<br><br>CLOSED ALS 1.18B 1-6-95                                                                                                                                                                                                                          |
| WC4-003231  | Data Error | Hott, Kenny    | 1.14B         | Gameflow D3 L Inappropriate Pliers audio. : Before this mission, I received the "Don't screw this one up... its a cakewalk" audio. While I recieved the "Eisen passed out a tough one this time." audio for the mission before. These would seem to be reversed. The Pliers comms seem random. | CLOSED ALS 1.18B 1-6-95                                                                                                                                                                                                                                                                    |
| WC4-003098  | Data Error | Wesley, Carlus | 1.14B         | Mission B3 : The counter that tells you the number of photos taken should                                                                                                                                                                                                                      | per bug meeting (tm)                                                                                                                                                                                                                                                                       |

List of all  
Closed bugs

| (continued) | Bug Type   | Found by      | Found Release | Description                                                                                                                                                                                                                                                                                                                                               | Comments                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
|-------------|------------|---------------|---------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|             |            |               |               | either be larger or a different color than the energy level vdu. It's very hard to see.                                                                                                                                                                                                                                                                   | CLOSED ALS 1.18B 1-6-95                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| WC4-003232  | Data Error | Hott, Kenny   | 1.14B         | During the autopilot sequence, the Longbows engines seem to pass through the wing. Is it possible to have the camera show us a different view? Perhaps a shot angled from the rear as it rockets forwards like the autopilot sequence in mission d3.                                                                                                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| WC4-003106  | Data Error | Errett, Chris | 1.14B         | Mission G1 : Melek Comm : White Brackets : Vindicator : Primate : Pirate Arrow : Repeatable : White brackets change to a pirate Arrow halfway through Melek's comm. When a Vindicator is flown with Primate as a wingman, Melek's comms highlight a Pirate Arrow during his speech. This seems only to happen when Primate and a Vindicator are selected. | Andy, please take a look and decide if this is a kill. (tm)<br><br>CLOSED 1.18B 1-7-95 -ALS                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| WC4-003145  | Data Error | Errett, Chris | 1.14B         | Spaceflight : Bearcat : Weapon Placement : Gun Bolts need to converge                                                                                                                                                                                                                                                                                     | Frank - I don't know what they mean by this but it's not something controlled by data. BCP.<br><br>What do you guys mean? Bolts have never converged except for natural perspective convergence. (fjr)<br><br>* Right, but the guns are too far apart to be useful. Can we have the bolts converge? -ALS<br><br>** Converging guns are not that easy and something we would not want to do right now. Maybe we can bring the guns in a bit, but that's it. I guess this is one of the drawbacks of a Bearcat. TDAs, any comments? (fjr)<br><br>Ditto. - BCP.<br><br>* Yeah! Move the guns in a bit. Thanks! (What about auto-tracking? Will autotracking allow all gun bolts to converge?) -ALS<br><br>No. What I meant by "Ditto" was that it was a draw back of the bearcat. Not that I was agreeing with the bug. The bolts are coming from where the guns are located on the art itself. I would not agree with moving them closer in. The guns are auto tracking. BCP.<br><br>CLOSED ALS 1.19B 1-11-95 |
| WC4-003063  | Data Error | Raffray, Kent | 1.14B         | Mission K4B1B : Planet nav : I set Wingman home but he was there after I left planet                                                                                                                                                                                                                                                                      | NOT FX 1.17B 1-2-96 KR / ELG<br>*****NOTE: This is still happening.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |

List of all Closed bugs

| (continued) | Bug Type   | Found by         | Found Release | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | Comments                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
|-------------|------------|------------------|---------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| WC4-003178  | Data Error | Bruncke, Andy    | 1.14B         | Mission LB : Nav 1 : After Dekker says "Need more time, bet you thought I forgot how you stood up for Maniac", 2 Hellcats appear on the other side of the Weapons depot. and run right into it and die.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | <p>I don't think it's unreasonable for the wingman to meet you for the second leg of the mission. Sometimes you get new orders assigned, and you would like to have your wingman back. You can send him away again, if you don't want him. (tm)</p> <p>CLOSED 1.22B 1-20-96 -ALS<br/>NOT FX 1.18B 1-7-96 JF / AB<br/>*****NOTE: They're still running into the depot and dying.</p> <p>* JF/AB, please verify for Ben with exact instructions. -ALS</p> <p>KD 1.19B 1-12-96 ALS</p>                                                                                                                                                     |
| WC4-003112  | Data Error | Ouellette, Myque | 1.14B         | Spaceflight : It appears that the missile AI for Leech and IR missiles is set* to go directly after capital ship if decoyed from their original target. For example, in mission C2 at NAV 1 there are 4 enemy Banshees and 2 enemy cruisers. If I lock onto a Banshee with either of these missiles and it is decoyed the cruisers will receive a hit from the missile. This is especially clear when shooting a leech missile as the cruiser becomes leeched when nothing was fired upon it. This brings up the following problem: if shooting a missile at a friendly capital ship, the traitor AI should trigger. However, if the missiles are set to go after the capital ship if decoyed, in the missions you are protecting your cap ship, the missile goes straight for it and would trigger the AI. This problem can be seen clearly in Mission D1, where I have hit the Intrepid accidentally several times due to the enemy ship being destroyed before the missile hits it, or the enemy decoying the missile. If we can set the missiles to look for ONLY fighter targets (unless originally targeted at a capital ship) this would go a long way to reducing several problems, not just the one enumerated above. *It may not actually be programmed this way, but this is the end result, regardless. | <p>CLOSED 1.22B 1-20-96 -ALS<br/>When a missile is successfully decoyed, it will fly in a straight line. What could be happening is that it is flying straight into the carrier, just not on purpose. Turn on the missile camera and (at least for me) they appear to do what I just described. Let me know if still a problem. (fjr)</p> <p>* Myque and I discussed this, and we would like you to come on by for a demonstration. The missile appears to not go straight after it is decoyed.</p> <p>CLOSED 1-23-95 - JAB</p> <p>NOT FX 1.22B 1-21-96 MYQ<br/>*****NOTE: It happens less often now; but it's ok to KILL this one.</p> |
| WC4-003184  | Data Error | Ouellette, Myque | 1.15B         | Mission C3 : Disk 2 : Hellcat : Vagabond and Catscratch : Intrepid NAV : SVGA : Repeatable : After reaching the Intrepid NAV (I defected, of course) and receiving clearance from Eisen, I then destroyed the Intrepid. The AUTO light remained on, but                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | <p>CLOSED ALS 1.18B 1-6-95</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |

List of all  
Closed bugs

| (continued) | Bug Type   | Found by         | Found Release | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | Comments                                                                                                                                                                                                                                                                                   |
|-------------|------------|------------------|---------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| WC4-003196  | Data Error | Hott, Kenny      | 1.15B         | would not function and I was stuck in space forever. If the Intrepid is destroyed, the Replay Mission screen should pop up in 10 seconds, as it does in other Missions.<br>Spaceflight : Repeatable : Specifically tested on e1 and d2, probably global : the distances to targets as listed on your hud and navigation map do not match. The distance to targets is greater on your hud than your nav map (when you hit 't'). This was tested with the target object being directly in my line of sight. The discrepancy is very small for fighters. For example, Maniac was listed as being 297 away on the nav map and 302 on the hud in mission e1. The discrepancy get larger for cap ships. For example, the Intrepid was listed as being 1498 away on the nav map and 1542 on the hud. | These distances are never exact. The nav map and target display use different scales of precision. (tm)<br><br>CLOSED ALS 1.18B 1-6-95                                                                                                                                                     |
| WC4-003185  | Data Error | Ouellette, Myque | 1.15B         | Mission E1 : Disk 2 : Avenger : any Wingman : NAV 1 : SVGA : The IR and Leech missiles in this Mission have a range of 23-25000 km. This is inconsistent with the range of the same type of missiles in other Missions. The ranges need to be consistent from Mission to Mission.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | * This is the correct distance for all missions (except nebulas). Please let me know of missions where this is not the case. (fjr)<br><br>CLOSED ALS 1.18B 1-6-95                                                                                                                          |
| WC4-003221  | Data Error | Ouellette, Myque | 1.15B         | Mission B2 : Disk 1 : Longbow : Catscratch : Transport NAV : The destroyed Civilian Transport can be targeted in this NAV, and the ship stats shows no damage. The ship should not be able to be targeted, just like any other destroyed vessel.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | It's flash packed, not destroyed. BCP.<br><br>* Can we set damage? Make it totally red? -ALS<br><br>Flash packed ships can be targeted, and the flash pack does damage like no other weapon, so it does not register on the conventional instruments. (tm)<br><br>CLOSED 1.18B 1-9-96 -ALS |
| WC4-003219  | Data Error | Ouellette, Myque | 1.15B         | Mission B1 : Disk 1 : Hellcat : any Wingman : NAV 2 : After following the pirates to their home base, receiving the Mission Complete message and heading back to the Lexington, the enemy ships began sending taunts. They aren't supposed to know I'm there, and should not send taunt.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | * TM: You're putting in some flashing message thingy for this, right? Could you also tell the pirates to shut up the same time you start that? Thanks. (fjr) (tm)<br><br>Given to Myque Ouellette for evaluation. -JAB<br><br>KILLED TO SHIP GAME -CR                                      |
| WC4-003238  | Data Error | Hott, Kenny      | 1.17B         | Mission C2 : Nav 0 : After losing mission : After losing the mission (but not dying) and returning to the Lexington, the Lexington is seemingly upside down in respect to your landing. You are allowed to autopilot inside                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | CLOSED ALS 1.04F 2-7-96<br>There is no upside down in space. (tm)<br><br>CLOSED ALS 1.18B 1-6-95                                                                                                                                                                                           |

List of all  
Closed bugs

| (continued) | Bug Type   | Found by         | Found Release | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | Comments                                                                                                                                                                                                                                                                                                                                                                                                                                    |
|-------------|------------|------------------|---------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| WC4-003255  | Data Error | Melton, Kevin    | 1.17B         | normally. There are currently only two ways to "lose" this mission without dying. Either you fly out of the action sphere at nav 1 and autopilot back. Or you can simply fly out of the action sphere in nav 0 and autopilot back. Mission B2A/B2B : Nav 4 : If you try to destroy the hull of the civilian transport it will trigger traitor AI, And even the Alfa shuttle said "nothing else could be done there anyway." This and all flask-paked objects should be 'invulnerable' objects. | Tony - Can we kill this. I personally think this is how it should be, and it is not how I intended it. He shouldn't be shooting the transport hull anyways. I can make it neutral in the mission if we don't want it triggering the traitor AI though. I really don't think making it invulnerable will solve anything. BCP.<br><br>Flash packed ships remain as vulnerable objects which can be further destroyed. This was intended. (tm) |
| WC4-003276  | Data Error | Ouellette, Myque | 1.17B         | Mission D1 : Disk 2 : NAV 0 : If targeting the Longbows and then hitting 'Y' to match speed, the SET speed goes to 347 kps. The top speed of a Longbow is 320 kps.                                                                                                                                                                                                                                                                                                                             | CLOSED ALS 1.18B 1-6-95<br>Not if he's afterburning. (tm)<br><br>CLOSED 1.18B 1-9-95 -ALS                                                                                                                                                                                                                                                                                                                                                   |
| WC4-003294  | Data Error | Flores, James    | 1.17B         | Mission LC : Leeching fighters prevents mission success : Once the carrier is entirely disabled (engines and turrets destroyed) the player must destroy all leeched fighters in the sphere before getting the mission complete message. Leeched fighters should be counting as destroyed for the purposes of the mission objectives.                                                                                                                                                           | Mission objectives screen says to destroy fighter cover. (tm)<br><br>CLOSED 1.18B 1-9-95 -ALS                                                                                                                                                                                                                                                                                                                                               |
| WC4-003270  | Data Error | Ouellette, Myque | 1.17B         | Spaceflight : Disk 2 : SFO : SVGA : The icon description text (which comes up at the bottom of the screen when the cursor passes over an icon) come up on the green border of the screen. If we could move the text up just a bit, it would fit perfectly between the icons and the border.                                                                                                                                                                                                    | Currently no control over this. Too much work for 3 pixels. (tm)<br><br>CLOSED 1.18B 1-9-95 -ALS                                                                                                                                                                                                                                                                                                                                            |
| WC4-003271  | Data Error | Ouellette, Myque | 1.17B         | Gameflow : The TAB and joystick 'B' button should be set up so it begins the cycle on the nearest button instead of beginning the cycle with the first button no matter what.                                                                                                                                                                                                                                                                                                                  | Wish List (tm)<br><br>CLOSED 1.18B 1-9-95 -ALS                                                                                                                                                                                                                                                                                                                                                                                              |
| WC4-003282  | Data Error | Hott, Kenny      | 1.17B         | Mission C1 : If you test fire into open space from inside the Intrepid, the Intrepid will take damage.                                                                                                                                                                                                                                                                                                                                                                                         | A byproduct of the new collision detection method. BTW, wouldn't the openings to the flight deck be protected by shields? (tm)<br><br>CLOSED 1.18B 1-9-95 -ALS                                                                                                                                                                                                                                                                              |
| WC4-003288  | Data Error | Hott, Kenny      | 1.17B         | In previous versions, upon successful completion of a mission, patrolling hellcats would fly in formation and do maneuvers. Let's see some more of this for both Confed and Border                                                                                                                                                                                                                                                                                                             | wish list (tm)<br><br>CLOSED 1.18B 1-9-95 -ALS                                                                                                                                                                                                                                                                                                                                                                                              |

List of all  
Closed bugs

| (continued) | Bug Type   | Found by      | Found Release | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | Comments                                                                                                                                                                                                                                                                                                                                          |
|-------------|------------|---------------|---------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| WC4-003302  | Data Error | Barnes, Cinco | 1.17B         | Worlders after you win a mission because it looks really cool. Formation flying, crossing patterns, rolls in unison, etc. would look visually appealing. Missions N3 and N4 : Number of enemy waves should be increased and enemy variety should be broadened. I think it would be considerably more challenging (and hopefully not damaging to the frame rate) if the Nav 1 engagement in both N3 and N4 were broken into four waves of fighters: Four Hellcats, Three Arrows, Three Bearcats, and Three Excaliburs. In order to make this lesser number more challenging for the player, I believe that the player should have at least one fewer wingmen (two or one instead of three). | This sounds like a re-design. (tm)<br><br>CLOSED 1.18B 1-9-95 -ALS                                                                                                                                                                                                                                                                                |
| WC4-003289  | Data Error | Hott, Kenny   | 1.17B         | Mission E1 : Avengers : The rear turret does not fire if the "~" key is pressed to maintain afterburn. If you hit "0" and view the rear turret firing, you will find that as you toggle the afterburn, it stops firing at available targets. It is not for lack of targets. They are visible and close enough to fire at you.                                                                                                                                                                                                                                                                                                                                                              | This actually works for me when I tested it, but not worth spending any time on. I believe this might be a matter of perception. (fjr)<br><br>CLOSED 1.18B 1-9-96 -ALS                                                                                                                                                                            |
| WC4-003366  | Data Error | Milton, Hal   | 1.17B         | Mission K4B : Nav1 : Vindicator : Unidentified MIP Like Object appears if you run into the ground. At the first Nav on the planet if you run straight into the ground and skip across the surface nose first, you see a it blink in and out of view.                                                                                                                                                                                                                                                                                                                                                                                                                                       | * ALS: This looks like debris or something? Is it a big MIP? Is it really a MIP? From what I saw (which wasn't much) in my tests, this looks quite killable, but I don't know if I was able to get this to repeat. We can talk if this is bad, or just kill it. (fjr)<br><br>* Spoke to Hal, he said it was killable.<br>CLOSED ALS 1.19B 1-10-96 |
| WC4-003281  | Data Error | Hott, Kenny   | 1.17B         | Mission C1 : Nav 1 : The longbow's rear turret will fire at the spacelab, the objective you are trying to take.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | Frank, do we have a way around this? (tm)<br><br>* Unless this is extremely annoying and it blows up the lab or causes grief, then we don't have time to "fix" this, although it almost makes sense. It would be a large hack to change. (fjr)<br><br>CLOSED ALS 1.19B 1-11-95                                                                    |
| WC4-003325  | Data Error | Raffray, Kent | 1.17B         | Mission K4b1a and k4b1b - (any with MIPs) : Wrong 'Negatory' comm when firing MIPs at wrong target                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | This is what Chris Roberts wanted. BCP.<br><br>CLOSED ALS 1.19B 1-11-95                                                                                                                                                                                                                                                                           |
| WC4-003328  | Data Error | Melton, Kevin | 1.17B         | Mission B1 : Nav 2 : Jump bouys should be indestructible so the transport can jump before the player can destroy it.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | It's only a marker, not the actual mechanism the Transport is using to jump. BCP.<br><br>CLOSED ALS 1.19B 1-11-95                                                                                                                                                                                                                                 |

List of all  
Closed bugs

| (continued)                         | Bug Type   | Found by         | Found Release | Description                                                                                                                                                                                                                                                                                                                  | Comments                                                                                                                                                                                                                                                                                                                                                                           |
|-------------------------------------|------------|------------------|---------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <input type="checkbox"/> WC4-003330 | Data Error | Hott, Kenny      | 1.17B         | Mission D3 : Nav 1 : After completing mission and being abandoned by Intrepid, the losing plaque is a generic message. It should be made clear that you have been abandoned by your carrier.                                                                                                                                 | Tony - This is the end mission Chris had me put in after the baseship dies. Is there anything that can be done about this. BCP.<br>wish list (tm)<br><br>CLOSED ALS 1.19B 1-11-95                                                                                                                                                                                                  |
| <input type="checkbox"/> WC4-003322 | Data Error | Raffray, Kent    | 1.17B         | Spaceflight : The Dragon runs out of afterburn even though it is suppose to have limitless afterburn due to its new engine.                                                                                                                                                                                                  | The afterburn pool will still deplete (at half the rate of other fighters). However, it will regenerate. (tm)<br><br>CLOSED ALS 1.19B 1-11-95                                                                                                                                                                                                                                      |
| <input type="checkbox"/> WC4-003376 | Data Error | Wesley, Carlus   | 1.17B         | Mission E2 : One of the turret mines is really dark and blends into space and can barely be seen.                                                                                                                                                                                                                            |                                                                                                                                                                                                                                                                                                                                                                                    |
| <input type="checkbox"/> WC4-003315 | Data Error | Melton, Kevin    | 1.17B         | Gameflow B2 : The Officer's Lounge to Eisen's cabin transition is not playing, while the other transitions do. If this one is cut, ensure all of them are cut.                                                                                                                                                               | CLOSED ALS 1.19B 1-11-95                                                                                                                                                                                                                                                                                                                                                           |
| <input type="checkbox"/> WC4-003377 | Data Error | Wesley, Carlus   | 1.17B         | Gameflow : When killing turrets in space, the killboard indicated kills. Turrets should not count.                                                                                                                                                                                                                           | * ALS: What about ground tanks, etc.? We have always given kill credit for things like that, and the floating turrets are the same thing, as far as the game is concerned. It's harder (in terms of damage points) to kill a floating turret than it is a tank, by the way. I am going to say "As Designed", but we can discuss if you like. (fjr)<br><br>CLOSED ALS 1.19B 1-11-95 |
| <input type="checkbox"/> WC4-003274 | Data Error | Ouellette, Myque | 1.17B         | Mission C3 : Disk 2 : Hellcat : After not defecting and then returning to NAV 0 and turning traitor (by shooting wingmen or the Lexington), the option to communicate with the Lexington is still available. You can ask What's your status and Request Clearance, although Naismith will say "Negative." for the clearance. | Seems fine to me. This is the way all previous WC's have worked... -CR<br><br>CLOSED ALS 1.19B 1-11-95                                                                                                                                                                                                                                                                             |
| <input type="checkbox"/> WC4-003378 | Data Error | Wesley, Carlus   | 1.17B         | Mission G1 : Melek's shuttle is still invulnerable here, so it looks odd when attacking his shuttle as it does not trigger traitor AI.                                                                                                                                                                                       | No traitor Ai for docking ships -CR<br><br>CLOSED ALS 1.19B 1-11-95                                                                                                                                                                                                                                                                                                                |
| <input type="checkbox"/> WC4-003323 | Data Error | Raffray, Kent    | 1.17B         | Mission K4B1B : Ground Nav : Missing Dekker's 'We're in' comm after marines reach ground complex                                                                                                                                                                                                                             | Dekker should say the line "It's a cake walk Colonel..." once the marines are in which appears to be working. He has three other lines he can say when they dock, depending on how long it takes the player to destroy the Hellcats. -SRS<br><br>NOT FX 1.19B 1-12-96 HM / KR<br>*****NOTE: He should say "We're in..." and then say the comm "It's a cake walk Colonel..."        |

List of all  
Closed bugs

| (continued)                         | Bug Type   | Found by         | Found Release | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | Comments                                                                                                                                                                                                                                                                                            |
|-------------------------------------|------------|------------------|---------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                     |            |                  |               |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | Chris, this line is not listed in the script for this mission and it seems unnecessary. A few seconds after docking, Dekker sends a message indicating his status. I can add this line, but it will affect the timing of the mission and would be risky at this late stage. I recommed a kill. -SRS |
|                                     |            |                  |               |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | SHIP TIME -CR                                                                                                                                                                                                                                                                                       |
| <input type="checkbox"/> WC4-003269 | Data Error | Ouellette, Myque | 1.17B         | Mission D3 : Disk 2 : Avenger : no Wingman : NAV 1 : Longbows : The wrong enemy ship (Longbow) is responding to my taunts--given via ALT-T. I targeted Longbow 1 and taunted him via ALT-T (2-4 times) until he responded with a taunt of his own. I then waited a few seconds (to make sure he didn't have any additional taunts saved up in response to my taunts) and switched my target to Longbow 2. As I taunted Longbow 2, Longbow 1 would resond to all of them. I taunted Longbow 2 eight times with time in between and Longbow 1 responded each time with a taunt of his own | CLOSED 1.22B 1-20-96 -ALS<br>Only 1 longbow has speech in this mission, to reduce the amount of comms which occur. (tm)<br><br>CLOSED 1.22B 1-20-96 -ALS                                                                                                                                            |
| <input type="checkbox"/> WC4-003273 | Data Error | Ouellette, Myque | 1.17B         | Mission C2 : Disk 2 : Longbow : Maniac : NAV 1 : I would destroy BW Cruiser and the "We surrender..." comm would play, however, one of the Banshees would continue to fire his gun and attack some insubstantial point in space.                                                                                                                                                                                                                                                                                                                                                        | NOT FX 1.19B 1-12-96 KH/MYQ<br>****NOTE: Blue Banshee will continue to fire for @ 5 secs after the surrender. Happens 1 in every 5 times.<br><br>CLOSED 1.22B 1-20-96 -ALS                                                                                                                          |
| <input type="checkbox"/> WC4-003361 | Data Error | Flores, James    | 1.17B         | Mission KA : Speed set to 0 after coming up from planet surface. : Ship speed was set to max when autopiloting to leave planet. After coming out of autopilot back in space ship speed was set to 0.                                                                                                                                                                                                                                                                                                                                                                                    | Doesn't really bother me. (tm)<br><br>* Gave to MYQ for review... -ALS<br><br>NOT FIXED MYQ 1-21-96 1.22B : Set to 0 if win, set to 300 if lose. Need to be consistent.                                                                                                                             |
| <input type="checkbox"/> WC4-003335 | Data Error | Barnes, Cinco    | 1.18B         | Mission N3 : Jump Bouy @ Nav 1 is not invulnerable. I was able to destroy it with missiles before the Intrepid JUMPED out.                                                                                                                                                                                                                                                                                                                                                                                                                                                              | CLOSED ALS 1-22-96 1.23B<br>Once again, the jump buoy is not the mechinism the ships are using to jump. Just a marker. BCP.<br><br>CLOSED ALS 1.19B 1-11-95                                                                                                                                         |
| <input type="checkbox"/> WC4-003354 | Data Error | Ouellette, Myque | 1.18B         | Mission C1 : Disk 2 : Hellcat : any Wingman : NAV 1 : Spacelab : SVGA : If I finish destroying all of the Avengers at this NAV (the wave of 4, then 2, and 2 again) and eject BEFORE the time limit is up (which would trigger the Mission Complete message) it places me straight into Gameflow C2, as if I had won the Mission. It seems to                                                                                                                                                                                                                                           | TDAs: What is required to complete this misssion? This sounds correct to me, assuming that the player has met all mission objectives. (Eject != mission lost). (fjr)<br><br>It doesn't do this for me when I eject at the NAV point, only when Dekker is about to complete his mission. Dekker      |

List of all Closed bugs

| (continued)                         | Bug Type   | Found by         | Found Release | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                               | Comments                                                                                                                                                                                                                                                                                                                                                                                                                                         |
|-------------------------------------|------------|------------------|---------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                     |            |                  |               | me that until you receive the Mission Complete message, any ejection should be equivalent to a Mission loss, thus Losing Endgame 1 should play.                                                                                                                                                                                                                                                                                                                           | must be completing the mission while you are in the eject cam, because thats the only time I set mission success. If thats the case, I find it highly acceptable. BCP.<br><br>CLOSED ALS 1.19B 1-11-95                                                                                                                                                                                                                                           |
| <input type="checkbox"/> WC4-003382 | Data Error | Ouellette, Myque | 1.18B         | Spaceflight : Dragon : The missile hardpoints on the Dragon are not evenly distributed in the Weapons VDU. Currently the hardpoints are drawn with: Light - Light - Med. - Med. - Heavy - Heavy. It should have the heavy hardpoints in the center and the one light and one medium on either side, so it would look like: Light - Med. - Heavy - Heavy - Med. - Light OR Med. - Light - Heavy - Heavy - Light - Med.                                                     | We don't balance the hardpoints on the other ships (since we need the last ones to be reserved for MIPS) -CR<br><br>CLOSED ALS 1.19B 1-11-95                                                                                                                                                                                                                                                                                                     |
| <input type="checkbox"/> WC4-003355 | Data Error | Ouellette, Myque | 1.18B         | Mission C3 : Disk2 : Hellcat : Catscratch and Miner : any NAV : SVGA : If shooting any of the "enemy" ships (Vagabond and the red shirts at the Hidden NAV) with a leech missile, instead of becoming neutral or remaining hostile, they become friendly again, complete with all of the friendly comm options (What's your status, Break and Attack, Return to Base, etc.).                                                                                              | Gray box is now drawn around all disabled/leeched craft. The ability to comm is "as desinged". (fjr)<br><br>CLOSED 1-23-95 - JAB                                                                                                                                                                                                                                                                                                                 |
| <input type="checkbox"/> WC4-003439 | Data Error | Hott, Kenny      | 1.19B         | gameflow b1, movie "midgame:approaching confed hq" 0230 : As the screen shot pans across confed hq, the planet in the background is initially missing a pie shaped chunk. It appears normally as the shot goes across the confed hq lower pilons.                                                                                                                                                                                                                         | CLOSED ALS 1.19B 1-13-96                                                                                                                                                                                                                                                                                                                                                                                                                         |
| <input type="checkbox"/> WC4-003392 | Data Error | Ouellette, Myque | 1.19B         | Spaceflight : Longbow or Avenger : any Wingman : Torpedoes : SVGA : The torpedoes now have a range of somewhere between 8-10000 km on every Mission, including the nebulas. My understanding was we were going to change it to 15,000 and then halve that for nebula Missions.                                                                                                                                                                                            | I WANT the torpedoes to only have a range of 8000-10000 So you have to get in close to fire them -CR<br><br>CLOSED 1.22B 1-20-96 -ALS                                                                                                                                                                                                                                                                                                            |
| <input type="checkbox"/> WC4-003408 | Data Error | Bruncke, Andy    | 1.19B         | Gameflow E2 - Hawk loves killing (1300) - Repeatable - SVGA 16 : There are 3 movie choices available in the Gameflow state, Hawk (1300), Pliers (1270) and Vagabond and Maniac (1290). Only Pliers is required, but if you watch it, then the Hawk choice is no longer available. Originally it worked, but the Hawk gump and the Briefing postage stamp being in the CIC simultaneously cause one of the guys postage stamps to cut off part of his head. The Hawk movie | No. This has been going round and round. I have already fixed the bug that the guy wasn't in front of the monitor at the bottom. I already fixed the bug that said Hawk cut off his head. I don't think this makes ANY difference that the Hawk movie is conditionally available--it's not at all related to the plot, and is therefore not important enough to redo all of this and make it the way it was. JH<br><br>CLOSED 1.22B 1-20-96 -ALS |

List of all  
Closed bugs

| (continued)  | Bug Type   | Found by         | Found Release | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | Comments                                                                                                                                                                                                                                                  |
|--------------|------------|------------------|---------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| — WC4-003426 | Data Error | Ouellette, Myque | 1.19B         | should be available even after the Pliers movie. Maybe just remove the postage stamp of the guy at the terminal on the bottom left of the screen.<br>Credits : Disk All : SVGA : Three characters are labeled as being in a Canteen: Canteen Bartender, Canteen Vet, and Canteen Man. However, the Intro movie is in a Cantina not a canteen (no definition of canteen fits).                                                                                                                                                                                                                                                                                                                                        | YOU CANNOT BE SERIOUS. IF I SEE ANOTHER BUG LIKE THIS I'M POSTING ON THE ORIGIN WEB PAGE -CR WHO SAID THE BAR WAS A CANTINA? I THINK YOU GUYS HAVE BEEN WATCHING TOO MUCH STAR WARS<br><br>CLOSED 1.22B 1-20-96 -ALS<br>Can't do this. No inventory. (tm) |
| — WC4-003434 | Data Error | Raffray, Kent    | 1.19B         | Mission M3 - missile loadout : Incorrect loadout when leaving the Black Lance Base : You should leave the BL Base with the same amount of missiles you landed with. If you want to explain full missiles as ground crew refitting, then maybe you could make the dragon start M3 with a default weapons load. This is not a big deal, it just would be nice.                                                                                                                                                                                                                                                                                                                                                         | CLOSED 1.22B 1-20-96 -ALS                                                                                                                                                                                                                                 |
| — WC4-003437 | Data Error | Hott, Kenny      | 1.19B         | mission a1, nav 1 : Seether's "jump" effect seems to travel across your screen. I can think of no other instance where the effect moves across the screen.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | -CR<br>CLOSED 1.22B 1-20-96 -ALS                                                                                                                                                                                                                          |
| — WC4-003446 | Data Error | Darsnek, John    | 1.19B         | Mission B1, NAV 2 with Maniac : SVGA : Repeatable : Transport comm officer changes gender. : At NAV 1 ( "Requesting Autopilot Link") and at NAV 2 if the player flies around long enough and allows the transport to take damage ("We need assistance!"), the transport's comm officer is obviously a male. But when the transport jumps, it is a woman who comes up on the comm VDU and says "Appreciate your efforts, Colonel."                                                                                                                                                                                                                                                                                    | There's more than 1 person on the ship. (tm)<br>CLOSED 1.22B 1-20-96 -ALS                                                                                                                                                                                 |
| — WC4-003449 | Data Error | Darsnek, John    | 1.19B         | Mission E1, at the convoy : wingman irrelevant : SVGA : repeatable : Mission objectives screen does not accurately detail the actual mission objectives. The mission objectives screen for this mission should be changed. I flew this mission, taking out all of the enemy Hellcats, the cap missiles, and the destroyer. In fighting the mission, I leeches (with missiles) the enemy frigate. I did not get the "mission complete" statement. As soon as I destroyed the leeches frigate. I got the mission complete statement. The mission objectives tell the player to "defend the Border Worlds convoy against the Confed frigate and destroyer." If the player must, in fact, destroy the Confed frigate and | You should only leech when you're told to. (tm)<br>CLOSED 1.22B 1-20-96 -ALS                                                                                                                                                                              |

List of all  
Closed bugs

| (continued) | Bug Type   | Found by         | Found Release | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | Comments                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
|-------------|------------|------------------|---------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| WC4-003396  | Data Error | Ouellette, Myque | 1.19B         | destroyer to win the mission, the mission objectives screen should be changed to reflect this.<br>Mission D1 : Disk 2 : any Ship : any Wingman : any NAV : Lexington or Intrepid : SVGA : If you trigger the traitor AI from within the Launch Bay of either the Intrepid or the Lexington the Traitors Never Win plaque never comes up. If you trigger the AI outside of the ship, the plaque comes up normally.                                                                                                | (tm)<br>CLOSED 1.22B 1-20-96 -ALS                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| WC4-003391  | Data Error | Ouellette, Myque | 1.19B         | Mission B4A : Disk 1 : Hellcat : Maniac : Tyr NAV 1 (base) : Vindicators : SVGA : One of the Vindicators at this NAV is flying like he's had 50 no-doze pills, or he's Maniac's long-lost brother. The Vindicator will continually afterburn away from you like Maniac does in A1, and then will proceed to make slides, sudden stops/reversals (I don't think the Vindicator has reverse thrusters that can propel it at -110 kp), and suicidal smashes into the ground (which do no damage to him, of course). | * Ships avoiding terrain no longer afterburn away. The terrain avoidance AI is a big hack put in by FS that does not really work at all (it's actually not in the AI system but the dynamics, if that give you a hint on how bad it is). So, there is not much more I can do at this point... I know it's not the greatest and this fix should at least make them not look as amped. (fjr)<br>CLOSED 1.22B 1-20-96 -ALS                                                                                                                                                                                                 |
| WC4-003430  | Data Error | Raffray, Kent    | 1.19B         | Mission K4b1a and K4b1b and L4a - Ground Complex Nav : Missing Dekker's 'Fire us in there, Boss' comm : This comm should play if the player has not lauched Dekker by the time all enemies are destroyed.                                                                                                                                                                                                                                                                                                        | * Gave to KH for review... -ALS<br>NOT FIXED KH 1-21-96 1.22B : Dekker comm does not play even if all enemies are destroyed.<br>Per the script this comm is only meant to play for SECOND re-insertion in K4B ONLY. Not L4 or FIRST insertion. Happens per script. I think some one got confused down the line and wrote this up as bug -CR<br>CLOSED 1-23-95 - JAB<br>NOT FX 1.20B 1-16-96 KH<br>****NOTE: The easiest way to do this is to hit ALT-T 3 or 4 times when there is @ 5 seconds left in virtual combat. You have to really flood the radio waves with taunts for this to happen; I can live with it. (tm) |
| WC4-003440  | Data Error | Hott, Kenny      | 1.19B         | mission a1, nav 0 : If you are taunting Maniac when the "virtual combat" ends, the taunt will take precedence over Maniac's inflight comm concerning the approaching pirates (ie "Holy shit! Switching to battle mode...") This comm will not play either the audio or video, although the subtitles, if on, will play. Blair's taunts will "cover over" Maniac's comm.                                                                                                                                          | CLOSED 1-23-95 - JAB<br>NOT FX 1.20B 1-16-96 KH<br>****NOTE: The easiest way to do this is to hit ALT-T 3 or 4 times when there is @ 5 seconds left in virtual combat. You have to really flood the radio waves with taunts for this to happen; I can live with it. (tm)<br>CLOSED 1-23-95 - JAB                                                                                                                                                                                                                                                                                                                        |
| WC4-003433  | Data Error | Raffray, Kent    | 1.19B         | Spaceflight - MIP missions L4A, K4b1a, K4b1b : If you tractor in a MIP a second time it disappears and is not drawn back to the hardpoint. If by some case you happen to tractor a MIP and fire it again. The second time you tractor it in it disappears. It should be drawn back to a hardpoint.                                                                                                                                                                                                               | * On L4A - Cruiser Part : Leech cruiser. Turn off smart targetting. target cruiser. shoot mips at cruiser. Dekker takes cruiser and launches. Pick him up. Target cruiser again, and launch. Dekker doesn't go anywhere, he just floats in space. Tractor him in again, and he does not appear on the hardpoint. -KSR                                                                                                                                                                                                                                                                                                   |

List of all  
Closed bugs

| (continued)                         | Bug Type   | Found by         | Found Release | Description                                                                                                                                                                                                                                                                                   | Comments                                                                                                                        |
|-------------------------------------|------------|------------------|---------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------|
|                                     |            |                  |               |                                                                                                                                                                                                                                                                                               | ** TDAs: Don't allow MIPS to be fired again after last successful tractoring. (fjr)                                             |
|                                     |            |                  |               |                                                                                                                                                                                                                                                                                               | KILLED TO SHIP GAME -CR                                                                                                         |
| <input type="checkbox"/> WC4-003453 | Data Error | Milton, Hal      | 1.19B         | Miss K4a,b,b1a,b1b (B.L. Transport), Nav 1, Repeatable:<br>Affirmative/Negative Response problem. If you are in (go into, come out of) the Nav map during Sosa's offer of the IFF codes you won't be able to send a response of either affirmative or negative.                               | CLOSED ALS 1.04F 2-7-96<br>KILLED TO SHIP GAME -CR<br>CLOSED ALS 1.04F 2-7-96                                                   |
| <input type="checkbox"/> WC4-003500 | Data Error | Barnes, Cinco    | 1.21B         | Mission D3 / Nav 1 : Wingmen respond affirmatively to "Return to base" command after Intrepid has jumped out of the system. Wingmen should reply in the negative once the carrier has disappeared.                                                                                            | Can't track this kind of info. (tm)<br>CLOSED 1.22B 1-20-96 -ALS                                                                |
| <input type="checkbox"/> WC4-003470 | Data Error | Ouellette, Myque | 1.21B         | Mission LA : Disk 4 : Banshee : no Wingman : NAV 1 : SVGA : Repeatable : After dying at this NAV at the same time the enemy was sending a taunt, the eulogy played with the volume turned almost completely off.                                                                              | cRare occurrence -- not worth the time investment. (tm)<br>CLOSED 1.22B 1-20-96 -ALS                                            |
| <input type="checkbox"/> WC4-003516 | Data Error | Melton, Kevin    | 1.21B         | Mission F3 : If you don't defect and the Lexington is destroyed, It will give you a random plaque not "your carrier was destroyed."                                                                                                                                                           | CLOSED 1.22B 1-20-96 -ALS                                                                                                       |
| <input type="checkbox"/> WC4-003508 | Data Error | Errett, Chris    | 1.21B         | Gameflow B2 : Wingman selection : Primate : Wingman Primate disappears after mission B1. I successfully flew mission B1 with Primate on my wing, but he was missing in Gameflow B2.                                                                                                           | Pilots are supposed to start disappearing - thus indicating something is not right with Confed -CR<br>CLOSED 1.22B 1-20-96 -ALS |
| <input type="checkbox"/> WC4-003526 | Data Error | Ouellette, Myque | 1.21B         | Mission J1 : Disk 4 : Banshee : Yeager : NAV 2 : SVGA : The special wingman comm "These guys are coming out of nowhere. An they sure ain't effected by the jamming." does not play upon arrival at NAV 2 if you fly manually to NAV 1 and then manually to NAV 2.                             | Can't fix, unfortunately. (tm)<br>CLOSED 1.22B 1-20-96 -ALS                                                                     |
| <input type="checkbox"/> WC4-003514 | Data Error | Ouellette, Myque | 1.21B         | Mission LA : Disk 4 : Avenger : any Wingman : any NAV : SVGA : In the weapons VDU, the missiles labeled Mace Missile look like it is using mine art. So, you look at the VDU and see two mines on the heavy hard points, you hit 'M' to select the "mines" and find the label says Mace Mssl. | Can't change the art now. (tm)<br>CLOSED 1-23-95 - JAB                                                                          |
| <input type="checkbox"/> WC4-003529 | Data Error | Raffray, Kent    | 1.21B         | Mission N1A - Rendezvous nav : Could not land on Intrepid. When flying manually, there is no Intrepid at the rendezvous Nav. It does not follow you and you cannot request a landing since it is too far away when you reach the final nav point. You still receive the                       | At least it doesn't malloc :) (tm)<br>CLOSED 1-23-95 - JAB                                                                      |

List of all  
Closed bugs

| (continued) | Bug Type   | Found by         | Found Release | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | Comments                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
|-------------|------------|------------------|---------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| WC4-003524  | Data Error | Errett, Chris    | 1.21B         | Mission Complete. If you eject at this point you will continue with the Vesuvius Attacks movie.<br>Gameflow M2/N1 : Hangar Bay : Pliers Gump : Movie 2800 : The Pliers Gump from movie 2800 in Gameflow M1 is remaining in Gameflows M2 and N1. It is frozen and not able to be selected.                                                                                                                                                                                                                                                               | Waaay too late to do anything about this. JH<br>CLOSED 1-23-95 - JAB                                                                                                                                                                                                                                                                                                                                                                                                              |
| WC4-003487  | Data Error | Hott, Kenny      | 1.21B         | Spaceflight : Any mission in the k4 series that is a two part mission (planet and then space) : If your wingman's ship is destroyed on the planets surface, he will have an intact ship when you leave the planet and will be on your wing for the second part of the mission.                                                                                                                                                                                                                                                                          | CLOSED 1-23-95 - JAB                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| WC4-003472  | Data Error | Ouellette, Myque | 1.21B         | Mission LA : Disk 4 : Banshee : no Wingman : NAV 1 : SVGA : The Hellcats (2 or 6 depending on whether you got the radar bouy or not) in this Mission unload their entire missile payload at once, very early in the Mission. This seems pretty unrealistic and makes the Mission pretty much impossible if you don't get the radar bouy in time (good luck decoying 36 missiles, 12 is hard enough). Could we have them use their missiles in a normal fashion, say one or two every 1-2 minutes instead of all at once?                                | * ALS: I played this a couple of times and it didn't seem as severe as stated in the bug. I was going to put in a counter that would not let more than 4 missiles be locked on the player at any one time, but when I tested this mission, it seemed as if only 2 or 3 missiles at most were locked on at one time. Please advise and I may change if necessary. Thanks, (fjr)<br>KILLED TO SHIP GAME -CR<br>CLOSED ALS 1.04F 2-7-96<br>Please change it as per conversation -JAB |
| WC4-003475  | Data Error | Raffray, Kent    | 1.21B         | Gameflow N4 - Talk to pliers (movie 3420) : Joystick cannot select lower morale choice. This movie is still having problems with the VGA movie\joystick bug.                                                                                                                                                                                                                                                                                                                                                                                            | Did you use the fission cannon just before it was played? If not, it's probably a calibration problem. so, it's a Frank-Roan-not-resetting-the-joystick-driver-probl JH<br>KILLED TO SHIP GAME -CR                                                                                                                                                                                                                                                                                |
| WC4-003555  | Data Error | Bruncke, Andy    | 1.22B         | Confed Spaceflight - Repeatable - SVGA : If you turn traitor, and are killed by your "friends" the death eulogy heard says "Who had recently defected from Confed and joined the Border Worlds." This makes a small amount of sense because you have turned on your friends at Confed, but since defection is not yet an issue, and at this stage the player isn't sure who is causing the problems, it would be better if this comm did not play, or the "Tolwyn mourning" audio is heard. I would think nothing would be better than the other audio. | CLOSED ALS 1.04F 2-7-96<br>You are considered a traitor at this point. (tm)<br>CLOSED 1-23-95 - JAB                                                                                                                                                                                                                                                                                                                                                                               |
| WC4-003563  | Data Error | Melton, Kevin    | 1.22B         | Gameflow E1 : CIC : There is a squiggle white line in gameflow under eisien and sosa gump that flashes on and off. Its mouse coordinates are 253,                                                                                                                                                                                                                                                                                                                                                                                                       | It might have been. This art would take at least a full day to fix. JH<br>CLOSED 1-23-95 - JAB                                                                                                                                                                                                                                                                                                                                                                                    |

List of all  
Closed bugs

| (continued)                         | Bug Type   | Found by         | Found Release | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | Comments                                                                                                                                                                                                                                                                                                                                                                                                                         |
|-------------------------------------|------------|------------------|---------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <input type="checkbox"/> WC4-003566 | Data Error | Hott, Kenny      | 1.22B         | 167 (in that area) It flashes on and off and looks like a piece of hair on an old movie reel.<br>Spaceflight : VGA Dragon HUD : The missiles seemed to be grouped oddly on your weapons/ missile selection hud on the top right. For example, if I load out only with dumbfires in my medium hardpoints, there appears to be a space between my first and second hardpoints (for example:D DDD TT). This odd spacing is not present in svga huds. I understand that in vga, different missiles would cause odd spacings, but these are missiles of the same type.                                                                                                                                                                                 | CLOSED 1-23-95 - JAB                                                                                                                                                                                                                                                                                                                                                                                                             |
| <input type="checkbox"/> WC4-003545 | Data Error | Hott, Kenny      | 1.22B         | Mission kc flown from gameflow k1 (Maniac was punched by Dekker) : Repeatable : If you take Maniac in mission kc, he will not fly "safe and sane".                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | Jason, how do we resolve this event? (tm)<br><br>I'm making Catscratch the default wingman in the K and L series. I can't disallow Maniac because he's in the movie as being there and okay, so he can't be sick. It's a chance that we'll have to give the player in whether he intentionally reselects Maniac as his wingman in one of those two missions.<br>JH<br><br>KILLED TO SHIP GAME -CR<br><br>CLOSED ALS 1.04F 2-7-96 |
| <input type="checkbox"/> WC4-003561 | Data Error | Ouellette, Myque | 1.22B         | Mission L4A : Disk 5 : Avenger : Any Wingman : Intercept NAV : BL Transport : SVGA : After leeching the BL Transport I tried to fire the MIPs into the ship, the first MIP would make the firing sound, but not actually fire. the second MIP slot would then highlight and fire normally. Instead of continuing on to the third MIP hardpoint the first slot would highlight again and the MIP would fire this time. It would then highlight position 3 and fire normally from there. Thus, we get 5 MIP-firing sounds but only 4 MIPs fired and they are fired in this sequence: 1 (sound only) - 2 - 1 - 3 - 4. I asked Pliers for extra firepower, perhaps this is related to the "Added" torp slot that is not implemented if you have MIPs. |                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| <input type="checkbox"/> WC4-003579 | Data Error | Ouellette, Myque | 1.22B         | Mission G3 : Disk 4 : Banshee : Excell : NAV 2 (Melek's Base) : SVGA : Immediately upon arrival at NAV 2, Excell gives her special comm "Looks clear, Colonel. Shall we call in the shuttles?" There is no video for this comm or her follow up comm "So how about it, Colonel. Should we call in the shuttles?" The subtitles and audio                                                                                                                                                                                                                                                                                                                                                                                                          | KILLED TO SHIP GAME -CR<br><br>CLOSED ALS 1.04F 2-7-96                                                                                                                                                                                                                                                                                                                                                                           |

List of all  
Closed bugs

| (continued) | Bug Type        | Found by         | Found Release | Description                                                                                                                                                                                                                                                                                                                                                                         | Comments                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
|-------------|-----------------|------------------|---------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| WC4-003580  | Data Error      | Ouellette, Myque | 1.22B         | works fine.<br>Mission K3A : Disk 4: any Ship :<br>Excell : Hidden NAV 2 and Catscratch<br>NAV : SVGA : Excell's special comms<br>("What's it gonna be, Colonel?...at<br>Hidden NAV 2, and the "Colonel, if he<br>ejects..." ath the Catscratch NAV) are<br>missing video. There is only audio and<br>subtitles.                                                                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| WC4-003554  | Data Error      | Bruncke, Andy    | 1.22B         | Gameflow B1 to B2 - Repeatable -<br>SVGA16 : 2 of the wingmen (Vero<br>and Primate) are available in B1, but<br>not in B2. They re-appear later in<br>Gameflow C1. They could be sick<br>every once and a while, but to have<br>them leave and return seems odd.                                                                                                                    | * Jason, these wingmen are assigned in<br>the mission. Is this why this bug<br>happens? -ALS<br>Yes, these 2 are already assigned. The<br>list of available pilots is dynamic<br>throughout the game, always growing<br>bigger and smaller. (tm)<br><br>The team would like Vero and Primate<br>removed from B1 then. The first<br>opportunity you would have to fly with<br>them would be C1. This is to avoid<br>calls regarding disappearing wingmen.<br>-JAB<br><br>* I don't believe I ok'ed this one, but I'm<br>probably just tired... This is going to<br>have to be brought to CR to get<br>through, sorry. (fjr)<br><br>KILLED TO SHIP GAME -CR<br><br>CLOSED ALS 1.04F 2-7-96<br>FX 1.00B 11-19-95 AB |
| WC4-000098  | Fatal to<br>DOS | Barnes, Cinco    | 1.01A         | Mission M1A-M1B / Gameflow : Error:<br>Could not open melo<br>file:[..\data\scripts\sfoption.mlo].<br>After accessing the main terminal and<br>then trying to access "Controls" the<br>above error message appeared.                                                                                                                                                                |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| WC4-002309  | Fatal to<br>DOS | Errett, Chris    | 1.06B         | Mission D1 : Hellicat : Death of Intrepid<br>: Attempted to dogfight after the death<br>of the Intrepid, Fataled to DOS with<br>ATTEMPTED TO LOAD NULL<br>BACKGROUND SHAPE 78.                                                                                                                                                                                                      | Under discussion in email. Basically, I<br>need someone to specifically try to<br>recreate this and give detailed info on<br>how to get this to happen repeatably.<br>JH<br><br>KD 1.08B 12-8-95 ALS                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| WC4-002616  | Fatal to<br>DOS | Raffray, Kent    | 1.07B         | Gameflow : Duty Roster : Repeatable :<br>Seek failed on file<br>..\data\language\gameflow\gameflow.<br>This happens when you run WC4 after<br>saving some games. This takes you to<br>the duty roster. Then switch discs to<br>another disc and try to load a save game<br>from the disc you just inserted. When<br>you click on load game it will fatal with<br>the error message. | CLOSED 1.10B 12-12-95 ALS<br>* This error was received when the<br>player switched discs before the game<br>asked it to switch discs. There may not<br>be anything you can do about this. but<br>this is something a customer would do.<br>-ALS<br><br>If the player does anything to the discs<br>before the game requests it, there is no<br>recovery. JH<br><br>KD CLOSED 1.10B 12-12-95 ALS                                                                                                                                                                                                                                                                                                                  |

**List of all  
Closed bugs**

| (continued)                         | Bug Type      | Found by            | Found Release | Description                                                                                                                                                                                                                                                                                                                                  | Comments                                                                                                                                                                                                                                                                                                                                                                                 |
|-------------------------------------|---------------|---------------------|---------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <input type="checkbox"/> WC4-000219 | Fatal to DOS  | Sommers, Anthony L. | 1.09A         | A1 : Accessing the Gameflow Options from the Main Terminal fatals with "ERROR: Could not open Melo file: ..\..\data\melo\scripts\sfoption.mlo"                                                                                                                                                                                               | This is already written up as bug #98. Request to kill.<br><br>CLOSED : ALS 1.10A 10-29-95                                                                                                                                                                                                                                                                                               |
| <input type="checkbox"/> WC4-001382 | Fatal to DOS  | Mustakas, Sean      | 1.14A         | Duty Roster : The Up/Down buttons should scroll through the savegame selections. Additionally, some hotkeys need to be implemented:                                                                                                                                                                                                          | Keyboard control has been replaced with tab and enter only. Reasons for this span language problems and other engine-related problems. This is infeasible at this point in the game. JH                                                                                                                                                                                                  |
| <input type="checkbox"/> WC4-002075 | Memory        | Bruncke, Andy       | 1.04B         | Mission N3 : Nav 0 : There are not always explosions for some of the Longbows. The simply disappear.                                                                                                                                                                                                                                         | AD CLOSED ALS 11-30-95 1.04B<br>This occurs under low memory situations. It is done to prevent malloc() errors. (tm)                                                                                                                                                                                                                                                                     |
| <input type="checkbox"/> WC4-002200 | Memory        | Wesley, Carlus      | 1.05B         | Mission N1B : I don't get the art for explosions in this mission when I destroy enemy crafts.                                                                                                                                                                                                                                                | CLOSED ALS 1.08B 12-8-95<br>CLOSED 1.08B 12-8-95 ALS                                                                                                                                                                                                                                                                                                                                     |
| <input type="checkbox"/> WC4-003571 | Memory        | Wesley, Carlus      | 1.22B         | Mission N1 : Nav 3 : Not Repeatable : SVGA : Dragon : Malloc()failed req 60 avail 44 after I killed the last bearcat is when the crash happened.                                                                                                                                                                                             | KILLED TO SHIP GAME -CR<br><br>CLOSED ALS 1.04F 2-7-96                                                                                                                                                                                                                                                                                                                                   |
| <input type="checkbox"/> WC4-001559 | Movie Problem | Bruncke, Andy       | 1.01B         | Gameflow O2 - Senate Chamber - Final Gameflow (3510) - Repeatable - SVGA 16 : When you make a decision choice that plays a bit, then goes on to a section of the movie that is seen regardless of choice, the switching between these scenes is very choppy. Audio popping and even video jerkiness is apparent several times in the movies. | Doesn't happen on Chris' machine. Looks fine.<br><br>CR<br><br>CLOSED ALS 1.04B 11-30-95                                                                                                                                                                                                                                                                                                 |
| <input type="checkbox"/> WC4-001664 | Movie Problem | Raffray, Kent       | 1.01B         | The subtitles in VGA don't fit correctly. When there are 2 lines of subtitle text on one screen, the bottom line is trimmed along the top and bottom. The tails of letters like p,y & g get cut of as well as the tops of taller letters. (evident in several parts of the intro movie)                                                      | This was also a problem in WC3. Considering how bad the rest of Gameflow looks in VGA and the realitive readability of the subtitles and the lack of time left for the prject, I vote to kill it. -CR<br><br>CLOSED ALS 1.08B 12-8-95<br>CR said so. (fjr)                                                                                                                               |
| <input type="checkbox"/> WC4-001901 | Movie Problem | Gibson, Lee         | 1.03B         | Certain parts of the second half of the intro have the voices overshadowed by the music, thus making them indistinct.                                                                                                                                                                                                                        | CLOSED ALS 1.04B 11-30-95                                                                                                                                                                                                                                                                                                                                                                |
| <input type="checkbox"/> WC4-002344 | Movie Problem | Bruncke, Andy       | 1.06B         | Gameflow O2 : The audio levels in this gameflow is too low. The volume levels are constant, but just too low compared to other movies.                                                                                                                                                                                                       | In O2 specifically, or in all scenes? There isn't any gameflow sound in O2. Do you mean to say the thought bubbles are too soft or what? JH<br><br>NOT FX 1.08B 12-8-95 AB<br>****NOTE: The movie and thought bubble audio levels need to be bumped up a bit.<br><br>Dave? I guess this means you and Martin need to check out the levels. JH<br><br>The Sound volume in the movie in O2 |

List of all Closed bugs

| (continued) | Bug Type      | Found by      | Found Release | Description                                                                                                                                                                                                                                                                                                                             | Comments                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
|-------------|---------------|---------------|---------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| WC4-000299  | Movie Problem | Bruncke, Andy | 1.09A         | Gameflow F1 - Officers Lounge - 1390. The lighting on the gump for Catscratch is too bright, and washes out his face. The looping animation while he is not selected causes the background around him to be slightly disrupted, showing up mostly on the light reflected on the railing. It jumps around and makes the looping evident. | is maxed out. If Martin increases the volume any futher we'll get distortion; - Next game we'll have the gameplay sounds in 16 bit and get the levels to match better between gameflow and gameplay -CR<br><br>KD CLOSED 1.10B 12-12-95 ALS<br>Talk to CRoberts. He did the filming. JH<br><br>Frank, I'm getting no where with this. What do you think? -ALS<br><br>Chris thinks it's fine.<br><br>CLOSED ALS 1.04B 11-30-95                                                                                                                                             |
| WC4-002871  | Movie Problem | Bruncke, Andy | 1.10B         | Gameflow C1 : Briefing Room : C1 briefing (0590) : The volume level for this movie is too low.                                                                                                                                                                                                                                          | To late. dwd<br><br>CLOSED ALS 1.18B 1-6-95                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| WC4-000618  | Movie Problem | Bruncke, Andy | 1.12A         | Gameflow K1 - 2180, 2190, 2200 - Explosions on the planet have boxes around them which are visible.                                                                                                                                                                                                                                     | When the camera pans to an orbital view, the planetside explosions seem to conform to a box shape. This looks unpolished. -JAB<br><br>How is this a gameflow problem? Is this a problem with the way the movie looks or how the compression works or what? JH<br><br>BUG REPEATED 1.14A 11-14-95<br>TAW<br><br>This is a problem with 8 bit svga as far as I can tell. It's a movie compression side effect & can't be fixed. JH<br><br>* Happens in 16-bit SVGA and VGA... Also, this is not your bug, Jason. -ALS<br><br>This is a problem with Alias. We can't fix it. |
| WC4-000766  | Movie Problem | Hughes, Jason | 1.12A         | Gameflow O1 : Briefing from Eisen : At the beginning the briefing, the movie is fuzzy and pixellated. Large black spots appear on the background. Small horizontal lines appear throughout the film. There is also a green screen effect behind Eisen.                                                                                  | CLOSED ALS 1.04B 11-30-95<br>NOT FX 1.05B 12-2-95 CDW<br>That's the way the movie is! The black dots, horizontal lines and green screen effects are all part of the Eisen Holo effect - CR                                                                                                                                                                                                                                                                                                                                                                                |
| WC4-001057  | Movie Problem | Wood, Graham  | 1.14A         | Spaceflight Movie, Mission KA : Repeatable : Don't see the Wingman in the Movie : In the mission where you attack the tanks the movie of you descending to the plant shows a single Vindicator, no wingman, the movie is                                                                                                                | CLOSED ALS 1.08B 12-8-95<br>**** TDAs: This is what we talked about the other day, no? ie "as designed"?<br>I know it sucks but unless someone wants more movies made thats how it will be. We were told we were not                                                                                                                                                                                                                                                                                                                                                      |

List of all  
Closed bugs

| (continued)  | Bug Type      | Found by            | Found Release | Description<br>number 8004.                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | Comments                                                                                                                                                                                                                                                                                                    |
|--------------|---------------|---------------------|---------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| — WC4-001144 | Movie Problem | Bruncke, Andy       | 1.14A         | Gameflow M2 - CIC - Briefing (2950) - Repeatable - SVGA 16 : The green screen in the briefing movie doesn't show the missing clearly. : The green screen is supposed to show the fighters moving to a jump point, then a small screen in the corner details 2 of the fighters leaving Blair to enter the Jump point. Blair's arm and the way the screen is drawn doesn't properly show the animation. If the screen was scrolled down and to the right, it would show the action, without being blocked. | going to get movies for both situations. The only other solution was to make the wingman invulnerable and we are doing that more times than we would like already. (i.e. at all)<br><br>AD CLOSED ALS 1.01B 11-22-95<br>We cannot recompsite this movie. It is what it is.<br><br>CLOSED ALS 1.02B 11-25-95 |
| — WC4-001145 | Movie Problem | Bruncke, Andy       | 1.14A         | Gameflow M2 - CIC - Briefing (2950) - Repeatable - SVGA 16 : The 1st part of the briefing is very grainy and poor quality. : The movie until Blair speaks shows a happy Maniac, who has made it on time to the briefing. This part is very grainy and hazy, possibly scratch video. It should be cleaned up to match the rest of the mission.                                                                                                                                                            | This is the best the compressor can do.<br><br>CLOSED ALS 1.04B 11-30-95                                                                                                                                                                                                                                    |
| — WC4-003266 | Movie Problem | Ouellette, Myque    | 1.17B         | Gameflow D1 : Disk 2 : Blair meets Panther and Hawk (movie 890) : There is a general announcement made in this scene that says "Hawk, Panther--we need you on the Flight Deck, please." Even with the volume cranked way up, and wearing headphones to minimize outside noise this comm is completely unintelligible.                                                                                                                                                                                    | While it would be nice, there is insufficient time to do this. -CR/JAB<br><br>CLOSED 1.18B 1-9-95 -ALS                                                                                                                                                                                                      |
| — WC4-000429 | Reminder      | Sommers, Anthony L. | 1.10A         | Where's the Arrow, man? You said I could fly the Arrow... Sheesh...                                                                                                                                                                                                                                                                                                                                                                                                                                      | I guess this got killed a few weeks ago. (tm)<br><br>* "I do this for the Border Worlds, and Velina Sosa..." KD CLOSED ALS 1.01B 11-22-95                                                                                                                                                                   |
| — WC4-000017 | Sound Problem | Sommers, Anthony L. | 0.01A         | Pressing "A" repeatedly (n-times before the first sample is finished) when an autopilot is not allowed will cause Bitchin' Betty to repeat n-times "Autopilot not allowed".                                                                                                                                                                                                                                                                                                                              | CR<br><br>* A victim of Killfest 95; CLOSED ALS 1.04B 11-30-95                                                                                                                                                                                                                                              |
| — WC4-001765 | Sound Problem | Raffray, Kent       | 1.02B         | Mission A1 - Setther Midgame - Seethers speech is not loud enough                                                                                                                                                                                                                                                                                                                                                                                                                                        | Chris and I think it's fine<br><br>CLOSED ALS 1.04B 11-30-95                                                                                                                                                                                                                                                |
| — WC4-001774 | Sound Problem | Raffray, Kent       | 1.02B         | Mission b4a\b4b - Complex 1 : Transport death message speech is cut short. The transport only says the first word of its death message 'Oh....' then it stops.                                                                                                                                                                                                                                                                                                                                           | This looks fine to me. What machine is this bug from?<br><br>NOT FX 1.05B 12-1-95 KR<br>****NOTE: This happens on several                                                                                                                                                                                   |

List of all Closed bugs

| (continued)                         | Bug Type      | Found by            | Found Release | Description                                                                                                                                                                                                                                                                                                        | Comments                                                                                                                                                                                                                                                                                                                         |
|-------------------------------------|---------------|---------------------|---------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                     |               |                     |               |                                                                                                                                                                                                                                                                                                                    | other machines<br>That's good enough for a death comm. dwd<br>* As per discussion, please check into this. -ALS                                                                                                                                                                                                                  |
| <input type="checkbox"/> WC4-001921 | Sound Problem | Bruncke, Andy       | 1.03B         | Mission M3A and O1 : The cloaking sound for the Dragons has been replaced by the shuttle docking sound. This happens for enemy ships, and your own.                                                                                                                                                                | CLOSED 1.10B 12-12-95 ALS<br>KD 1.12B 12-13-95 CB / AB<br>CLOSED ALS 1.18B 1-6-95                                                                                                                                                                                                                                                |
| <input type="checkbox"/> WC4-002535 | Sound Problem | Raffray, Kent       | 1.07B         | Gameflow B1 : Officer's Lounge : There is no background music in the gameflow screen                                                                                                                                                                                                                               | Gameflow music (outside of movies) was cut a while ago. (tm)                                                                                                                                                                                                                                                                     |
| <input type="checkbox"/> WC4-002734 | Sound Problem | Hott, Kenny         | 1.08B         | repeatable: Spaceflight : Any mission where you use the stormfire cannon : When you kill an opponent with the Stormfire cannon, the firing sound will continue for a second or more after you release the trigger.                                                                                                 | CLOSED ALS 1.08B 12-8-95<br>* Even after you release the trigger, several rounds are still en route. This seems very reasonable to me, but I haven't played it anywhere near as much as you guys. If this seems really bad, then we'll go over it again. (fjr)                                                                   |
| <input type="checkbox"/> WC4-002848 | Sound Problem | Bruncke, Andy       | 1.10B         | Gameflow B3 : Briefing Room : B3 briefing (0410) : The volume level for this movie is too low.                                                                                                                                                                                                                     | CLOSED ALS 1.18B 1-6-95<br>To late. dwd                                                                                                                                                                                                                                                                                          |
| <input type="checkbox"/> WC4-003307 | Sound Problem | Ouellette, Myque    | 1.17B         | Gameflow : Loudspeaker announcements : The subtitles should depict the speech that is said, not a summary. This effects the following gameflow states : C1, C3, and D1.                                                                                                                                            | CLOSED ALS 1.18B 1-6-95<br>Jason, does this make sense? (tm)<br>Sure it makes sense... there's nowhere near the room to put that length of text on the screen, however, so the best we can do is summarize it. We already tried putting the text exactly and it can't be done without a major rewrite of the subtitle system. JH |
| <input type="checkbox"/> WC4-003534 | Sound Problem | Ouellette, Myque    | 1.22B         | Mission G2 : Disk 3 : Banshee : Maniac and Catscratch : NAV 1, 2, 3 : SVGA : At various times during this Mission when I hit the afterburner there is a subtle high-pitched whine as well as the standard sound. This whine doesn't come up every time, but whne it does it's rather piercing (to my ears anyway). | CLOSED 1.18B 1-9-96 -ALS<br>Artifacting due to 8 bit sound. (tm)<br>CLOSED 1-23-95 - JAB                                                                                                                                                                                                                                         |
| <input type="checkbox"/> WC4-000020 | Suggestion    | Sommers, Anthony L. | 0.01A         | SUGGESTION - A1 : The time limit of the dogfight should not be displayed.                                                                                                                                                                                                                                          | It gives you the feeling of screwing around. When the time limit expires, you have the "Oh shit!" speech.<br>Killed, as discussed. -tm<br>CLOSED ALS 1.11A 11-2-95                                                                                                                                                               |
| <input type="checkbox"/> WC4-000002 | Suggestion    | Sommers, Anthony L. | 0.01A         | SUGGESTION - Enemy fighter disorientation                                                                                                                                                                                                                                                                          | After pounding on an enemy fighter for a while, some of the blasts should                                                                                                                                                                                                                                                        |

List of all  
Closed bugs

| (continued)              | Bug Type   | Found by   | Found Release       | Description | Comments                                                                                                                                                                                                                                                                                                                                                                                                     |                                                                                                                                                                                                   |
|--------------------------|------------|------------|---------------------|-------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                          |            |            |                     |             | "disorient" the enemy ship. There should be visible signs [to the AI] the enemy is getting hit. Currently, you could tail and pound on an enemy, but the enemy simply looks as if he's flying along with not a care in the world. When you get jacked however, the screen is shakin' like crazy! Bottom line, make the freakin' enemy ships jitter! -ALS                                                     |                                                                                                                                                                                                   |
|                          |            |            |                     |             | no time, (fjr)                                                                                                                                                                                                                                                                                                                                                                                               |                                                                                                                                                                                                   |
| <input type="checkbox"/> | WC4-000005 | Suggestion | Sommers, Anthony L. | 0.01A       | SUGGESTION : Targeting system should lock onto enemy fighters first.                                                                                                                                                                                                                                                                                                                                         | CLOSED ALS 11-30-95 1.04B<br>After destroying a fighter, with Smart-Targetting enabled, the targetting system (unless damaged) should lock onto the closest enemy fighter that is NOT a cap-ship. |
|                          |            |            |                     |             | CR                                                                                                                                                                                                                                                                                                                                                                                                           |                                                                                                                                                                                                   |
|                          |            |            |                     |             | * A victim of Killfest 95; CLOSED ALS 1.04B 11-30-95                                                                                                                                                                                                                                                                                                                                                         |                                                                                                                                                                                                   |
| <input type="checkbox"/> | WC4-000013 | Suggestion | Sommers, Anthony L. | 0.01A       | SUGGESTION - You should be able to change the MUSIC and SFX volumes in the spaceflight options menu. -ALS                                                                                                                                                                                                                                                                                                    | CR                                                                                                                                                                                                |
|                          |            |            |                     |             | * A victim of Killfest 95; CLOSED ALS 1.04B 11-30-95                                                                                                                                                                                                                                                                                                                                                         |                                                                                                                                                                                                   |
| <input type="checkbox"/> | WC4-000045 | Suggestion | Bruncke, Andy       | 1.00A       | You should be able to fire missiles in the object cam.                                                                                                                                                                                                                                                                                                                                                       | I agree, no time. (fjr)                                                                                                                                                                           |
| <input type="checkbox"/> | WC4-001395 | Suggestion | Gibson, Lee         | 1.00B       | Mission LA, Nav 1 : After disabling the Bearcats, the Tango's escort fighters should go through the traitor comms if the player fires on the Bearcats. As it stands now, the Tango does not react if the player destroys the Bearcats.                                                                                                                                                                       | CLOSED ALS 11-30-95 1.04B<br>AD CLOSED ALS 11-30-95 1.04B                                                                                                                                         |
| <input type="checkbox"/> | WC4-001468 | Suggestion | Bruncke, Andy       | 1.00B       | Gameflow - Options Screen - Repeatable - SVGA 16 : The buttons for Calibrate Joystick and OK should be in different places. : The buttons should be associated with the switches on the border of the Gameflow screen, like all the other Gameflow screens.                                                                                                                                                  | It can't be in the MELO environment. I agree. JH<br>AD CLOSED ALS 11-30-95 1.04B                                                                                                                  |
| <input type="checkbox"/> | WC4-001481 | Suggestion | Bruncke, Andy       | 1.00B       | Gameflow - Duty Logs - Repeatable - SVGA 16 : The game you have loaded should continue to be highlighted in white. : When loading a game after typing WC4, the name that is highlighted is the first choice. The game you just finished loading should be white. This only occurs when loading a game the first time. Loading a game within a Gameflow scene shows the name as highlighted after loading it. | Engine limitation. JH<br>AD CLOSED ALS 11-30-95 1.04B                                                                                                                                             |
| <input type="checkbox"/> | WC4-001470 | Suggestion | Bruncke, Andy       | 1.00B       | Gameflow - Options Screen - Repeatable - SVGA 16 : The                                                                                                                                                                                                                                                                                                                                                       | CR                                                                                                                                                                                                |

List of all  
Closed bugs

| (continued) | Bug Type   | Found by      | Found Release | Description                                                                                                                                                                                                                                                                                                                                                                     | Comments                                                                                                                                                                                                                                                                                       |
|-------------|------------|---------------|---------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|             |            |               |               | Brightness section should be moved on the screen. Since the brightness refers to all aspects of the game (Gameflow, Spaceflight and movies) the location of the line now (Movie Options) does not make any sense. If this option was moved to the right column, under a new heading "Screen Options" and placed under "Movie Video" it would look better, and be more accurate. | * A victim of Killfest 95; CLOSED ALS 1.04B 11-30-95                                                                                                                                                                                                                                           |
| WC4-001471  | Suggestion | Bruncke, Andy | 1.00B         | Disc 5 - N1A - Nav 0 - Banshee - Repeatable - SVGA : Intrepid destruction movie should play after you have ejected. : If you eject, you immediately see the Confed ship picking up the escape pod. There should be a movie about the destruction of the Intrepid before this move, or before the losing endgame.                                                                | No such movie. JH<br>CLOSED ALS 1.08B 12-8-95                                                                                                                                                                                                                                                  |
| WC4-000079  | Suggestion | Bruncke, Andy | 1.01A         | Ship loadout needs a "Reset to default".                                                                                                                                                                                                                                                                                                                                        | If you modify your loadout, and then decide to cancel, we need to be able to reset to the loadout that was present before starting.<br><br>No. That's not how it works, and I can't make it work that way. JH<br><br>CLOSED ALS 1.11A 11-2-95                                                  |
| WC4-000075  | Suggestion | Barnes, Cinco | 1.01A         | Spaceflight Options : ALT-X should allow you to exit the game here.                                                                                                                                                                                                                                                                                                             | CR<br><br>* A victim of Killfest 95; CLOSED ALS 1.04B 11-30-95                                                                                                                                                                                                                                 |
| WC4-000140  | Suggestion | Brack, J. A.  | 1.01A         | The Black Lance shield effect should be radically different from the standard Wing III shields. Black Lance represents new technology, and this is apparent in its weapons and looks, but not in its shield effect.                                                                                                                                                             | CR<br><br>* A victim of Killfest 95; CLOSED ALS 1.04B 11-30-95                                                                                                                                                                                                                                 |
| WC4-000124  | Suggestion | Brack, J. A.  | 1.01A         | It would be great to have a proximity alarm, that sounds when a collision with an enemy ship is eminent.                                                                                                                                                                                                                                                                        | I need comments if you are going to kill it. -ALS<br><br>CR<br><br>* A victim of Killfest 95; CLOSED ALS 1.04B 11-30-95                                                                                                                                                                        |
| WC4-000138  | Suggestion | Brack, J. A.  | 1.01A         | It would be great to have different types of autopilot cams, both carrier take-off cams to nav-to-nav cams.                                                                                                                                                                                                                                                                     | The autopilot and takeoff cams are already different from Wing 3. We will not be able to implement multiple autopilot cameras in time. -tm<br><br>* We need to change the take-off and landing cams... The landing cam is Wing III, and the take-off cam currently clips with the camera. -ALS |

List of all  
Closed bugs

| (continued)  | Bug Type   | Found by         | Found Release | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | Comments<br>per bug meeting. (tm)                                                                                                                                                                                       |
|--------------|------------|------------------|---------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| — WC4-001634 | Suggestion | Wood,<br>Graham  | 1.01B         | Gameflow all mission : Adding art to the Map : Could we not add a little art to the top of the Map on the ships like what ship you are on and its number. For example on the Intrepids ship have Union of Border Worlds - Intrepid - CV 06 or something similar ?...                                                                                                                                                                                                                                                                                                                           | CLOSED ALS 1.18B 1-6-95<br>No time<br>CLOSED ALS 1.04B 11-30-95                                                                                                                                                         |
| — WC4-001600 | Suggestion | Hott, Kenny      | 1.01B         | Spaceflight : Heatseeking missiles, once they lock on a target, should be able to track that target even if it cloaks. After all, the missiles are supposed to track a ship by heat not visual cues. Also, all ships still can use ECMs to defend themselves. Generally on ace level, cloaking ships tend to cloak as a missile approaches them. They should deploy a decoy for heatseekers and cloak for other types of missiles.                                                                                                                                                             | CR<br>* A victim of Killfest 95; CLOSED ALS 1.04B 11-30-95                                                                                                                                                              |
| — WC4-001863 | Suggestion | Darsnek,<br>John | 1.02B         | Spaceflight : Make the area covered by the tractor beam wider, or make the angle covered by the rear gun on the Avenger wider. On mission LB, the one where I have to scoop up four MIPS after they sieze a confed weapons factory, I found it incredibly tedious to line my avenger up to tractor the MIPS in. I was finally able to do it, but it took me about 10 minutes of maneuvering. This takes fun from the game. I think that we should a) make the tractor beam itself wider b) make the angle covered by the rear gun wider, so that it is easier for the player to manipulate it. | No time, (fjr)<br>CLOSED ALS 1.04B 11-30-95                                                                                                                                                                             |
| — WC4-001898 | Suggestion | Errett, Chris    | 1.02B         | Mission C3 into D1 : Scramble Mission : Hellcat : Missile Loadouts : Do not replace used missiles when going from C3 to D1. Mission D1 is supposed to be a scramble. Therefore there shouldn't be new missiles on the Hellcat, no one would have had time to re-arm the Hellcat with the damage control that was taking place during the movie (0890). Whatever missiles the player had left from C3 is what they should take into D1.                                                                                                                                                         | That's what you have ground crew for. (CR & fjr)<br>CLOSED ALS 1.04B 11-30-95                                                                                                                                           |
| — WC4-001828 | Suggestion | Flores,<br>James | 1.02B         | Spaceflight : Example Mission B2 (any mission involving multiple wingmen) : fighter escorts/shuttles should automatically ALWAYS be available on COMM VDU for quick access.                                                                                                                                                                                                                                                                                                                                                                                                                    | CR<br>* A victim of Killfest 95; CLOSED ALS 1.04B 11-30-95                                                                                                                                                              |
| — WC4-000119 | Suggestion | Barnes,<br>Cinco | 1.02D         | Armor damage should degrade ship performance and cuase component malfunction.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | At present, damage on the HUD indicates the strength of the armor. I believe that a large amount of damage to the armor should cause a degradation of ship performance (due to thruster mis-alignment, for example) and |

List of all  
Closed bugs

| (continued) | Bug Type   | Found by         | Found Release | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | Comments                                                                                                                                                                                                                                                                                                                                                                                                  |
|-------------|------------|------------------|---------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|             |            |                  |               |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | component damage.<br><br>No time. And not true to Wing Universe according to Chris. (tm)                                                                                                                                                                                                                                                                                                                  |
| WC4-001928  | Suggestion | Ouellette, Myque | 1.03B         | Mission Any with MIPs : Disk 5 and Disk 6 : Avenger or Vindicator : any Wingman : any NAV : SVGA : After completing a mission, the MIPs all fly off in random directions and random distances. The MIPs should remain together after they launch. Tractoring in MIPs is cool but if you have to fly after 4 separate MIPs (often 1000s of km apart) turn around and tractor them in, it becomes tedious.                                                                                                                   | CLOSED ALS 1.08B 12-8-95<br>* no. time, although this annoys me as well. (fjr)<br><br>CLOSED ALS 1.04B 11-30-95                                                                                                                                                                                                                                                                                           |
| WC4-002060  | Suggestion | Barnes, Cinco    | 1.04B         | Spaceflight : AI : Example Mission G1 / Nav 1 : After firing on Shuttles in Melek's convoy, original enemies become friendly targets on scope and HUD. The original enemies and the friendlies that you turn on should remain RED on hud and radar.                                                                                                                                                                                                                                                                        | * The enemies of your enemy should not be your friends...<br><br>According to Sun Tsu they are... (fjr)<br><br>CLOSED ALS 1.04B 11-30-95                                                                                                                                                                                                                                                                  |
| WC4-002093  | Suggestion | Ouellette, Myque | 1.04B         | Spaceflight : Upon failing a critical mission, and getting AUTO to return to the Intrepid NAV I hit AUTO. The AUTO pilot stops somewhere on the edge of NAV 0 (usually about 70000 km from the center) and plays the Intrepid death comm. There is no Intrepid anywhere in sight. After the comm is played, AUTO again becomes available and that one takes you to the Intrepid. If you infer from Sosa's comm, you should be able to see the Intrepid when she is sending the Mayday, instead of stopping in empty space. | Tony, I would prefer to kill this at this point because a change would have to be made to several missions that could possibly create new bugs. It currently works as it is. -SRS<br><br>Agreed. It seems acceptable to drop you out of pilot to receive the distress signal. You then anticipate returning to the Intrepid area, only to be too late to be of help. (tm)<br><br>CLOSED ALS 1.08B 12-8-95 |
| WC4-000369  | Suggestion | Errett, Chris    | 1.06A         | Spaceflight : Would it be at all possible to have a Target Speed number next to Target Distance on the Target Readout?                                                                                                                                                                                                                                                                                                                                                                                                     | CR<br><br>* A victim of Killfest 95; CLOSED ALS 1.04B 11-30-95                                                                                                                                                                                                                                                                                                                                            |
| WC4-000370  | Suggestion | Errett, Chris    | 1.06A         | Spaceflight : Could we add a key that would simulate pressing the second joystick button? This would be a keypress that you would hold down and then move the joystick in the desired direction. This is primarily for Thrusmaster WCS Support. This Keypress should be similar to button # 2 on the Joystick, but should only control rolling.                                                                                                                                                                            | CR<br><br>* A victim of Killfest 95; CLOSED ALS 1.04B 11-30-95                                                                                                                                                                                                                                                                                                                                            |
| WC4-000368  | Suggestion | Errett, Chris    | 1.06A         | Spaceflight : There should be 4 custom configs for power settings the player should be able to create and use, possibly using [CTRL][6], [CTRL][7],                                                                                                                                                                                                                                                                                                                                                                        | CLOSED ALS 1.18B 1-6-95                                                                                                                                                                                                                                                                                                                                                                                   |

List of all  
Closed bugs

| (continued)  | Bug Type   | Found by            | Found Release | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | Comments                                                                                                                                                                                                                                                                         |
|--------------|------------|---------------------|---------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| — WC4-002386 | Suggestion | Brack, J. A.        | 1.06B         | [CTRL][8], [CTRL][9]. The [CTRL] key plus the number would cause the setting to be saved, and the [SHIFT] key plus the same number would cause the power settings to be recalled.<br>The "exhaust-like" quality of the shield effect could be improved if every other frame of the animation was eliminated, thus making the effect twice as fast.                                                                                                                                                                                                                                                                                                                                                                                                               | Chris likes it the way it is.<br><br>* But he said we could compromise and make a new one! :) -ALS                                                                                                                                                                               |
| — WC4-002428 | Suggestion | Sommers, Anthony L. | 1.06B         | Spaceflight : Vindicator : The rear gun on the Vindicator (the red laser) should be removed.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | CLOSED 1.10B 12-12-95 ALS<br>Frank, we have talked about this. The Vindicator needs to only have a tractor beam in the rear turret. Also, QA has requested that the Vindicator tractor from the front and remove the rear turret. It's your call.JJS<br><br>** Killed by ALS. ** |
| — WC4-002444 | Suggestion | Wood, Graham        | 1.07B         | Gameflow, Mission J1, J2 Scenes 19 and 20. Disk 4 : Having an alarm sounding while in gameflow : While you are in the Dead Zone, why not have a alarm sounding off while you are in any room in gameflow in this series as in all the movies in this series you can hear alarms ?...                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | CLOSED ALS 1.18B 1-6-95<br>Good suggestion. Problems: #1 No good alarm sound. #2 It's annoying as hell and would simply cause the user to turn off ambient sounds, much like transition movies. #3 It's a pain in the ass. But smart suggestion. JH                              |
| — WC4-002581 | Suggestion | Darsnek, John       | 1.07B         | Mission E2 : Destroyed turret mines should no longer appear orange on the player's radar. I find that in mission E2, in the heat of battle as I'm being attacked by both Hellcats and turret mines, I spend quite a bit of time chasing after turret mines that I've already taken out. Destroyed turret mines should not appear on the radar.                                                                                                                                                                                                                                                                                                                                                                                                                   | CLOSED ALS 1.08B 12-8-95<br>Now that the Yellow turret box works again, you can use this to figure out which pods have active turrets. (tm)<br><br>KD CLOSED 1.10B 12-12-95 ALS                                                                                                  |
| — WC4-002602 | Suggestion | Hott, Kenny         | 1.07B         | Mission k3 (although it should be generally applied) : In mission k3, when Catscratch ejects. The player will probably one of two things: 1)destroy Catscratch's avenger and the satellite it contains, or 2)retrieve Catscratch. If the player retrieves Catscratch first then there really isn't a problem. However, if the Avenger is destroyed first it is extremely easy to lose track of which pod belongs to Catscratch, especially if the player was moving. Currently, you are not allowed to leave this nav point unless you tractor in Catscratch. Often there are two or three additional ejected pilots in the action sphere. The player can be placed in the position of tractoring in all of them. Allow the player to target and id escape pods. | Then don't destroy the ship first. This is part of the strategy to win the mission. (tm)<br><br>KD CLOSED 1.10B 12-12-95 ALS                                                                                                                                                     |
| — WC4-002615 | Suggestion | Wesley,             | 1.07B         | Gameflow Control parameters : A                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | This is only one number. A default                                                                                                                                                                                                                                               |

List of all  
Closed bugs

| (continued) | Bug Type   | Found by            | Found Release | Description                                                                                                                                                                                                                                                                                                                                                                                         | Comments                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
|-------------|------------|---------------------|---------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|             |            | Carlus              |               | default reset button should be available for the brightness to return to a set value.                                                                                                                                                                                                                                                                                                               | button would be overkill. (tm)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| WC4-002529  | Suggestion | Bruncke, Andy       | 1.07B         | Install - Sound Card Test - Repeatable - SVGA 16 : The option to "Reverse Stereo Channels" should not be available for Sound Blaster and RAP-10, since these are both mono cards.                                                                                                                                                                                                                   | KD CLOSED 1.10B 12-12-95 ALS<br>This is not harmful, and you do not get the message "The sound should move from left to right".<br><br>CLOSED ALS 1.18B 1-6-95                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| WC4-002656  | Suggestion | Barnes, Cinco       | 1.08B         | Mission F3 : Nav 0 : There is no "Eisen's giving you a second chance..." comm from any of the Border Worlds pilots. If Vagabond was the only pilot for whom this comm was recorded, that's fine. If there is any other (perhaps redshirt) pilot with this comm (ending with "Are you with us?") I'd love to hear it somewhere between Eisen's first comm and Maniac's "Then kiss your ass goodbye." | There was nothing recorded. BCP.<br><br>KD CLOSED 1.10B 12-12-95 ALS                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| WC4-002720  | Suggestion | Brack, J. A.        | 1.08B         | Mission C3 : After not defecting : We need a new nav showing Eisen rendezvousing with the Intrepid and jumping out. This can be scripted to something resembling Seether blowing up Bluepoint in A1. Paulsen in the F series frequently refers "that Border World ship", but in C3 after not defecting, you never see any hint of a ship.                                                           | CLOSED ALS 1.18B 1-6-95                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| WC4-002618  | Suggestion | Sommers, Anthony L. | 1.08B         | Mission O1 : Please implement! Make it so that if you use the cloaker in O1, it will fail with "Cloaking Device Malfunction". This will force the player to fly through the Planetary Defense on the way to Earth after killing Seether.                                                                                                                                                            | The player can't leave the last nav point until all the enemies have been killed - CR<br><br>NOT FX 12-21-95 1.15B [AB & CB]<br><br>Need info on what you want...<br><br>NOT FX 1.17B 1-2-96 AB / CB<br>*****NOTE: Have it so that when the player tries to use the cloaking device, put up a plaque that says "Cloaking Device Malfunction" or have some speech line saying this or something.<br><br>FOREGT the stupid cloaking device Jeff is going to take the earth nav point invisible until all enemies are destroyed. This is being addressed by another bug Jeff has -CR<br><br>CLOSED ALS 1.19B 1-11-95 |
| WC4-000298  | Suggestion | Bruncke, Andy       | 1.09A         | Hotspots for Main Terminal selections should be enlarged to let players click of the graphic to engage the feature. The buttons work, but most people will                                                                                                                                                                                                                                          | The problem is, if we want them to be able to click on the graphic, when cycling through the hotspot list, you will have to skip over these as well. JH                                                                                                                                                                                                                                                                                                                                                                                                                                                           |

List of all  
Closed bugs

| (continued) | Bug Type   | Found by            | Found Release | Description                                                                                                                                                                          | Comments                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
|-------------|------------|---------------------|---------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|             |            |                     |               | click on the art for the option to use it.                                                                                                                                           | No, just increase the size of the current hotspot. We don't want you to make two separate hotspots. -ALS                                                                                                                                                                                                                                                                                                                                                 |
|             |            |                     |               |                                                                                                                                                                                      | I can't, without much pain and agony and duplication of art for every button on every screen. JH                                                                                                                                                                                                                                                                                                                                                         |
|             |            |                     |               |                                                                                                                                                                                      | Kill it, or as-designed it. -ALS                                                                                                                                                                                                                                                                                                                                                                                                                         |
|             |            |                     |               |                                                                                                                                                                                      | Killed by JH 11-7-95<br>CLOSED ALS 1.12A 11-7-95<br>* engine limitation. (fjr)                                                                                                                                                                                                                                                                                                                                                                           |
| WC4-000250  | Suggestion | Brack, J. A.        | 1.09A         | We need a visible sign of fighters getting hit with no shields. We can use the Wing III "cap-ship hit" bitmap                                                                        | KD CLOSED ALS 1.01B 11-22-95<br>malloc failed - Requested : 3 days.<br>Available : 1 day (tm)                                                                                                                                                                                                                                                                                                                                                            |
| WC4-000252  | Suggestion | Brack, J. A.        | 1.09A         | Need "Inertial Dampener" effects (with the possibility of damage), which would cause red and black outs. If damaged, this would show up under DAMAGE.                                | KD CLOSED ALS 1.01B 11-22-95                                                                                                                                                                                                                                                                                                                                                                                                                             |
| WC4-000355  | Suggestion | Bruncke, Andy       | 1.09A         | If Maniac is severely damaged, the next time you say "return to Base" he should respond affirmatively and return to base. Currently, he says negative regardless of his status.      | I disagree with this, but maybe he should return on his own when severely damaged... (fjr)                                                                                                                                                                                                                                                                                                                                                               |
| WC4-000253  | Suggestion | Brack, J. A.        | 1.09A         | Need "Maneuvering Jets" to show up under damage when damaged, and Yaw/Pitch/Roll/Acceleration should be affected.                                                                    | AD CLOSED ALS 11-30-95 1.04B<br>We will not be able to make any mods to the damage/repair system for this game. (tm)                                                                                                                                                                                                                                                                                                                                     |
| WC4-000367  | Suggestion | Sommers, Anthony L. | 1.10A         | Spaceflight : Need two keys (possible [2] (left) and [3] (right)) to "strafe" for slide-capable ships.                                                                               | AD CLOSED ALS 11-30-95 1.04B<br>When pressed, the effect on your ship would be that you move left/right (or forward to the left, or forward to the right) depending on whether you were moving forward or not. (Like strafing in DOOM/DESCENT). This effect (as to limit its power) would cause your ship to lose speed, an incentive not to hold the key down.<br>**** Good idea, but this opens a HUGE can of worms, not possible this time ace. (fjr) |
|             |            |                     |               |                                                                                                                                                                                      | CLOSED ALS 11-2-95 1.11A                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| WC4-000363  | Suggestion | Sommers, Anthony L. | 1.10A         | Spaceflight : [F7] should be used as "Wingman View". This would let you see the world through the 'eyes' of your primary wingman. Cycling through all other wingmen are unnecessary. | Sounds confusing to me, I suggest <kill> (fjr)<br>Not enough time. Too error prone. A good idea, though. -tm                                                                                                                                                                                                                                                                                                                                             |
|             |            |                     |               |                                                                                                                                                                                      | CLOSED ALS 1.11A 11-2--95                                                                                                                                                                                                                                                                                                                                                                                                                                |
| WC4-000445  | Suggestion | Barnes, Cinco       | 1.10A         | Spaceflight : Nav Map : The orientation of the map, if changed, should say set as changed. I consistently turn the map for a more three dimensional view and                         | CR<br>* A victim of Killfest 95; CLOSED ALS 1.04B 11-30-95                                                                                                                                                                                                                                                                                                                                                                                               |

List of all  
Closed bugs

| (continued)                         | Bug Type   | Found by            | Found Release | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | Comments                                                                                                                                                                                                                                                     |
|-------------------------------------|------------|---------------------|---------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <input type="checkbox"/> WC4-000365 | Suggestion | Sommers, Anthony L. | 1.10A         | believe that it would be much easier to read at a glance if the map were to retain the camera angle to which I had turned it.<br>Spaceflight : Please implement the following keys for the HUD :<br>[CTRL][HOME] toggles upper-left VDU ON/OFF; [CTRL][PGUP] toggles upper-right VDU ON/OFF;<br>[CTRL][END] toggles lower-left VDU ON/OFF; [CTRL][PGDN] toggles lower-right VDU ON/OFF                                                                                                                                                                                                                                                                                                                                        | Just didn't have enough time for this one. (tm)<br>CLOSED 1-23-95 - JAB                                                                                                                                                                                      |
| <input type="checkbox"/> WC4-002759 | Suggestion | Sommers, Anthony L. | 1.10B         | Gameflow : To eliminate the problems with wingmen not showing up on the killboard for certain missions, I suggest disabling the Killboard after the player has viewed the briefing.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | CLOSED ALS 1.18B 1-6-95                                                                                                                                                                                                                                      |
| <input type="checkbox"/> WC4-002791 | Suggestion | Ouellette, Myque    | 1.10B         | Mission D1 : Disk 2 : Hellcat : no Wingman : NAV 0 : Intrepid : SVGA : If the Intrepid is destroyed, the Replay Mission screen comes up ten seconds later. For this mission, the losing endgame 2 (the court marshal) should play before this as capture would be inevitable once the Intrepid was gone.                                                                                                                                                                                                                                                                                                                                                                                                                      |                                                                                                                                                                                                                                                              |
| <input type="checkbox"/> WC4-000525 | Suggestion | Errett, Chris       | 1.11A         | L4B : Defecting Bearcats : Nav 1 : When you arrive at the Nav that contains the defecting Bearcats, far in the distance there is a Dry Dock. That needs to be moved closer to the player's 'entrance point' around 15,000-20,000 units. In the Dry Dock there should be a few fighters under repair (inanimate) and possible a frigate, transport or destroyer. These are extra ships for the player to destroy and they would only need a few shots or a missile to destroy, since they are under repair and with no shields. It would also be very good to place a small base, such as the rarely seen Orlando Depot, next to the Dry Dock because any of the techs that work on damaged ships will need somewhere to stay. | We are voting to kill this. It's a good idea and something we might want to do if we miss Monday. Another potential problem is memory and frame rate from adding these objects to an already cluttered mission.JJS<br>ok, (fjr)<br>CLOSED ALS 11-30-95 1.04B |
| <input type="checkbox"/> WC4-000649 | Suggestion | Mustakas, Sean      | 1.12A         | Maybe it's just me, but fighting other Humans in the same ships that I have isn't nearly as fun as cooking kitties in their cockpits. It seems as if Wing Commander loses some of its fantastical edge because of this. Basically, the more realistic the game becomes the less fun it is - killing humans is something people see on their TVs every day, killing nasty aliens is still (gladly) the stuff of fantasy and what most gamers want to do.                                                                                                                                                                                                                                                                       | CLOSED ALS 1.12A 11-5-95                                                                                                                                                                                                                                     |
| <input type="checkbox"/> WC4-000776 | Suggestion | Wood, Graham        | 1.12A         | On the map during gameflow : The dot's representing different options need                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | Good suggestion. Can't be done. JH                                                                                                                                                                                                                           |

List of all  
Closed bugs

| (continued) | Bug Type   | Found by         | Found Release | Description                                                                                                                                                                                                                                                                                                                                                                              | Comments                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
|-------------|------------|------------------|---------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|             |            |                  |               | to be changed. I think that there needs to be a dot showing your location on the map. First time I played the game it was hard to realize where I was and where that was in relation to every thing else. A white/yellow dot will go just fine.                                                                                                                                          | <p>* They're asking me why this can't be done. Can you give me some insight? -ALS</p> <p>Yeah. The map is another room in the game. You aren't technically just looking at a map, you're in a different room, so there's no easy way to make this happen. It would take at least a day or two for this "feature" to work. JH</p> <p>CLOSED 11-22-95 1.01B ALS</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| WC4-000724  | Suggestion | Ouellette, Myque | 1.12A         | Gameflow : Main Terminal : Wing Configuration : Once you have selected a pilot (i.e. Scar) that pilot's picture should come up if you exit the Wing Configuration and then return (while in the same Gameflow). At the moment, no matter who is selected, the first pilot in alphabetical order (Catscratch in the F series) will come up if you leave the Wing Config and then go back. | <p>This is how the list works. The picture is not related to whomever you have selected as a wingman, so you have the option of looking at the entire roster without having to click on the select button every time you move the cursor down. JH]</p> <p>* I think he just wants Scar to show up if he exits Wing Selection (with Scar selected last) and comes back in. This isn't very major. If you have other things to fix, re-kill it... -ALS</p> <p>This is a simple problem when there is only one wingman. Consider the complications if there are 2 wingman and a second wing with a leader and two wingmen there. It has to remember the last person picked, where he was picked, remember what slot he fit into currently, and update the various different gumps that keep track of such things. If it was easy to do, it would have been done in the original design. Sorry. JH</p> <p>CLOSED 11-22-95 1.01B ALS</p> |
| WC4-000792  | Suggestion | Gibson, Lee      | 1.12A         | Spaceflight : Dragon : The fission cannon (when fired) needs to affect the player if he is sliding.                                                                                                                                                                                                                                                                                      | <p>* It does, although in a newer bug it says that it affects it in an incorrect manner. I will look into this (fjr)</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| WC4-000548  | Suggestion | Hott, Kenny      | 1.12A         | M3_A : Jump Point : Have the Dragons stay near the jump buoy                                                                                                                                                                                                                                                                                                                             | <p>KD CLOSED ALS 1.01B 11-22-95</p> <p>During a fight with Dragons in standard mode, it is quite common for the battle to continue for some time. It is quite easy to stray out of the Nav point zone. This can be confirmed by checking the nav map. You will find that you do not have the jump option. You cannot jump unless you are approximately 33000 from the jump buoy</p> <p>It is actually another bug that you can</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |

List of all  
Closed bugs

| (continued)              | Bug Type   | Found by   | Found Release | Description | Comments                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |                                                                                                                                                                                   |
|--------------------------|------------|------------|---------------|-------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                          |            |            |               |             | even jump from 33000 in. It will be set up so that the player has to get within 3000 of the jump bouy to make the jump. I would think that the dragons would come after the player and not just stay near the jump bouy and allow the player to run, -SRS                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |                                                                                                                                                                                   |
|                          |            |            |               |             | KD CLOSED ALS 1.01B 11-22-95                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |                                                                                                                                                                                   |
| <input type="checkbox"/> | WC4-000593 | Suggestion | Errett, Chris | 1.12A       | Banshee : All Missions : Use of Spreadfire Cannon : Due to the fact that the Spreadfire Cannon is not a normal weapon, I think that the I.T.T.S. (which I know is not present yet) should blink in out occasionally. This should not be a common thing, but something that occurs periodically and it could flicker or fade in and out. This represents the difficulty the Targeting System has trying to coordinate with a weapon that sends out 5 beams instead of the normal 2. I suggest a 10-15% per mission per Navpoint, non-cumulative, of it flickering in and out. If this is used, the Spreadfire Cannon should not be 'toned down' as much as planned to compensate for the I.T.T.S.. It should still be a potent weapon. | I do not entirely agree with this. (tm)<br>AD CLOSED ALS 11-30-95 1.04B                                                                                                           |
| <input type="checkbox"/> | WC4-000533 | Suggestion | Hott, Kenny   | 1.12A       | Spaceflight : Need a delay when switching between special weapons and normal weapons (3 seconds)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | CR<br>* A victim of Killfest 95; CLOSED ALS 1.04B 11-30-95                                                                                                                        |
| <input type="checkbox"/> | WC4-000737 | Suggestion | Raffray, Kent | 1.12A       | Mission KA - Terrain mission - Anytime on Planet : The altitude indicator does not work correctly. As I understand, the altitude gauge also has an arrow that should always point to the ground. It does not. Nor does the arrow show what angle you are flying at. In all the arrow is probably counterproductive and definitely confusing.                                                                                                                                                                                                                                                                                                                                                                                          | * Tony, is there any way to have a separate attitude indicator? -JAB<br>NOT FX 1.05B 12-1-95 KH<br>I thought we agreed to KILL this in our meeting...<br>CLOSED ALS 1.08B 12-8-95 |
| <input type="checkbox"/> | WC4-000783 | Suggestion | Wood, Graham  | 1.12A       | Any Gameflow room : The monitor in the backdrop seem to static : Could we not animate the monitors or displays on the screen in various rooms in Gameflow. The game looks really 'dead' in terms of atmosphere. Also have the starts going by outside the ship in the windows. It could be done like WC3 with little 10-15 frame animations looping over and over.                                                                                                                                                                                                                                                                                                                                                                    | This is planned to happen, and will. time permitting. JH<br>Time did not permit, per Chris Roberts' request. JH<br>KD CLOSED 1.10B 12-12-95 ALS                                   |
| <input type="checkbox"/> | WC4-000866 | Suggestion | Hott, Kenny   | 1.13A       | Mission M2_A, Nav 2, when approaching BL base : When approaching the black lance base, the player is given 2 comm options which                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | Tony, the mission specs have been changed so this bug probably needs to be killed. There are now 2 choices and neither is obvious but both work as per                            |

List of all  
Closed bugs

| (continued)                         | Bug Type   | Found by       | Found Release | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | Comments                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
|-------------------------------------|------------|----------------|---------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                     |            |                |               | appear to be random letters. hitting the 1st comm choice will let you have clearance. However, in the mission specs it call for, "2 or 3 choices of algorithms available, buy only one obvious choice." It is not obvious which of the two the player should choose.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | meeting we had on the subject a while back. (JJS)<br><br>We decided to present two equally confusing yet valid choices. (tm)<br><br>AD CLOSED ALS 11-30-95 1.04B                                                                                                                                                                                                                                                                                                                                 |
| <input type="checkbox"/> WC4-001020 | Suggestion | Raffray, Kent  | 1.13A         | Spaceflight - Any : Leech effects should be gradual and affect different ships differently. Leeching takes multiple hits with the Leech cannon; there should be a gradual loss of energy with each hit until the ship is completely immobile. Also larger ships should take more hits to stop completely. Maybe some sort of point system could be used to mark the amount of leech damage. For instance, one hit from a cannon does 1 leech point one hit from a leech missile does 8 leech points. Each ship would have a number of leech hits that it would take to completely immobilize that ship. For instance an Arrow would take 5 leech points to immobilize, a banshee 6 and so on. Some of the larger ships could take more than one missile to leech completely or a combination of missiles and cannon shots. | * Jeff, whatever you decide, let me know... -ALS<br><br>**** It already does this for the leech guns, and we can do the same for the leech missile, although the leech missile is a mechanical device, and thus is supposedly attached to the enemy, draining all power... (fjr)<br>Frank, I moved this to you since the TDAs are not implementing this.JJS<br><br>It appears that the current implementation is acceptable. (fjr)<br><br>NFX 1.02B 11-25-95 KR<br><br>CLOSED ALS 1.04B 11-30-95 |
| <input type="checkbox"/> WC4-000884 | Suggestion | Wood, Graham   | 1.13A         | Gameflow to Spaceflight : After you die and choose to continue, the screen is black as the game loads : Can we not have the loading mission screen that is normally displayed. Or could we have just a single piece of art with a ship and some text saying now loading or something other than blackness ?....                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | CR<br><br>* A victim of Killfest 95; CLOSED ALS 1.04B 11-30-95                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| <input type="checkbox"/> WC4-000899 | Suggestion | Barnes, Cinco  | 1.13A         | Any and all spaceflight : PAUSE command (alt-P) should suspend both video and speech.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | CR<br><br>* A victim of Killfest 95; CLOSED ALS 1.04B 11-30-95                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| <input type="checkbox"/> WC4-000978 | Suggestion | Barnes, Cinco  | 1.13A         | Spaceflight : Any mission where Leech missiles are available for loadout. The ITTS circle outside of the target reticule should be removed after a craft has been leeched.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | CR<br><br>* A victim of Killfest 95; CLOSED ALS 1.04B 11-30-95                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| <input type="checkbox"/> WC4-001041 | Suggestion | Wesley, Carlus | 1.13A         | Spaceflight : When you use the mines with the missile cam on the camera should show the mine being deployed in space and then return you back to the cockpit after it is launched. Right now the camera stays locked onto the mine.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | CR<br><br>* A victim of Killfest 95; CLOSED ALS 1.04B 11-30-95                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| <input type="checkbox"/> WC4-000842 | Suggestion | Raffray, Kent  | 1.13A         | Miss KA - Spaceflight : Currently, destroying Tanks on terrain missions does not add to your kill score. I think it                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | CR<br><br>* A victim of Killfest 95; CLOSED                                                                                                                                                                                                                                                                                                                                                                                                                                                      |

List of all  
Closed bugs

| (continued) | Bug Type   | Found by            | Found Release | Description should.                                                                                                                                                                                                                                                                                                                                                        | Comments                                                                                                                                                                                                                                       |
|-------------|------------|---------------------|---------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| WC4-000809  | Suggestion | Sommers, Anthony L. | 1.13A         | A1 : Nav 1 : Explosion for Orlando Depot needs to be bigger! Such a small explosion for such a big station...                                                                                                                                                                                                                                                              | ALS 1.04B 11-30-95<br>I'm using EXPL4. Can you make it larger. BCP.<br>CR<br>* A victim of Killfest 95; CLOSED ALS 1.04B 11-30-95                                                                                                              |
| WC4-001388  | Suggestion | Mustakas, Sean      | 1.14A         | Gameflow should detect a mouse press when the game asks the player to swap cd's.                                                                                                                                                                                                                                                                                           | Good idea. Too late. JH<br>AD CLOSED ALS 11-30-95 1.04B                                                                                                                                                                                        |
| WC4-000146  | Suggestion | O' Reilly, Michael  | 1.14A         | You should not be able to target your carrier (or any friendly cap ship) if you are inside the carrier.                                                                                                                                                                                                                                                                    | This does not seem harmful. I would rather leave it this way. (tm)<br>AD CLOSED ALS 11-30-95 1.04B                                                                                                                                             |
| WC4-000176  | Suggestion | Raffray, Kent       | 1.14A         | Component damage should have more effect, and not totally repairable.                                                                                                                                                                                                                                                                                                      | We will not be able to make any mods to the damage/repair system for this game. (tm)<br>AD CLOSED ALS 11-30-95 1.04B                                                                                                                           |
| WC4-001321  | Suggestion | Bruncke, Andy       | 1.14A         | Mission N2 : The default ship for this scramble mission should be the Dragon.                                                                                                                                                                                                                                                                                              | Only if player selects dragon in M1. JH<br>AD CLOSED ALS 11-30-95 1.04B                                                                                                                                                                        |
| WC4-001282  | Suggestion | Melton, Kevin       | 1.14A         | Spaceflight : When you turn the sound fx off, the comms still play, but the news reel does not play when you die.                                                                                                                                                                                                                                                          | CLOSED ALS 1.04B 11-30-95<br>CR<br>* A victim of Killfest 95; CLOSED ALS 1.04B 11-30-95                                                                                                                                                        |
| WC4-003100  | Suggestion | Errett, Chris       | 1.14B         | Mission F3 : Eisen defection comm : The comm needs to be heard when you are about 5-10,000 K from the Lexington. Presently the comm starts 5-10 seconds into the mission, regardless if you have taken off or not. This hurts the already low frame rate even more.                                                                                                        | If I do this, it will screw up the timing of the mission, so that you will have the Intrepid's forces attacking you while you are being asked to defect. -SRS<br>CLOSED ALS 1.18B 1-6-95                                                       |
| WC4-003035  | Suggestion | Hott, Kenny         | 1.14B         | Gameflow : Conversations in Eisen's cabin : The pathway to Eisen's cabin should always be available, even if a conversation is not. A player can easily get into the habit of neglecting that part of the screen if not cycling through pathways with either the mouse or keyboard. Also people who do not use the map often would have similar problems.                  | 99% of the time, Eisen's cabin will be empty. Making them watch a movie of it being empty will encourage people NOT to go there because it's always the same movie. That's the reason why we chose not to do it. JH<br>CLOSED ALS 1.18B 1-6-95 |
| WC4-003103  | Suggestion | Errett, Chris       | 1.14B         | Gameflow G1 : Maniac Gump : Control Room : Galley : Make the Maniac Gump in the Galley (Movie 1000) available after the gump in the Control Room (1640) : Movie 1640 is the Control Room where Blair first sees Maniac and Eisen since their defection. Movie 1000 is about Maniac's Confed promotion. Since is upset in 1640, 1000 should not be available until 1640 has | Everybody can be moody. Maniac is pissed about Vagabond being killed by Blair when talking to Eisen. He's thinking about the dead bridge people in the other movie. They aren't related. JH<br>CLOSED ALS 1.18B 1-6-95                         |

List of all  
Closed bugs

| (continued)                         | Bug Type   | Found by          | Found Release | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                              | Comments                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
|-------------------------------------|------------|-------------------|---------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <input type="checkbox"/> WC4-003105 | Suggestion | Errett, Chris     | 1.14B         | played.<br>Gameflow : Pliers Lines : Intrepid :<br>Ship Selection screen : Limit Pliers<br>lines. There should be 1-2 Pliers lines<br>max. available at the ship selection<br>screen. Presently you can keep cycling<br>to hear more lines. I may even suggest<br>1 line per gameflow. That would<br>correct the looping problems.                                                                                                                                       | Actually, you can't. It limits it to 3 max<br>on the missile weapons, 5 max on the<br>ships or guns, for a total of 5. JH<br><br>CLOSED ALS 1.18B 1-6-95                                                                                                                                                                                                                                                                                                                                                  |
| <input type="checkbox"/> WC4-003144 | Suggestion | Errett, Chris     | 1.14B         | Spaceflight : Bearcat : Banshee :<br>Weapons VDU : Both ships Weapon<br>VDU should say full guns when "F" is<br>pushed. Presently it still says Laser or<br>Tachyon Cannon respectively.                                                                                                                                                                                                                                                                                 | These ships have only one gun type, so<br>Full Guns would be inappropriate. (tm)<br><br>CLOSED ALS 1.18B 1-6-95                                                                                                                                                                                                                                                                                                                                                                                           |
| <input type="checkbox"/> WC4-003173 | Suggestion | Bruncke,<br>Andy  | 1.14B         | Missions with 2 wingman : Once your<br>primary wingman has ejected, been<br>destroyed, or ordered to return to base,<br>the comm hotkeys (ALT B, ALT D,<br>etc..) should affect them, as they are<br>now your only wingman.                                                                                                                                                                                                                                              | <Empty>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| <input type="checkbox"/> WC4-003034 | Suggestion | Hott, Kenny       | 1.14B         | Gameflow C2, officers lounge : the<br>postage stamps of the people in the<br>lounge disappear when the "talk to<br>Vagabond and Maniac" gump<br>disappears. They should remain as it<br>gives the look of a populated ship.                                                                                                                                                                                                                                              | Unfortunately, we have no screens with<br>only extras, and there don't appear to be<br>any good screens to select from that<br>contain extras that are easily mapped to<br>the clean plate. I will continue to<br>investigate and will implement if I can<br>find something, but consider this a wish<br>list item. JH<br><br>CLOSED ALS 1.18B 1-6-95                                                                                                                                                     |
| <input type="checkbox"/> WC4-003116 | Suggestion | Wesley,<br>Carlus | 1.14B         | Gameflow E1 : In the ship selection<br>screen the speed of the ship is not<br>mentioned. I think that ship speed<br>would be more desirable than the turn<br>rate.                                                                                                                                                                                                                                                                                                       | Ship speed depends on afterburner<br>speed and normal speed, plus is<br>generally considered an inverse of the<br>type of ship. A bomber is slow, a<br>fighter is fast. Turn rate is more<br>important in staying alive than speed.<br>If you can't track a ship, you can't shoot<br>it. If you can't move out of the way<br>rotationally, no matter how fast you fly,<br>the AI will hit you. Turn rate stays. JH<br><br>CLOSED 1.18B 1-9-95 -ALS<br><br>* We would like ship speed to be<br>added. -ALS |
| <input type="checkbox"/> WC4-003108 | Suggestion | Errett, Chris     | 1.14B         | Mission D2 : Mission G1 : Pliers Lines<br>: Lines 9727 : This line should always<br>play when the player first enters the<br>screen. This line refers to the Stormfire<br>cannon, where he got it and how it<br>works. This weapon is present on all the<br>ships, and for it to make sense to the<br>player this line should be heard first<br>thing at each of the gameflows. D2 is if<br>the player has come from C series and<br>G1 is if he came from the F series. | wish list. (tm)<br>NOT FX 1.20B 1-16-96 CB / KR<br>****NOTE: The Pliers line still isn't<br>playing.<br><br>I personally verified both possibilities<br>to work. This bug was a suggestion<br>(which I agreed with at the time), and it<br>works to my satisfaction... but seeing as<br>I can't count on my own verification, I<br>have to kill this. It's not holding up the<br>game. JH                                                                                                                 |

List of all  
Closed bugs

| (continued) | Bug Type   | Found by            | Found Release | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | Comments                                                                                                                                                                                                                                                                               |
|-------------|------------|---------------------|---------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|             |            |                     |               |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | Assigned to Chris Erret for evaluation.<br>-JAB                                                                                                                                                                                                                                        |
|             |            |                     |               |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | KILLED TO SHIP GAME -CR                                                                                                                                                                                                                                                                |
| WC4-003197  | Suggestion | Darsnek, John       | 1.15B         | Mission N1B : Nav 1 : After Flash-Paking the Ella Superbase, it should have the properties of debris, untargetable, invulnerable, etc.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | CLOSED ALS 1.04F 2-7-96<br>We left the flash pack as a targetable object. It is essentially still an intact spaceship with no life. It can be further destroyed with conventional weapons. (tm)                                                                                        |
| WC4-003198  | Suggestion | Darsnek, John       | 1.15B         | Spaceflight : Fission Cannon : The fission cannon is a really neat weapon: it sounds cool and, most of all, it looks cool. And it is really different from any of the other guns. The problem is that it really isn't any fun to use because it is so difficult to hit anything with it. I suggest that we make the size of the bolts bigger, and that we make their size directly proportional to the length of time that the player holds down the trigger. If, for example, the player starts with his fission cannon completely charged, then his bolts would be --- say ---- twice the size of what they are now. If he starts with his cannon only half charged, then the bolts would be 1.5 times the size they are now. If the player squeezes off several shots in a row, the bolts would be the size that they are presently. | CLOSED ALS 1.18B 1-6-95<br>This is a cool idea and something I wanted to do from the beginning. But, due to the nature (read: limitation) of our system, we would have to create separate art for each different size, and this would probably cause many unwanted side effects. (fjr) |
| WC4-002946  | Suggestion | Sommers, Anthony L. | 1.15B         | Spaceflight : Dragon : Fission Cannon bolts need to converge @ maybe around 2000-2500. Currently, only one bolt will hit the target.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | CLOSED ALS 1.18B 1-6-95<br>There are no bolts that converge. This would be a new feature if it is needed. BCP.                                                                                                                                                                         |
| WC4-003226  | Suggestion | Raffray, Kent       | 1.17B         | Gameflow K3 and L3 - galley - Talk to Maniac and Catscratch (2380) : This should be a required conversation : Right now this is an optional conversation (2380) where Maniac tells Catscratch about a decoy missile trick. After flying mission L3 , if you rescue catscratch you will be shown a required movie ( 2470 ) where Blair chews out Maniac and Catscratch. This flic makes references to the Maniac\Catscratch movie which may be avoided as of now. Making this conversation required would fix this.                                                                                                                                                                                                                                                                                                                      | CLOSED ALS 1.18B 1-6-95                                                                                                                                                                                                                                                                |
| WC4-003235  | Suggestion | Hott, Kenny         | 1.17B         | Missions : I think that a quick debrief screen would be very helpful after each mission. It would state whether or not the mission was successful and we                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | CLOSED ALS 1.18B 1-6-95                                                                                                                                                                                                                                                                |

List of all  
Closed bugs

| (continued)  | Bug Type   | Found by         | Found Release | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | Comments                                                                                                                                                                                 |
|--------------|------------|------------------|---------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| — WC4-003246 | Suggestion | Barnes, Cinco    | 1.17B         | could use the text to help smooth any rough story transistions (such as mission n2 to gameflow n3 on disk 6). Also, the debrief screen could inform the player that ejected wingmen have been retrieved (thus eliminating many "logic" bugs about wingmen dying.) And finally, the debrief screen could be tied to infirmiry detainments (a chance of wingmen being injured in combat), so it would not just be random.<br>Mission N4 : Gameflow to Spaceflight Load Screen : At present, the LOAD SCREENs for N4 with the FLASH pak and WITHOUT the FLASH pak are the same. I would suggest that the player be given more explicit instructions for using the flash pak on the Vesuvius (i.e. "Fly into the carrier and fire the flash pak directly at the Vesuvius' hangar") and that the same mission without the flash pak should use the current load text. | This is the same mission. We can not have two sets of text for the same mission. (tm)<br>CLOSED ALS 1.18B 1-6-95                                                                         |
| — WC4-003259 | Suggestion | Melton, Kevin    | 1.17B         | The combat help screen does not have the arrows for controlling your fighter in the rear tureret.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | per bug meeting (tm)<br>CLOSED ALS 1.18B 1-6-95                                                                                                                                          |
| — WC4-003304 | Suggestion | Errett, Chris    | 1.17B         | Spaceflight : When a component is at 90% or 100% damage, the message [CRITICAL COMPONENT DAMAGE] should be displayed. This will give the player a chance to try and repair the item before it is destroyed. I have been damaged several times with little damage shown on my damage bar, but with a component destroyed or nearly so. This could be done in the same fashion of the "Eject" and "Cap_Miss Detected" cockpit strings.                                                                                                                                                                                                                                                                                                                                                                                                                             | (tm)<br>CLOSED 1.18B 1-9-95 -ALS                                                                                                                                                         |
| — WC4-003303 | Suggestion | Barnes, Cinco    | 1.17B         | Gameflow 38 : Disc 6 : After seeing the winning endgame, the player should have the option of replaying the final movie scenes (g 38) in order to explore the other conversation options. A plaque much like the DEATH or TRAITOR plaque in the mission system would be cool to see: REPLAY FINAL SCENE or RETURN TO GREAT ASSEMBY to replace REPLAY MISSION... other options being the same. This way players would not have to re-fly O1 after making incorrect choices.                                                                                                                                                                                                                                                                                                                                                                                       | wish list (tm)<br>CLOSED 1.18B 1-9-95 -ALS                                                                                                                                               |
| — WC4-003279 | Suggestion | Ouellette, Myque | 1.17B         | Gameflow : Longbow : NAV 1 : The Longbow guns do not seem to be doing the amount of damage to opponents that is indicated on the gameflow terminal. (Example : The banshee has 80 pts armor, a longbow can deliver 115                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | We will want to do this as we get close to final, as Wing Commander geeks will shread it if it is incorrect. -JAB<br>When a fighters shields/armor are fully depleted they don't blow up |

List of all Closed bugs

| (continued) | Bug Type   | Found by         | Found Release | Description                                                                                                                                                                                                                                                                                                                                                                                                                                      | Comments                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
|-------------|------------|------------------|---------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|             |            |                  |               | points of damage per shot. it takes 4 vollys to destroy a leeched banshee.)                                                                                                                                                                                                                                                                                                                                                                      | automatically. You have to damage a system fully after that before it will blow up. If anything I believe the gameflow numbers seem inaccurate and probably should be removed if this is going to be a problem. BCP.<br><br>CLOSED ALS 1.19B 1-11-95                                                                                                                                                                                                                                                                                              |
| WC4-003334  | Suggestion | Gibson, Lee      | 1.18B         | Gameflow : Ship Selection : The frequency of different loadout comms is not consistent. Is there any way to add a bit more variety to the loadout comms? I hear the Leech missile loadout comms about two out of three times I load my ship with them, but I rarely hear the IFF and HS comms. The IR and mine comms are heard more often than the IFFs, but less than the Leeches. I like the loadout comms, and I'd like to hear more of them. | Yes, it's guaranteed to be consistent. I promise you. The problem is, most of the time, the first click or two from the current loadout will either be a leech, possibly a mine or IR. IFFs are a few clicks away, and therefore are less likely, in general statistical terms, to be hit because you are less likely to show them on screen. They all have equal probability otherwise. In other words, there's nothing that can be done except change the order of weapons, and that ain't gonna happen now. JH<br><br>CLOSED ALS 1.19B 1-11-95 |
| WC4-003345  | Suggestion | Bruncke, Andy    | 1.18B         | Gameflow F2 - Repeatable - SVGA 16 : You should have access to the Wing Configuration for this mission even though Seether is your wingman. You would be able to access information such as the briefing text and wingman data. You are able to do this in B3 where you have no wingman, so why not here as well.                                                                                                                                | Simply because you could Deselect Seether if we let you into the screen. The only alternative, if we allowed the screen, is to remove everyone else from the killboard and the wingman screen--and even then, a player could deselect Seether and fly alone, and that's not permissible. JH<br><br>CLOSED ALS 1.19B 1-11-95                                                                                                                                                                                                                       |
| WC4-003380  | Suggestion | Ouellette, Myque | 1.18B         | Spaceflight : Dragon : The Fission Cannon is not strong enough to be of any use. Since the Fission Cannon is so slow in charging and very difficult to target, the damage it delivers should be about twice the amount it currently delivers.                                                                                                                                                                                                    | As per CR's request. (fjr)<br><br>CLOSED ALS 1.19B 1-11-95                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| WC4-003342  | Suggestion | Wesley, Carlus   | 1.18B         | Mission F1, NAV 1, Repeatable, SVGA. Longbow : Wingmen bail out too quickly. Slash, Scar and Vero are the pilots I notice this with on ace skill level.                                                                                                                                                                                                                                                                                          | * Call me, x692, or tell ALS and I'll come down and we can discuss. Thanks, (fjr)<br><br>NOT FX 1.22B 1-21-96 MM<br>****NOTE: A note on the AV sheet said to assign to ALS.<br><br>Slash, Scar & Vero bail out quickly cause they're wimps - Per wingman stats -CR<br><br>CLOSED 1-23-95 - JAB                                                                                                                                                                                                                                                    |
| WC4-003413  | Suggestion | Ouellette, Myque | 1.19B         | Gameflow J3 : Disk 4 : Storage Hold : Sosa "Emergency" message : SVGA :                                                                                                                                                                                                                                                                                                                                                                          | Jason, go ahead and do this if it makes sense to you, or ask Chris if you want                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |

List of all  
Closed bugs

| (continued)              | Bug Type   | Found by   | Found Release    | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | Comments                                                                                                                                                                                                                                                                                                                                                                                                                                     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
|--------------------------|------------|------------|------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                          |            |            |                  | As has already been reported and killed...Sosa's comm comes up saying there is an emergency and report to the CIC (if you do not let Tolwyn go in movie 2120). The gump we are referred to is actually in the Control Bay. My suggestion would be to eliminate Sosa's comm altogether. Since the Red dot is in the map, people will still see the Maniac / Dekker movie (2160). Within the movie, there is no indication of an actual 'emergency' situation (Maniac and Dekker are just standing around and talking calmly) so it would really make more sense to eliminate the "Emergency in the CIC" comm anyway. | his opinion. (tm)<br><br>There is an emergency in the CIC. It's unfortunate that there is another required conversation before you can get there. It's not getting changed again. JH<br><br>CLOSED 1.22B 1-20-96 -ALS                                                                                                                                                                                                                        |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| <input type="checkbox"/> | WC4-003491 | Suggestion | Darsnek, John    | 1.21B                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | Mission N4 : place an "unable to complete mission" statement in this mission if the player uses the flash-pak in any place other than the hangar bay.                                                                                                                                                                                                                                                                                        | Can't do it. (tm)<br><br>CLOSED 1.22B 1-20-96 -ALS                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
| <input type="checkbox"/> | WC4-003467 | Suggestion | Ouellette, Myque | 1.21B                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | Install : Disk 1 : Win95 : Win95 Shortcut Properties : SVGA : The Win95 shortcut that is created after you install the game within Win95 is not the optimal setup for the game. Here are some suggestions on what properties should be altered to get the best chance for the game to run (and minimize potential customer service issues). I am only listing the areas that I suggest we change, the other properties are fine as they are. | I believe Andy is going to send the Shortcut file to Jason Y, so he can use the proper settings. (tm)<br><br>* I mailed this to Jason a few days ago. -ALS<br><br>Implemented the selection to run Maximized. You might want to document all others in the README. (tm)<br><br>KD 1.04F 1-30-96 AB<br><br>KILLED TO SHIP GAME -CR<br><br>CLOSED ALS 1.04F 2-7-96<br>* This is the team consensus. -ALS<br>This change was motivated by the changes to the intro movie. It's an issue to take up with Chris if you feel that strongly. (tm)<br><br>CLOSED 1.22B 1-20-96 -ALS |
| <input type="checkbox"/> | WC4-003539 | Suggestion | Ouellette, Myque | 1.22B                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | Spaceflight : Disk 1 : any Ship : any Wingman : any NAV : SVGA : The new computer voice for Mission Complete, Enemy Near and other comms sound too tinny and not really smooth. Could we adjust the levels a bit so it sound more steady and just slightly digital not overly so? Make the voice deeper as well.                                                                                                                             | This is pretty subjective. Not worth the time to address it. (tm)<br><br>CLOSED 1-23-95 - JAB                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| <input type="checkbox"/> | WC4-003531 | Suggestion | Ouellette, Myque | 1.22B                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | Install : Disk 1: Button Label Text : SVGA : The button label text (down in the gray bar at the bottom) is not really easy to read. Could we change the color to something that would stand out more against the gray bar (I love the placement)? Perhaps the yellow would work, or a red?                                                                                                                                                   | Gameflow : The following updates need to be made to the ship/weapon status screen in gameflow :                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| <input type="checkbox"/> | WC4-003572 | Suggestion | Errett, Chris    | 1.22B                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |                                                                                                                                                                                                                                                                                                                                                                                                                                              | First, these are old suggestions. I agree with them. but it's far too late to change them. Second, it's a numerical field. not                                                                                                                                                                                                                                                                                                                                                                                                                                              |

**List of all  
Closed bugs**

| (continued) | Bug Type | Found by | Found<br>Release | Description | <b>Comments</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
|-------------|----------|----------|------------------|-------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|             |          |          |                  |             | a text field, so anything other than strictly numbers won't work. That includes ??? and unknown and /bolt and anything else fancy like that. And lastly, the Starburst/Coneburst are literally 100 damage. The bolt damage is dependent on the type of bolt (which is unknown). If you hit someone with the missile, it does 100 damage, so the field is perfectly accurate, if a bit misleading. If you like (I suggest it), put a note in the readme file about this.<br>JH |
|             |          |          |                  |             | CLOSED 1-23-95 - JAB                                                                                                                                                                                                                                                                                                                                                                                                                                                          |