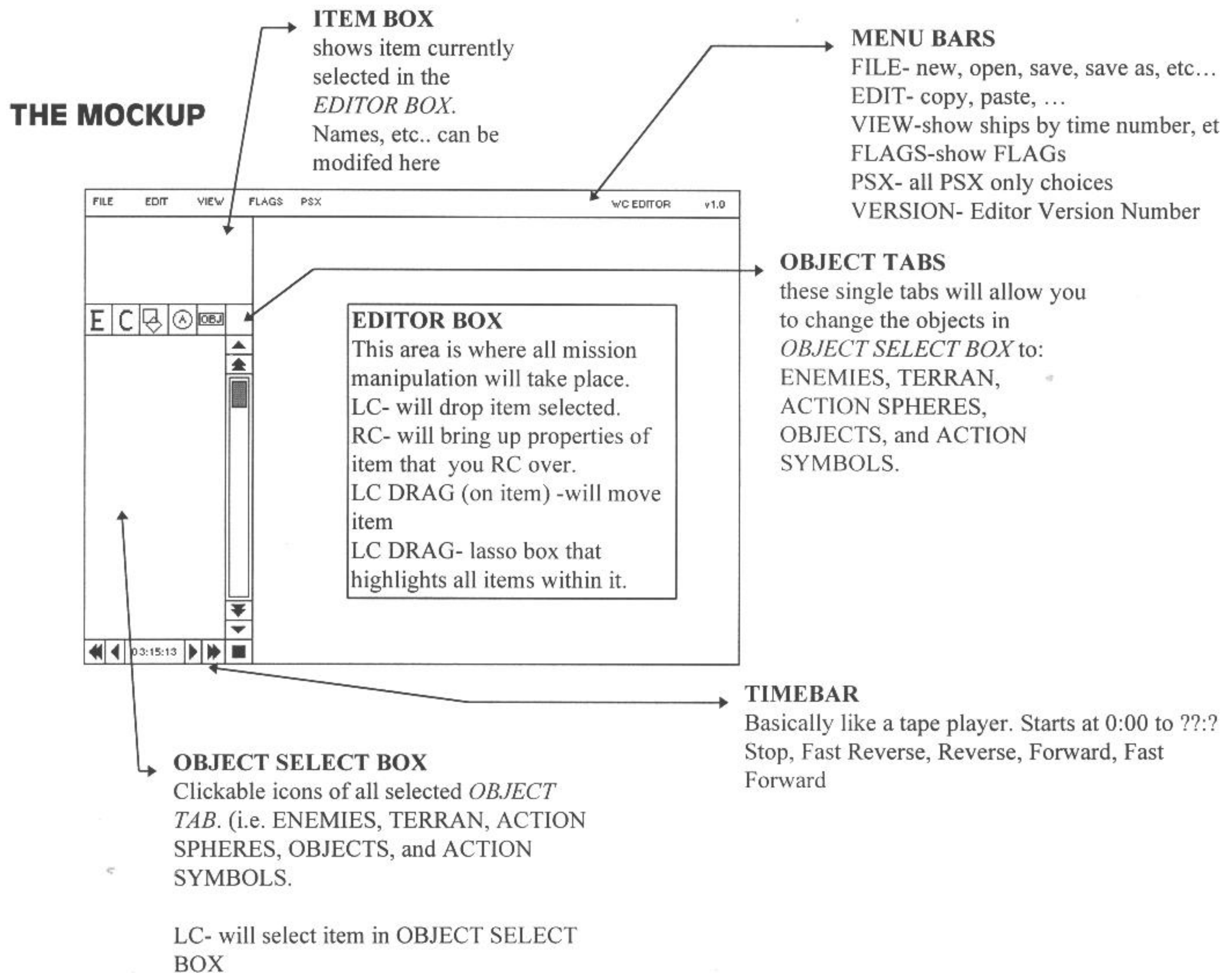# Wing Commander Editor Specs

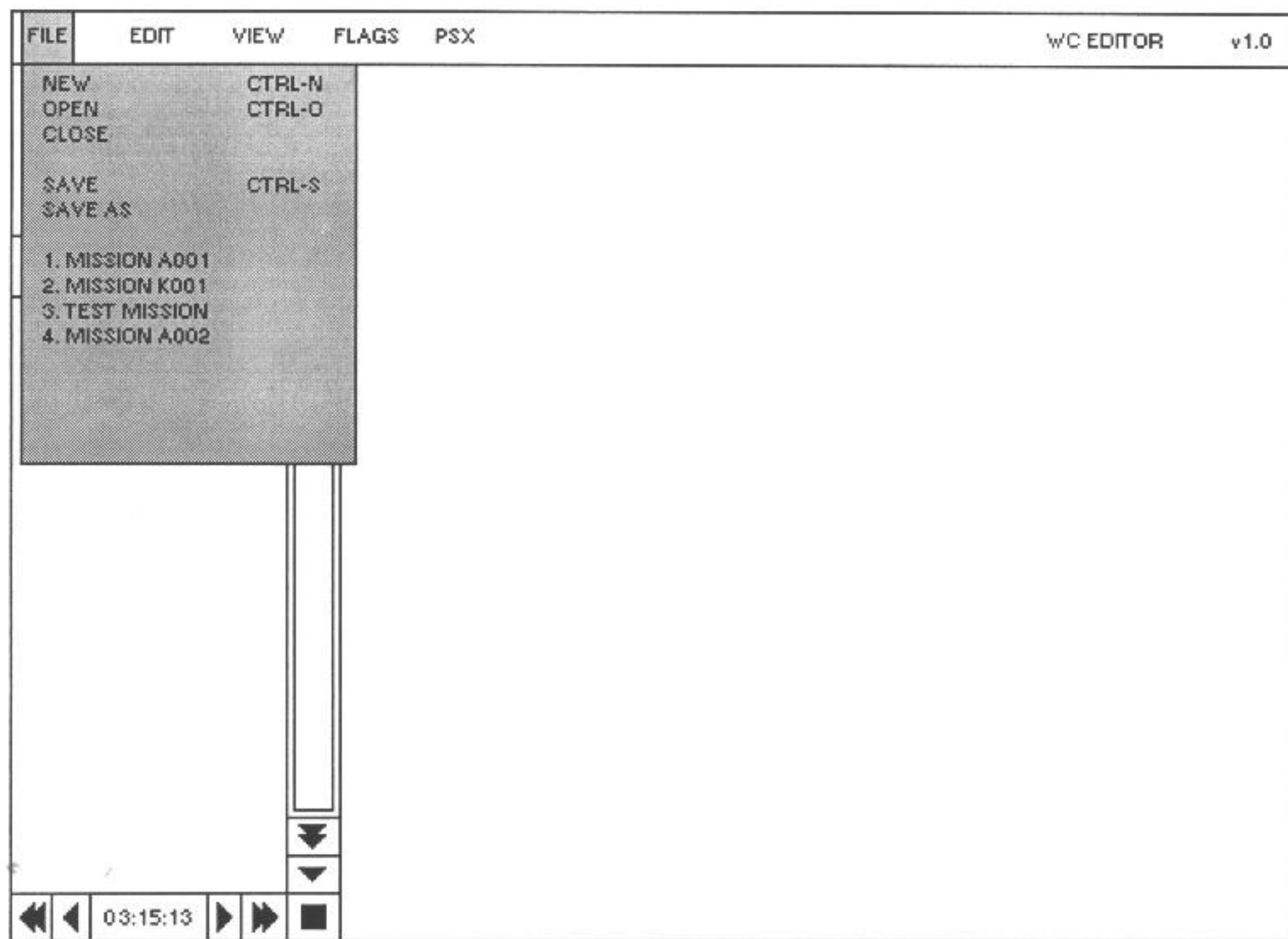4/18/96

WHAT IS THE WING COMMANDER EDITOR?

The Wing Commander Editor will be a simple, fast, and efficient way to generate the mission data for the next generation of Wing Commander games. Using an intelligible 2D or top down view the designers through various toolbars and menus will be able to add ships, enemies, setup way points, etc. thus creating an entire missions with varying complexity in a relatively short amount of time. Thereby, worrying less about inputting data and more about gameplay and mission balance.

THE MOCKUP
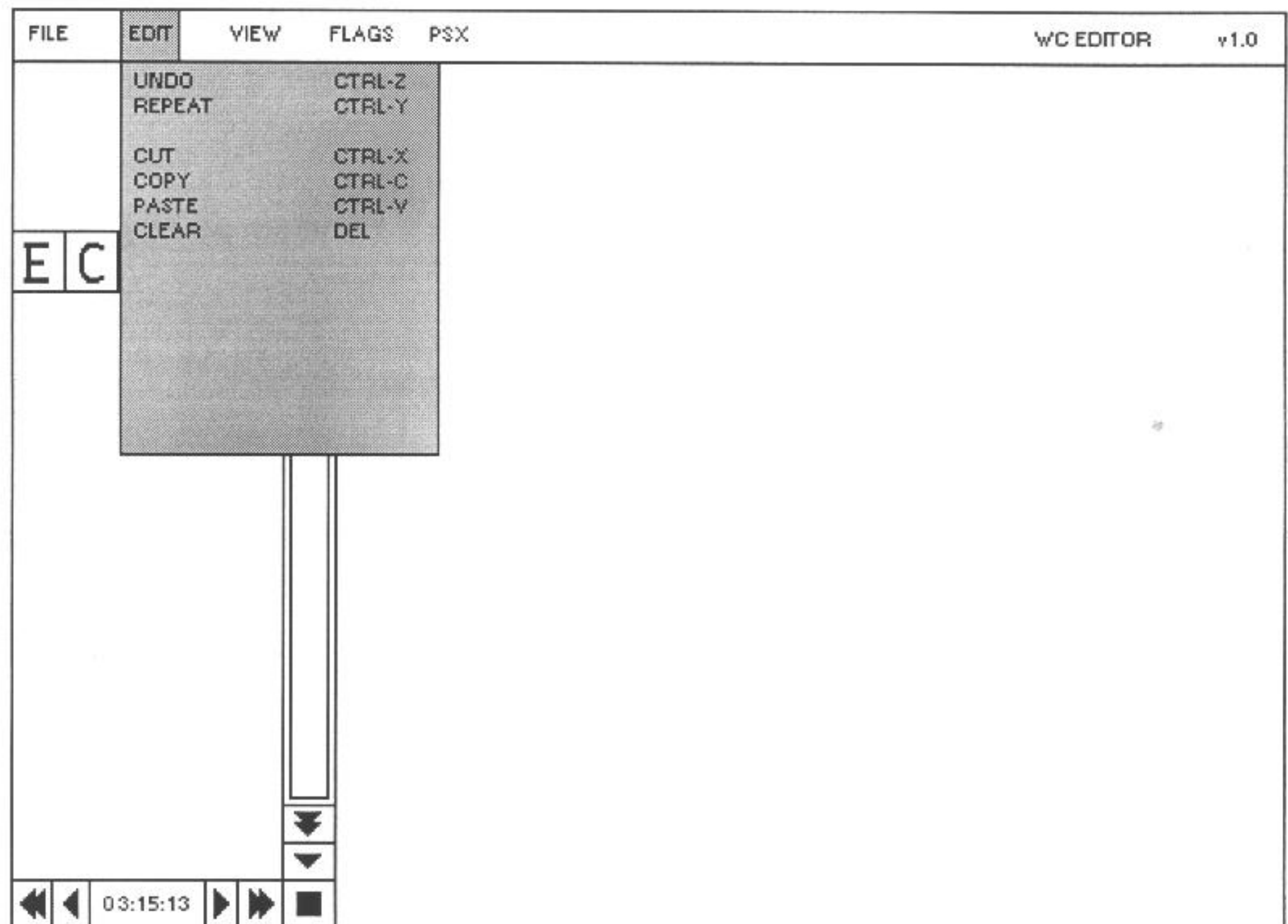
ITEM BOX
shows item currently selected in the *EDITOR BOX*. Names, etc.. can be modifed here

MENU BARS
FILE- new, open, save, save as, etc...
EDIT- copy, paste, ...
VIEW-show ships by time number, et
FLAGS-show FLAGs
PSX- all PSX only choices
VERSION- Editor Version Number

```
FILE   EDIT   VIEW   FLAGS  PSX                    WC EDITOR    v1.0

  E C        OBJ

      03:15:13
```

EDITOR BOX
This area is where all mission manipulation will take place.
LC- will drop item selected.
RC- will bring up properties of item that you RC over.
LC DRAG (on item) -will move item
LC DRAG- lasso box that highlights all items within it.

OBJECT TABS
these single tabs will allow you to change the objects in *OBJECT SELECT BOX* to: ENEMIES, TERRAN, ACTION SPHERES, OBJECTS, and ACTION SYMBOLS.

TIMEBAR
Basically like a tape player. Starts at 0:00 to ??:? Stop, Fast Reverse, Reverse, Forward, Fast Forward

OBJECT SELECT BOX
Clickable icons of all selected *OBJECT TAB*. (i.e. ENEMIES, TERRAN, ACTION SPHERES, OBJECTS, and ACTION SYMBOLS.

LC- will select item in OBJECT SELECT BOX

MENU BARS:

FILE: *

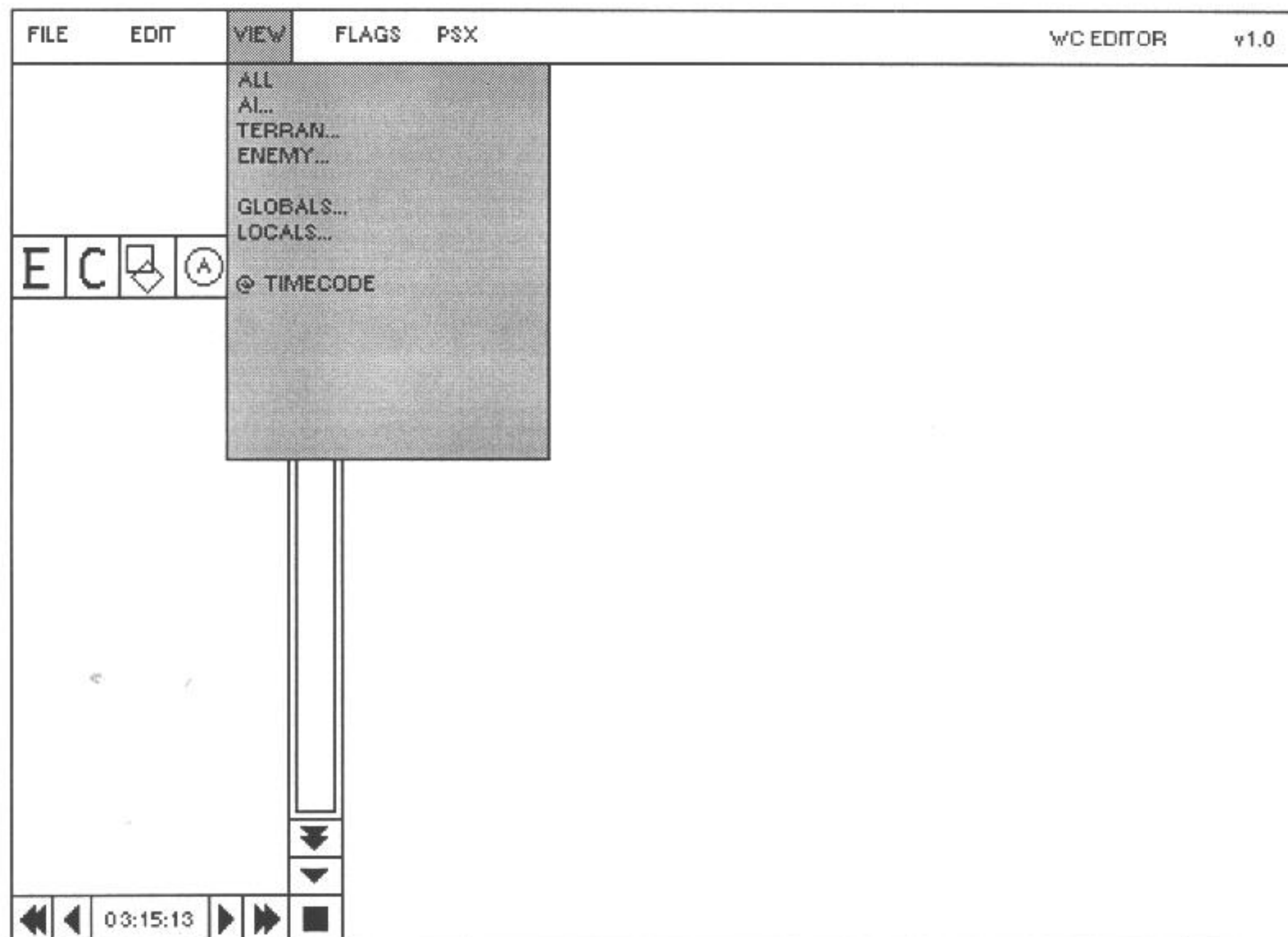| NEW [CTRL-N]	would create a new mission file.
OPEN [CTRL-O]	would allow you to open any file in your local WC directory. Any and all game related files would have to be checked out (Version Control) to be edited.
CLOSE	this would save the mission file and reset editor.
SAVE [CTRL-S]	allows designer to save current mission.
SAVE AS	allows you to save the mission under another name.
1 ... 4 QUICK LOAD	(as with WORD) there will be numbers one through four, each of would be the last four accessed files by clicking on file then the number (or designated hotkey)

FILE	EDIT	VIEW	FLAGS	PSX		WC EDITOR	v1.0

NEW   CTRL-N
OPEN   CTRL-O
CLOSE

SAVE   CTRL-S
SAVE AS

1. MISSION A001
2. MISSION K001
3. TEST MISSION
4. MISSION A002

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EDIT:

| UNDO [CTRL-Z]	Undoes last editor action.
REPEAT [CTRL-Y]	Does last editor action again.
CUT [CTRL-X]	Removes selected object from *EDITOR BOX* and puts it on the editor clipboard.
COPY [CTRL-C]	Places an object that is on the editor clipboard to *EDITOR BOX*.
PASTE [CTRL-V]	Copies selected objects to the editor clipboard.
CLEAR [DEL]	Selected object is removed

FILE	EDIT	VIEW	FLAGS	PSX		WC EDITOR	v1.0

```
UNDO        CTRL-Z
REPEAT      CTRL-Y

CUT         CTRL-X
COPY        CTRL-C
PASTE       CTRL-V
CLEAR       DEL
```

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VIEW:

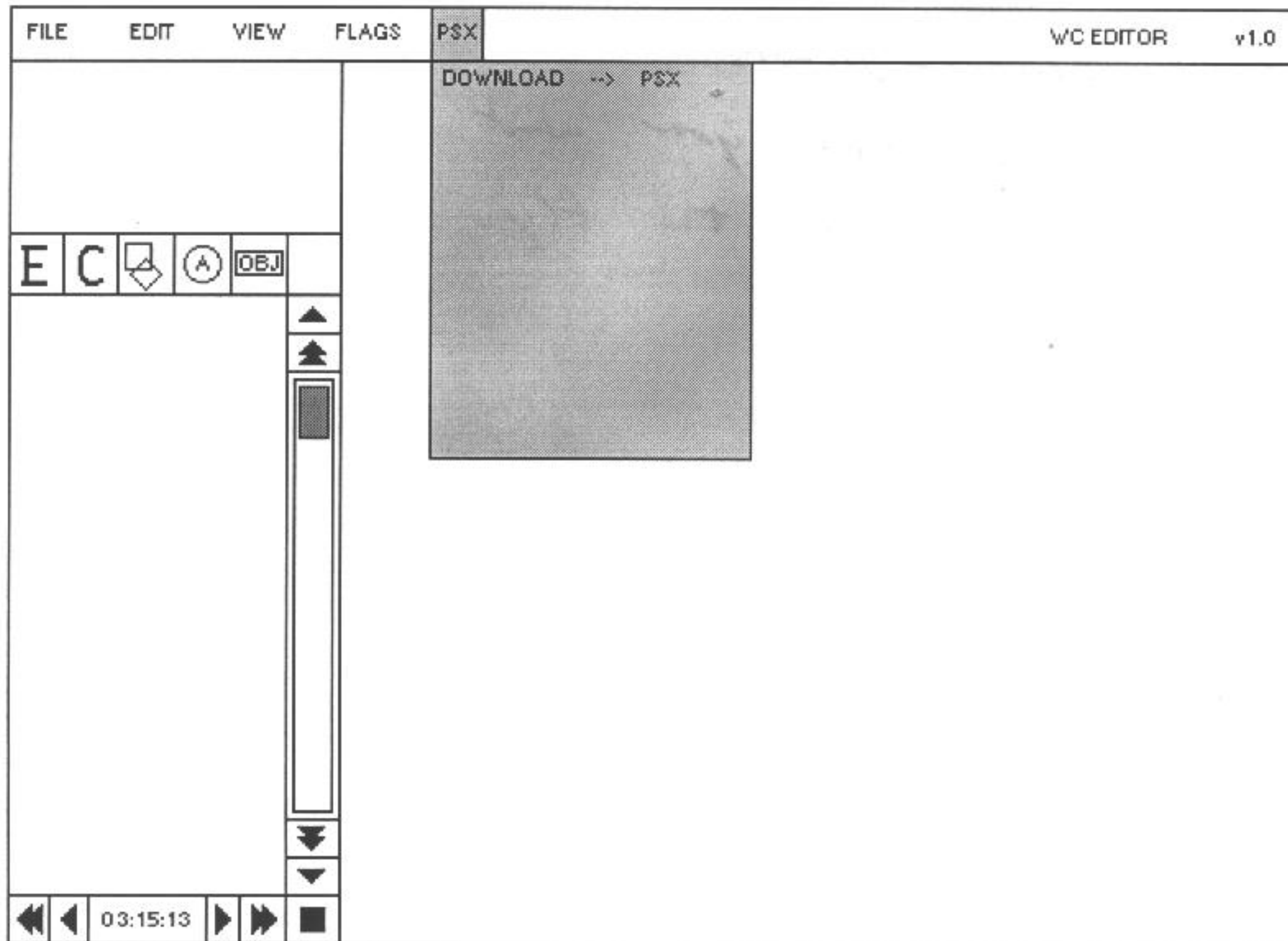| ALL	This would draw all the ships that are currently in editor area
AI...	This would be a drop down box (i.e. View-Toolbars... in MS WORD) where you could select from all the available AI types with check boxes after selecting then clicking on OK confirmation box, all objects in editor with those AI types will be shown.
TERRAN...	This would be a drop down box (i.e. View-Toolbars... in MS WORD) where you could select from all the available ship types with check boxes after selecting then clicking on the OK confirmation box, all objects in editor with those ship types would be displayed.
ENEMY...	This would be a drop down box (i.e. View-Toolbars... in MS WORD) where you could select from all the available enemy ship types with check boxes after selecting then clicking on the OK confirmation box, all objects in editor with those ship types would be displayed.
GLOBALS	(i.e. VIEW- RULER in MS WORD) This would show a scrollable box that displays all LOCAL flags.
LOCAL	(i.e. VIEW- RULER in MS WORD) This would show a scrollable box that displays all the LOCAL flags.
TIMECODE (default on)	(i.e. VIEW- RULER in MS WORD)This would put the TIMEBAR in the bottom of the TOOLBAR BOX, this TIMEBAR will show you the current mission time. (starting from 0:00) With the use of standard tape and CD symbols there will be STOP, FAST REVERSE, REVERSE, PLAY, FORWARD, FAST FORWARD buttons. These will allow you to skip through mission time within the editor to watch and correct the bigger mistakes.

FLAGS:

MISSION	Allows you to create a NEW MISSION FLAG that will be enabled for the current mission only
GLOBAL	GLOBAL FLAG(s) will be an arbitrary number (i.e. 256 Global Flags) that we will have access to rename. Once selected will have access to all the flags at once through a scrolling toolbar. You will have a choice to rename the GF. Once you access the GF it will now carry over all values to GAMEFLOW.

FILE   EDIT   VIEW   **FLAGS**   PSX   WC EDITOR   v1.0

MISSION...
GLOBAL...

E C ▱ Ⓐ OBJ

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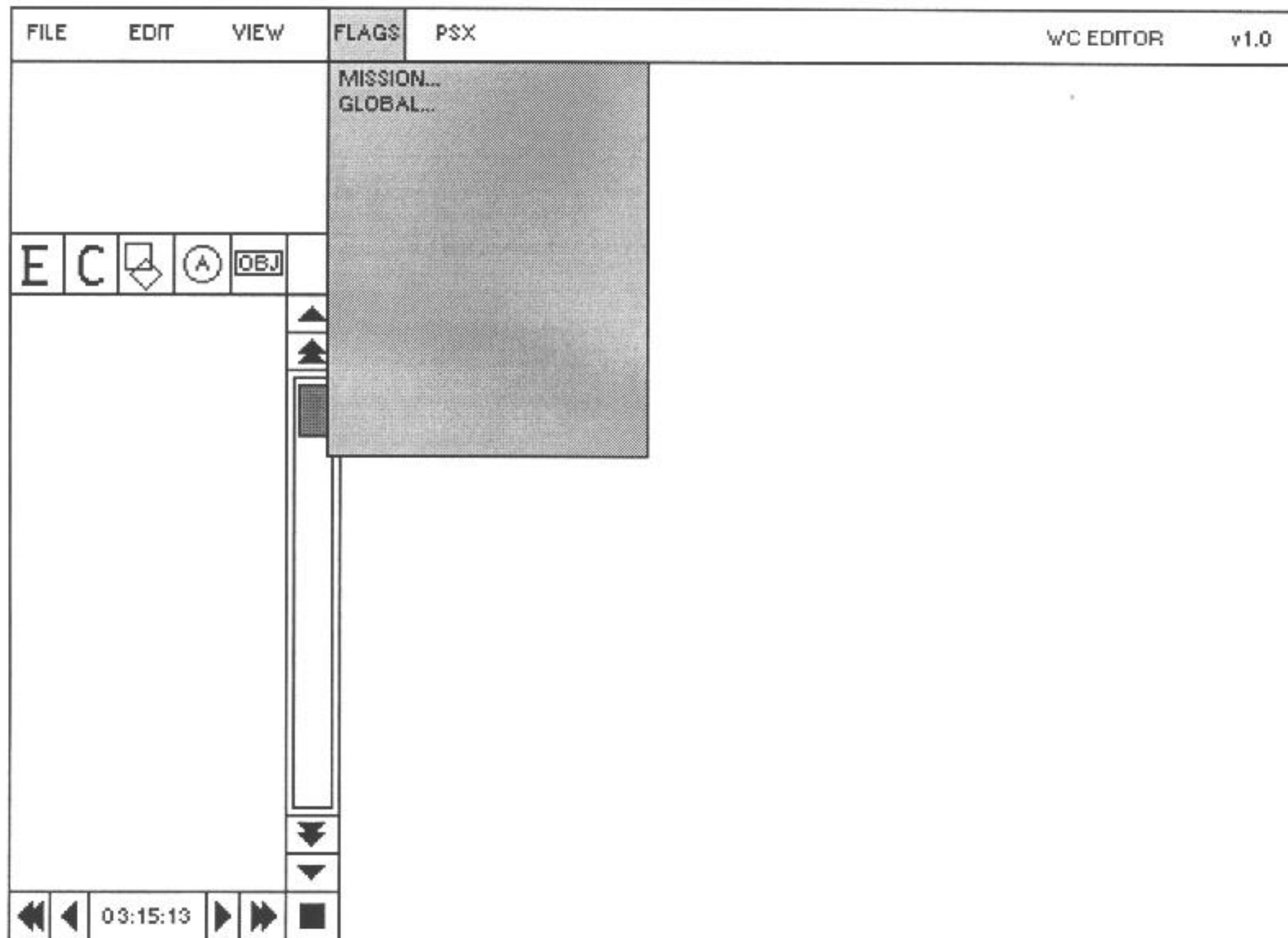
PSX:

DOWN	Allows PSX designers to Download the mission into a PLAYSTATION for immediate testing?
LOAD	

```
FILE    EDIT    VIEW    FLAGS   PSX                          WC EDITOR    v1.0
                                DOWNLOAD  -->  PSX

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                          ▼
                          ▼
  ◀◀  ◀  03:15:13  ▶  ▶▶  ■
```

* The **BOLD** underlined letter means this option can be accessed in the editor by holding the [ALT] key and the underlined letter.

- change on fly
- Making spaced coded.

- Break funct. into components
    relworth & any order you want
- Being able to edit on the fly.