Cain, Billy

From:	Hughes, Jason
Sent:	Tuesday, August 19, 1997 12:59 AM
To:	ML WCP PROGRAMMERS; ML WCP DESIGN
Subject:	New maneuvers to add:

While going through the ship data files, please add the following to appropriate ships, under the attack maneuver chunk:
- capitalshipattack
- componentattack

All SpaceObjId_wildweasel, SpaceObjId_fighter, and SpaceObjId_bomber objects should have them both.

How they work:

capitalshipattack is a component target selector. When an object runs across a capital ship on its attack list and decides to attack it, it will ALWAYS call this maneuver. This maneuver figures out what kind of thing to subtarget on the capship, based on what still exists on the capship, and what type the owner is, either fighter, bomber, or wild weasel. Once it finds a reasonable target, it forces itself into componentattack.

componentattack is a simple barrel-down-and-shoot attack maneuver which causes the object to fly straight at the current subtarget and shoot torpedoes at it, as well as guns. If it runs out of torps, it switches to another missile. Avoidance is the same as always, so if it gets shot while performing this maneuver, it will run away and then try again later.

With the current state of affairs, three panthers (temporarily converted to bombers for testing purposes) were decimated in short order by one turret on the Midway. They sure looked good while they zoomed in shooting, though.

JH