Cain, Billy

From:	Hughes, Jason
Sent:	Friday, May 23, 1997 6:44 AM
To:	ML WCP PROGRAMMERS
Cc:	ML WCP DESIGN
Subject:	Comms are in

I've put an awful lot of effort into getting comms into the game and visible for minor testing.
They're in.

Currently, people will send comms only as replies to other comms or as taunts. All comms that are received BY THE PLAYER are placed on the message plaque. Only the pilot Giant has correct data on the net. Also, the game cannot compile as it is on the net. Andy has mission.cpp checked out and I had a lot of stuff checked out that people would be needing soon, so I put it all up. To compile, attrib mission.cpp add "pilot_data" as the second parameter on the two lines that error in mission.cpp.

Designers: You guys have complete control over who sees what comms with the message object data files per pilot. You also have all the ability to screw yourselves, as always. Be very careful and tread lightly in these data files. I tracked a bug for half an hour and finally found that it was not a bug, but two data files out of synch. MD5 is your friend.

To see a sample data file (NOT CORRECT, just sample), check out
dsrc\comms\giant.xmf.
All the files in dsrc\comms\pilots need to be renamed to their character name and moved to dsrc\comms, as well as being considerably changed.

Allen: ICM_VDU still needs to be set up to show video, audio, and text in its own way. Do not use commedia, as it will be going away shortly. See how I've used the incomingComm from control and it'll be a lot more clear how easy it can be to use.

By the way, this will break all your missions until you get comm data in right. The time has come for getting comms in. For Friday and the weekend, anything critical you need to work on, use Giant as your pilot. After Monday, I'll hook it up to fatal when more than one pilot is being reused, so don't think it'll work for long. Data *must* be completed.

Any questions? I'll be drooling on fjr's futon until the movie.
JH