Cain, Billy

From: Hughes, Jason
Sent: Monday, July 21, 1997 7:50 PM
To: ML WCP DESIGN
Cc: ML WCP PROGRAMMERS
Subject: Several new comms are in!

In order for many new comms to be heard in their most appropriate manner, you will need a basic understanding of how they are triggered. Rearranging how some objects come into existance, removing objects from the world when they go inactive, or unbinding them from certain action spheres at appropriate times may be required in order to fully exploit the comm system.

Comm	Event
Enemies Light	active enemies<=active friendlies
Enemies Heavy	active enemies>active friendlies
Something seems wrong	no active enemies, **inactive enemies are present**
Actionsphere clear	no active enemies, no inactive enemies

*Also note: Autopilot light is linked to the total number of active AND inactive enemies in an actionsphere. You must not leave bound ships inactive, or the player cannot autopilot away.

There will be significant player impact in how well orchestrated the comms are to actual events in the game. *Please* be sure that the right comm is being sent at the right time at each nav point, or we will be sending the player mixed signals. The general rules of thumb apply:

- a ship should be spawned if it should not be detected until after an event, such as a group of aliens are generated after blowing up a capship of theirs, or running across enemies at a previously visited nav.
- any ship that will never return and will not impact the mission should have its program end when it is deactivated. This removes it from the game and it is no longer counted active or inactive at all.
- spawn ships anytime you can avoid placing them in med. This tends to help load times and will make your code better as a result. Don't attempt referencing their "spawn##" name. Bad idea.
- try to make a ship's first AI instruction be AI_ActiveSelf() if it is supposed to be available for attack immediately. Otherwise, it may be miscounted when figuring out what the opposition really is.

Any questions or comments or complaints, lemme know.

JH