

Cain, Billy

From: Sommers, Andy
Sent: Friday, July 11, 1997 10:59 AM
To: ML WCP DESIGN
Cc: ML WCP PROGRAMMERS; ML WING QA
Subject: Game Update WCP 1.01.10 Alpha 7-10-97

DESIGNERS :

- * Pilot group support is now in, meaning you can select any of the following pilots :

```
Pilot_GROUP_Diamondbacks,  
Pilot_GROUP_Black_Widows,  
Pilot_GROUP_Wolf_Pack,  
Pilot_GROUP_Generic_Kilrathi,  
Pilot_GROUP_Generic_Alien,
```

and have "random" pilot support. The random pilot support simply means that the game will automatically choose a pilot of a particular squadron for you. The game takes care of duplicates, dead pilots, etc. for you.

Billy has defined the available pilots for the missions. We will go over this step in detail when we have the next MED class.

- * Several new MED commands have been added :

```
int SF_GetX ();  
int SF_GetY ();  
int SF_GetZ ();
```

returns the current x, y, and z positions (respectively) in space of the object using the command

```
int SF_GetX (_ObjId o);  
int SF_GetY (_ObjId o);  
int SF_GetZ (_ObjId o);
```

parameter returns the current x, y, and z positions (respectively) in space of the object specified by the

```
void NAV_CreateShip (EShipId id, PilotNames pilot_index, TARG_STRING  
target_id, _ObjId main_program, _ObjId death_program, int x, int y, int z);
```

creates a ship in space at <x,y,z> with the following attributes :

id	-	specifies what ship to create (defined in ship.def)
pilot_index	-	specifies a pilot to use (defined in med_data.def)
target_id	-	target_id of ship (defined in targ_str.def)
main_program	-	main program of ship (you must create a variable of the same name)
death_program	-	death program of ship (you must create a variable of the same name)

```
void NAV_SetInterceptPlayer (int value);
```

value - 0, 1 (false, true)

states that the nav executing the program (if it is hidden) is supposed to stop the player

```
void NAV_SetInterceptPlayerNav (int value, int nav);
```

value - 0, 1 (false, true)

states that the nav specified by the nav parameter (if it is hidden) is supposed to stop the player

Please note the command prefixes, NAV_* can only be used in nav programs...

- * The event system should be fixed (stupid bug on my part)
- * My sample mission has examples of all new features. (groups, commands, spawned ships, event system, etc.)
- * texturedSpace=1 will give you textured space.

A new .exe is up as well as new data...

-ALS