

Cain, Billy

From: Hughes, Jason
Sent: Sunday, August 10, 1997 8:27 PM
To: ML WCP DESIGN
Cc: ML WCP PROGRAMMERS
Subject: New features:

These new commands are available for your use:

- SF_KilledBy()
This returns the PilotNames enumeration of the person who caused this object's life to end. Obviously, this only makes sense to use it in a Death program. Sample usage as follows:

```
void Death(void)
{
    if (Pilot_Player_1==SF_KilledBy())
        numCargoKilledByPlayer++;
}
```

- SF_NumMissilesLeft(missile_type)
- SF_NumBulletsLeft(gun_type)
- AI_FireMissile(missile_type)
- AI_FireBullet(bullet_type)

Using these commands, it should be really easy for you to stage an attack very precisely, including the launching of torpedoes, capship missiles (if they were to be real missiles), and probably even doing simple mine fields.

Enjoy,
JH