# Cain, Billy

Comments in snot green :

-ALS

My comments in BLUE

Andy,

Here's some stuff the designers need help with, or that's missing from the game. Please let me know if you need some more information.

I have attempted to copy the most likely people that can help on this mail, so they will be aware of the needs.

Thanks!
bjc

**ACapmiss.iff created, in VSS, and used in MED and game**

# FIXED JH

**Need Jump Buoy object for MED**
This is one of my tasks

**Modify SF_IsAlive to check for 0 = Dead, 1 = Inactive, 2 = active not dead**

# FIXED - added SF_GetActiveStatus (_ObjId o)

**All missions - Floating Turrets may need death programs, to count the number destroyed. Main Program?**
I will be doing the floating turret buoys

**Ship Hit point variable for landing damage and generic attaboys.**

# FIXED - added MS_GetPlayerHitPoints ()

**Comm display**
I will be doing this as well.

**Eject and SAR pickup**

**EJECTION VS DEATH**
- Is there a way to tell the game how to continue after a mission?
- What about in cases where eject means the Midway leaves you, and after the ejection, should play a movie leading to the credits?

```
EnumEjectSequence
{
        E_SAR_Pickup
        E_Alien_Pickup_Midway_Destroyed
        E_Alien_Pickup_MIA
        E_Alien_Pickup
}
```

**FIXED - added MS_SetEjectSequence (EEjectSequence es)**

**MISSION SPECIFIC ENGINE CUTSCENES NEEDED**
- E2 - Picking up an ejected pilot.
- B1 - Landing Cutscene for being close to the Midway's Hangars.
- C1 - Landing on the Refueler
- D1 - Landing on station in D1
- DL - Mining of Jump Point
- F5 - Station Blowing up

**CAP SHIPS**
- Will need to know when parts are blown off Cap Ships. Will we need death programs for constituent parts?

Let me know what you need for this Andy.

**FIXED - added SF_GetNumComponents (ChildObjectType type) and SF_GetNumComponentsObj (_ObjId o, ChildObjectType type)**