

## **Cain, Billy**

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**From:** Sommers, Andy  
**Sent:** Tuesday, August 19, 1997 6:30 PM  
**To:** Cain, Billy; Shelus, Peter  
**Cc:** Potter, Ben; Guentzel, John; Barnes, Cinco; Hughes, Jason; Roan, Frank  
**Subject:** RE: Andy - Notes

Comments in snot green :

-ALS

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**From:** Shelus, Peter  
**Sent:** Monday, August 18, 1997 12:09 PM  
**To:** Sommers, Andy; Cain, Billy  
**Cc:** Potter, Ben; Guentzel, John; Barnes, Cinco; Hughes, Jason; Roan, Frank; Shelus, Peter  
**Subject:** RE: Andy - Notes

My comments in BLUE

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**From:** Cain, Billy  
**Sent:** Sunday, August 17, 1997 5:15 PM  
**To:** Sommers, Andy  
**Cc:** Potter, Ben; Guentzel, John; Barnes, Cinco; Hughes, Jason; Shelus, Peter; Roan, Frank; Cain, Billy  
**Subject:** Andy - Notes

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)**