

Cain, Billy

From: Guentzel, John
Sent: Wednesday, June 11, 1997 11:57 AM
To: Cain, Billy
Subject: E-3 Mission notes part I

Pre-lunch report:

Rdy room to Rec room door - no sndfx
Briefing room doo - no sndfx
simulator - no sndfx
in Obj Viewer - Squid mesh is backwards
in Obj Viewer - Pirahna mesh is backwards
in Obj Viewer - Old Midway mesh is loading - old 3dfx super-high detail mesh?
No sndfx in briefing
Camera not following the player in briefing

if trying to use main menu to launch mission you get an:
lff: read_misc overflow

in mission,

- at nav 1 some of the CAP fighters are colliding with the midway, move CAP2,3,4 **MUCH** closer to CAP1 so they don't have to fly thru the Midway to follow CAP1
- Screen flickers occasionally in spaceflight
- Minor art bugs on Moray (back of cockpit and engine) and Ray (front of cockpit)
- No Autopilot light (using Panther.iff)

8919.63	x	8920	8919.05
- 58.68	y	56.5	- 58.68
- 8912.12	z	8905.5	- 8877.63
.34 p	p =	-3.14	-3.14
0	y =	0	0.02
0	r	3.14	- 3.14

CHUCK SFX P

N

Nov 3

9085
 - 76.8
 - 11456

x [9102
 y [~~106.22~~ -109.43
 z [11425.44

Alim Head

LONDANG
 HANGAN

9106.98
 - 96.18
 - 10040.02

There's a hole in the Pantone