

Cain, Billy

To: Jackson, Allen
Subject: RE: HUD check list

This looks like a great list.

Let me know when you've got this stuff going, and we'll go over it to look for detail stuff.

Keep up the good work!
bjc

From: Jackson, Allen
Sent: Friday, June 13, 1997 8:51 AM
To: Cain, Billy
Subject: HUD check list

I wanted to make a clear understanding on what I am to do real soon.

- target arrow needs to change to a final
- nav point arrow needs to change to a final
- Guns need to become active when there are enemies are near or when you hit "G"
- Missiles need to become active when there are enemies are near or when you hit "M"
- Need to center the auto light
- Set speed, mission timer, & KPS need to be positioned correctly
- Radar art need to be updated
- New font for target information
- Border for player damage ship
- Border for Target damage ship
- Reticle needs to be centered
- Camera frame needs to go away when there is no camera on...

Allen

Ship/Killer Collision

4,9 10 Aliens