

Cain, Billy

From: Cain, Billy
Sent: Wednesday, June 11, 1997 10:02 AM
To: Roan, Frank
Cc: Cain, Billy
Subject: RE: E3 mission notes

More in this font.

- o Cockpit frame should get lit by the guns' muzzle flashes.
- o Need textured cockpit frame.
- ✓o E3 = big dust in the debug.cfgs on the machines
- ✓o Midway needs to have no collision in E3 mission
- o Camera Start Position for Chase cam should either be from the original cockpit position, or start in the correct location. It takes too long to get to the right position the first time.
- o Afterburner cones need to animate
- o Afterburner cones are too big. We should emulate WCIV's cones; they looked cool!
- o Afterburner cones should touch the Panther's engine pod.
- o Laser SFX needs balls. Too wimpy.
- o Need an equalize power setting button
- o "F" = full guns
- o Chaff button needs to be decided. Use WCIV's. "E" (Decoy)
- o Missiles - need lock animation
- o Missiles - need locking SFX
- o Missiles - need lock SFX
- o Missiles - needs 'Needs Lock' warning
- o Missiles - need trails
- o Missiles - Swarmer missiles need vapor trails, like Warhawk.
- ✓o Missiles - need to track target, unless Dumbfire
- ✓o Heavenly Bodies - there are 2 Earths in the E3 mission. Remove one.
- o SFX for missile switch needs to be shorter duration
- o SFX for gun switch needs to be shorter duration
- ✓o Missile is misspelled in cockpit
- o Shield system power allocation should be switchable from Front / Rear at any rate
- o Need an Alien shield effect
- o Detail level on Panther changes lighting effects due to a detail switch to a mesh with different normals. This will affect every ship in the game. We should address this soon.
- o Moray mesh materials have 'holes' in them today. (Weds.)
- o Midway 'landing bays' seem to have missing pixels (holes) as well. (Weds.)
- ✓o Nav 2, put some ships in front of the player when he exits Autopilot
- o Need to be able to roll with button on the joystick, with analog control.
- o Need Ship Killer mesh
- o Taunts are too frequent
- o Need a fake landing sequence for the end of mission.
- o Multi-ship maneuver hotkey, to guarantee that the ships in the first Nav point pull off the maneuver.
- o SFX for message plaque needs to be better
- o Need some sort of screen flash when shields or armor is hit (basically I'm looking for more info when I get damage somehow) We can put in an option for this. (Not necessary for E3).
- o Target ID should pull up the ID from MED. This is a BIG issue, with language, multi-player etc. Pete will solve.
- o Wingman should be 'on' my wing for me to say 'Break and Attack'
- o Hotkey for 'Break and Attack' should play comm for Casey 'Break and Attack'

- o Break and Attack should work
- o Winman should send his response comm
- o AI should react to being shot.
- o Alpha2 has text errors (this for Rob)
- o ITTS needs to be accurate.
- ✓ Should have Giant on your wing for the E3 mission
- o Lens Flare would be nice polish if we can get it.
- o Lens flare should come from directional light direction, to show off the lighting.
- o Confed explosions should be bigger (scaled)
- o Multiplayer mission should have more than just Frank and me flying in it if possible.

✓ Fluff Speed dust working?

→ click for Door click
SFX

? Heavenly objects should be preloaded

✓ Briefing

AI still Rams player

esc should skip movies

sent mail

1004.mat not found...

Both ENTERS should work the same
" plus + MINUS

AUTOPILOT LIGHT

power D is too slow
RAT = popcorn.

✓ remove W/P / LOSE

✓ Beep for Door click Sfx

✓ ENTER should fire selected missile

✓ Briefing should not have cockpit ambient sound