

## Cain, Billy

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**From:** Sommers, Andy  
**Sent:** Tuesday, August 19, 1997 2:52 AM  
**To:** ML WCP DESIGN  
**Cc:** ML WCP PROGRAMMERS  
**Subject:** Navmap changes

- \* [S] will turn on/off stars
- \* the nav map has the option of being real-time vs. non-real time. use [SHIFT][N] outside of the nav map to toggle the real-time nav map. (reminder [CTRL][N] will enable/disable the hidden action spheres). you can actually see bolts, missiles, and ships flying. ignore the scaling issues, those will be addressed if we decide to keep it.
- \* after you select a target with the mouse, pressing [C] will center on the currently selected target. if there is no selected target, pressing c will center using just the objects minus the action spheres
- \* I'm testing out some design ideas, so action spheres now show up as a yellow faceted spheres.

Expect these changes with the new .exe.

-ALS