

Billy

**Cain, Billy**

**From:** Cain, Billy  
**Sent:** Wednesday, September 24, 1997 12:24 PM  
**To:** ML WCP DESIGN; ML WCP PROGRAMMERS  
**Subject:** Notes from Design meeting yesterday

- ~~→ Briefing Objects~~
- ~~→ Saved Discussion - 2:00~~
- ~~→ Gumps / Post Stamps~~
- ~~→ HUDS~~
- ~~→ MENUS~~
- ~~→ LOAD SAVE DESIGN / ROB~~
- ~~→ Looping Alarm Gumps~~
- ~~→ VIEW STATE~~
- ~~→ LOOK at Capships~~

**ALL DESIGNERS**

- Print this out immediately
- Print out your bugs
- Fix ALL crashers for version tomorrow
- Add all Death Movies per mission
- Add all Launch Sequences per mission
- Add all SAR pickups per mission

**PROGRAMMERS**

- Questions / requests for you are at the end

**John**

- Take ownership of getting Kilrathi Debris in the game.
- Check on names, and objects in VSS
- Get rid of stop signs
- Get the debris to spin (ask Andy's help)
- Briefing Objects?
- Get a good asteroid field in B1 if possible
- Get rid of \*whistle\* in Maestro's comm in B1

**John and Cinco**

- Get together and figure out what cameras are needed for the game and briefing system
- Get the first alien flyby in the mission.

**Cinco**

- Credits Mission
  - We only \*need\* one.
  - I'd wait until we had better camera control before starting,

perhaps.

- Explosions from:
  - Turrets
  - Kat Ship
  - Cap Ships
  - Armor bits
  - Death poofs from hardpoints, not center point of objects
- get asteroids (detail levels - use -1 in cfg) in the game
- Talk with Jason about Formation sizes and our needs
- 2x2 pixel detail level : Find out who (Hugh?) is putting this in and how to do it, please.

**Billy / General notes**

- Alien Comms
- Kilrathi Comms
- Postage stamp looping fidget animation in MED
- Postage Stamps in blank missions
- Get rid of bad gameflow
- Failure movies per mission correct based upon Win / Loss

**Rob**

- ESC menu, get art and make sure it gets into game with correct button

preses, please.

- Get rid of \*whistle\* in Maestro's comm in B1

**Ben**

- All ships in game with turrets, extents, data files

**PROGRAMMERS**

**Andy**

- Textured space per mission
- Stats menu needs Hangar ambient SFX
- ICIS needs Briefing Room ambient SFX
- Gameflow needs all items hooked up

**Jason**

- Ray maneuver / flight dynamics
  - The ships themselves
  - Being dropped / created in MED correctly with the right type name
  - How they function
  - How they fly
- Shield Killer maneuver/flight / weapon - Talk to Ben

**Hugh**

- Cloaking
  - Functionality
  - Effect
  - In the game (multiplayer) as a powerup / gun

**Pete - are these assigned or are any CUT?**

- 2x2 pixel detail level added to detail level tool
- Flyby SFX in spaceflight
- Hazing on far objects
- Powerups should come from ships when they blow up - per Descent
- Lights on explosions?
- Muzzle flashes?

## Cain, Billy

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**From:** Sommers, Andy  
**Sent:** Wednesday, September 24, 1997 11:57 AM  
**To:** Downing, Dave; Cain, Billy  
**Cc:** Nakamoto, Rod; Roan, Frank; Shelus, Peter; David, Hugh; Hughes, Jason; Grills, Jeff; Karpiak, Charles; Pelley, Kris; Foshko, Adam  
**Subject:** RE: CD sizes

So far, this is the data I have concerning what is presently on the cd :

Desired size is what we're shooting for (assuming we have audio and treefile compression) and what we'll have to cut from to fit per CD containing 660 total MB.

-ALS

make your screen this wide

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DISC 1 :

FILE	CURRENT SIZE	NECESSARY SIZE	DESIRED SIZE	NOTES
DIRECTX	16 M	-	-	Can't change
INSTALL & PROPHECY	4 M	-	-	Can't change
movies.tre	51 M	-	-	Can cut
movies?				
movies1.tre	374 M	-	-	Can cut
movies?				
speech.tre	69 M	-	-	Can cut comm
sizes?				
speech1.tre	48 M	-	-	Can cut comm
sizes?				
data.tre	180 M	~80 M	~60 M	Can prune
data tre/use compression				
special.tre	0 M	-	-	Used for
patching the version				
music.tre	10 M	~100+M	~25 M	MP music -
can use audio compression				
music1.tre	52 M	~120+M	~25 M	SP music -
can use audio compression				
TOTAL	804 M	862 M	672 M	

\* I have not included all of the movies in movies1.tre on disc 1 in the past few versions for

fear of spillage. The movies1.tre for QA is currently at 200 MB, bringing disc 1 to about 650 MB.

DISC 2 :

FILE	CURRENT SIZE	NECESSARY SIZE	DESIRED SIZE	NOTES
movies.tre	51 M	-	-	Can cut
movies?				
movies2.tre	484 M	-	-	Can cut
movies?				
speech.tre	69 M	-	-	Can cut comm
sizes?				
speech2.tre	74 M	-	-	Can cut comm
sizes?				
data.tre	180 M	~80 M	~60 M	Can prune

data tre/use compression				
special.tre	0 M	-	-	Used for
patching the version				
music.tre	10 M	~100+M	~25 M	MP music -
can use audio compression				
music2.tre	60 M	~120+M	~25 M	SP music -
can use audio compression				
	TOTAL	928 M	978 M	788 M

\* I have not included all of the movies in movies2.tre on disc 2 in the past few versions for fear of spillage.

DISC 3 :

FILE	CURRENT SIZE	NECESSARY SIZE	DESIRED SIZE	NOTES
movies.tre	51 M	-	-	Can cut
movies?				
movies3.tre	385 M	-	-	Can cut
movies?				
speech.tre	69 M	-	-	Can cut comm
sizes?				
speech3.tre	80 M	-	-	Can cut comm
sizes?				
data.tre	180 M	~80 M	~60 M	Can prune
data tre/use compression				
special.tre	0 M	-	-	Used for
patching the version				
music.tre	10 M	~100+M	~25 M	MP music -
can use audio compression				
music3.tre	60 M	~120+M	~25 M	SP music -
can use audio compression				
	TOTAL	835 M	885 M	695 M

SHARED DATA ON ALL CDS

movies.tre	51 M	-	-	Can cut
movies?				
speech.tre	79 M	-	-	Can cut comm
sizes?				
data.tre	180 M	~80M	~60M	Can prune
data tre/use compression				
special.tre	0 M	-	-	
music.tre	10 M	~100+M	~25M	MP music -
can use audio compression				
	TOTAL	320 M	310 M	215 M

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**From:** Cain, Billy  
**Sent:** Wednesday, September 24, 1997 10:54 AM  
**To:** Downing, Dave  
**Cc:** Nakamoto, Rod; Roan, Frank; Shelus, Peter; David, Hugh; Sommers, Andy; Hughes, Jason; Grills, Jeff; Karpiak, Charles; Pelley, Kris; Foshko, Adam  
**Subject:** CD sizes

What is the status of the amount of room on the CDs?

Apparently there are a TON of movies on CD1 and I'd like to get a team of people together to figure out is we can fit on 3 discs. What can I do to help?

# Wing Commander: Prophecy

## Version 1.05.02B Report

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### **Introduction**

Version reports are designed to give an objective look at the overall health and status of Wing Commander: Prophecy. Should additional information be required, do not hesitate to ask.

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### **Version Status**

Current Version: 1.06B  
Expected Next Version: 1.07B

Received: 22 Sep 97 (Monday)  
Expected Receive Date: 25 Sep 97 (Thursday)

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### **Bugs**

#### **Bug Counts**

Total Bugs: 1877  
Open Bugs: 1280  
Killed (PD + QA Kills): 44  
Bugs Fixed: 48

#### **Open Bug Breakdown (Current as of 24 Sep 97 1:29 am)**

Art Problem	:	217
Code not Working	:	285
Connection	:	3
Crash to OS	:	34
Data Error	:	389
Fatal to OS	:	42
Lockup	:	6
Play Balance	:	13
Sound Problem	:	30
Suggestion	:	247
Video Problem	:	14

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## **Game Issues**

- **Load Times**  
Load times have substantially increased over the last 2 weeks and are now a significant issue to QA. Minimum SKU machines can take at least a minute to enter spaceflight.
- **Frame Rate**  
Frame rate is a significant issue.
- **Multiplay**  
The multiplay interface is unfinished and does not allow QA to test the various scenarios.
- **Options Screens/Menus**  
The multiplay/options/menu interface is unfinished and does not allow QA to test the various selections/scenarios.
- **Fatals**  
Several fatals prevented entry into certain missions.
- **HUD**  
The HUD is currently not locked down, and all HUDs are not yet implemented.

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## **Documentation/Creative Service Issues**

- **Fiction Manual**  
Sign-off 09/24      We have seen rough layouts of the fiction manual.
- **Box**  
Sign-off 9/26
- **Playguide**  
Sign-off 10/7
- **Ref. Card**  
Sign-off 10/6
- **Install**  
Sign-off 10/6      We have seen an Install Guide with the words "Longbow 2" replaced with "Wing Commander: Prophecy."

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## **Translation Issues**

Translation testing plan to be decided tomorrow by involved members. Critical items include testing frequency, checklist depth, tester rotation, etc.

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**Conclusion**

New features/fixes this version included the game using the registry to determine where files are located, invulnerability added, and simulator menu functionality. All these increased the ease of use for the game, as well as added missions for testing.

-EOF  
JAB/GRM