

```

//
// med_data.def
// asommers 2-12-97
//
// copyright 1996, origin systems
//
// okie dokie... Mr. Med here... These typedefs are used by
// MED's output files... Include this file BEFORE you include
// any of the MED-generated source code files. -ALS
//

```

```
enum EObjectTypes
```

```

{
    // DO NOT MODIFY THIS ENUM UNLESS
    // YOUR NAME IS ANTHONY L. SOMMERS
    // OR YOU ARE THE PERSON TO REPLACE
    // HIM WHEN HE FINDS OUT AND JUMPS
    // OFF OF THE 360 BRIDGE... -ALS

```

```

    OT_genericObject      = 0,
    OT_player             = 1,
    OT_ship               = 2,
    OT_lightSource        = 3,
    OT_asteroidBeltStart = 4,
    OT_controlPoint       = 5,
    OT_actionSphere       = 6,
    OT_cargoContainer     = 7,
    OT_heavenlyBody       = 8,
    OT_jumpPoint          = 9,
    OT_turret             = 10,
    OT_deadObject         = 11,
    OT_ejectedPilot       = 12,
    OT_mineField          = 13,
    OT_debrisField        = 14,
    OT_hotspot            = 15,
    OT_missionProperties  = 16,

```

```
    OT_NUM_OBJECT_TYPES
```

```
};
```

```
// progcmds.cfg
```

```
enum EWaveFile
```

```

{
    WAV_miss02,
    WAV_stop,
    WAV_strike01,
    WAV_strike02,
    WAV_stunned
};

```

```
enum EObjectFlags
```

```

{
    OF_vulnerable,
    OF_cloaked,
    OF_leeches,
    OF_alignment,
    OF_damage,
    OF_NUM_FLAGS
};

```

```

// propdefs.cfg
enum EBriefingObjectAppearance
{
    BOA_square,
    BOA_circle,
    BOA_triangle,
    BOA_diamond,
    BOA_filled_square,
    BOA_filled_circle,
    BOA_filled_triangle,
    BOA_filled_diamond,
    BOA_NUM_APPEARANCES
};

enum ECargoAppearance
{
    CA_shape1,
    CA_shape2,
    CA_shape3,
    CA_NUM_APPEARANCES
};

enum ELightType
{
    LT_none,
    LT_ambient,
    LT_directional,
    LT_point,
    LT_NUM_LIGHTS
};

enum EHBAppearance
{
    HBA_your_anus,
    HBA_white_star,
    HBA_white_dwarf,
    HBA_red_star,
    HBA_red_dwarf,
    HBA_NUM_APPEARANCES
};

enum EObjectAppearance
{
    OA_dralthi_1,
    OA_dralthi_2,
    OA_dralthi_3,
    OA_vaktoth_1,
    OA_vaktoth_2,
    OA_vaktoth_3,
    OA_kil_cap_1,
    OA_kil_cap_2,
    OA_kil_cap_3,
    OA_kil_cap_4,
    OA_NUM_APPEARANCES
};

enum PilotNames
{
    Pilot_NO_PILOT,
    Pilot_asommers,

```

```

    Pilot_Stunning,
    Pilot_jhughes,
    Pilot_Blair,
    Pilot_Maniac,
    Pilot_Catscratch,
    Pilot_Flint,
    Pilot_Cobra,
    Pilot_Hobbes,
    Pilot_Flash,
    Pilot_Vaqueero,
    Pilot_Fagabond,
    Pilot_Hawk,
    Pilot_Panther
};

// Alignment enums for property definitions
enum AlignmentEnum
{
    ALIGN_START_OF_LIST,

    ALIGN_ALIEN,
    ALIGN_NEUTRAL,    // whatever happens, this MUST be zero.  all evil races MUST come befo
re this, all good start AFTER this
    ALIGN_CONFED,

    ALIGN_END_OF_LIST
};

//
// These ENUMS are to prepare for the STRINGS change
//

enum GF_STRING
{
    GF_STRING1,
    GF_STRING2
};

enum SF_STRING
{
    SF_STRING1,
    SF_STRING2
};

```

WATCH
OUT

FER
BONES!

