

Cain, Billy

From: Hughes, Jason
Sent: Tuesday, August 19, 1997 8:51 AM
To: ML WCP DESIGN
Cc: ML WCP PROGRAMMERS
Subject: New command support

- `AI_AttackComponent(object, childObjectId)`

The first parameter is the capital ship object you wish to attack. The second is one of several values in the `ChildObjectType` enumeration. See `tools\bin\med\capship.def` for details.

It works like you want it to: all child objects of this type must be destroyed from the capital ship object before it will continue to the next command. If interrupted by fire or near-collision, it will resume to what it was doing and continue destroying the child objects in the same order as before.

Note that this hasn't been tested extensively, due to lacking info in capital ship meshes, but that it appears to do the right thing in all the cases I stepped through. *Caveat usor.* (Or whatever--I'm horrible at Latin)

JH