

Cain, Billy

From: Hughes, Jason
Sent: Friday, August 22, 1997 1:19 AM
To: ML WCP PROGRAMMERS; ML WCP DESIGN
Subject: Project newness

Here's the new stuff, and how it works:

- missiles have a lot more data in the data file, all of which needs to be tweaked. This includes an accurate mass, pitch max, yaw max, first and final explosion types, time duration that it lives, locking range, the type of missile trail to attach to the missile, and perhaps some more I neglect to recall right now. THESE ALL WORK AND DO WHAT YOU EXPECT THEM TO. PLEASE WORK ON THESE SOON.
- enemy fighters now drop mines when you are within 3000 clicks of them, are behind them, and are closing on them. However, mines are missiles and are currently being thrown ahead of them, so it looks like a missile at present.
- Heat seekers now require a 45-degree rear aspect off center Z. That means you won't be able to target them as easily as we used to... it's quite challenging, actually. I'm certain it will emphasize the value of image recs and FOFs.
- Missiles can miss now, too. Take some care in how you set up the pitch and yaw max rates, because ultimately that will control how likely the missile will contact your target.
- Enemies should NOT be decoying dumbfires anymore. Notice that certain other missiles that look like dumbfires are not dumbfires, and will still get decoyed.
- Enemies decoy missiles and the decoys disappear instead of bounce off at light speed.
- Decoys naturally explode when they expire, just like previous wing commander decoys.
- missiles are now TANGIBLE objects, not intangible. This means you can rotocam to one, target on one, and eventually shoot one... or even fire a missile at a missile. There are problems, though... see below.

Problems:

- missiles cannot have their alignment set without messing up the alignment counter table. The only thing I could think to do was move the SpaceObjectProps struct into protected instead of private, or make a special alignment setting function that ignores the table entirely. Opinions? **Do missiles need proper alignment coloring for targeting?** **NO**
- all the data for missiles needs to be revisited. — Ben
- most ships do not have mines on their loadouts. — that's right
- missiles need to sometimes be thrown, sometimes be dropped. — correct
- something weird about the wasp-booster and firing a missile makes the trail go away and the missile goes slower than your ship (I think). <shrug> **Refe**

On the whole, it looks a crapload better than it did. If you get a chance, go into space with a modified ship file (lots of every type of missile) and shoot at some invulnerable enemy guy. It's fun. But be careful not to overrun the object list. Doh!

JH

