Cain, Billy

From:	Sommers, Andy
Sent:	Tuesday, August 19, 1997 6:29 PM
To:	ML WCP DESIGN
Cc:	ML WCP PROGRAMMERS
Subject:	Game Update WCP 1.05 Alpha 8-19-97

I am in the process of burning a version for QA. All missions/data need to be up by 4:00pm today, and nothing should be put on the net between 4:00pm and 6:00pm tonight.

From Report :

- All missions - if you eject and have not completed your mission, it is now a failure. (I had not hooked this up, and it showed up for all missions on the Pass Checklist)
- B4A - Pilot Wiley was using the wrong shared speech. This is fixed.
- F5 - The mission was trying to call a Series B specific comm from Series F. Could not repeat on my machine, so I assume it's fixed.
- G3, I6, L1 - Using pilots that weren't on their respective CDs. Fixed.
- H4 - Could not repeat on my machine, so I assume it's fixed.
- I3 - There's no reason you couldn't escape past the briefing to get into spaceflight...
- I4 - Missing comm file. Should be fixed...

Misc :

- Game now reports correct alignments again, so comms and autopilot should work properly!

- Game now defaults to WU2 (gl_00006.dll)

- Added wasp debris

- Capital ships now show up in the briefing

- It was possible to receive a crash from a pilot who was [CTRL][F12]'ed if you had a slow frame rate. This had to do with the object being deleted from the world before you received the comm the next time the draw occurred.

- SF_IsActive will fatal on non-existing objects again.

- New mission system commands :

    ```
    void SF_GetActiveStatus (_ObjId o);
    ```

purpose :	to return whether or not an object is dead, inactive, or active
return values :	OAS_dead (0), OAS_inactive (1), and OAS_active (2)
usage :	

    ```
    if (SF_GetActiveStatus (BuffyTheVampireSlayer) == OAS_dead)
    {
        SF_DestroySelf ();
    }
    ```

    ```
    void MS_GetPlayerHitPoints ();
    ```

purpose :	to relay to the mission program the status of the player's ship (percent)
return values :	0 (bad) .. 100 (good)

    usage :

    ```
    if (MS_GetPlayerHitPoints () > 50)
    {
        SYS_PlayMovie ([Great work, sir!]);
    ```

```
                    }
                    else
                    {
                            SYS_PlayMovie ([Say, cheesebucket, I ain't got no elves!]);
                    }
```

void MS_SetEjectSequence (EEjectSequence type);

        purpose :   set what you want to happen this mission if the player ejects

        parameters :   ES_sar_pickup, ES_alien_pickup, ES_alien_pickup_MIA, ES_alien_pickup_midway_destroyed

        notes :   defaults to ES_sar_pickup, if you want finer control, I could also make this an SF command

int SF_GetNumComponentParts (ChildObjectType type);

        purpose :   to return you the number of components of type type with the object executing this command.

        notes :   game fatals if you try to use this on a non capital ship

int SF_GetNumComponentPartsObj (_ObjId o, ChildObjectType type);

        purpose :   to return you the number of components of type type with the object o

        notes :   game fatals if you try to use this on a non capital ship

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