Cain, Billy

From: Hughes, Jason
Sent: Saturday, August 23, 1997 12:39 AM
To: ML WCP PROGRAMMERS; ML WCP DESIGN
Subject: Project update:

Progammers, please add:

src\game\control\msctrl.*

to your projects.

Designers:

You may now add lens flares to your light sources by adding the "LensFlare" property
to its property list. Please remember to change its setting to the color you need.
Be conscious of your placement of lights, because the lens flare is REALLY there in
3d, and will look strange if you "pass" a light or lens flare and it's supposed to
be a parallel directional light. Point lights should look fine, of course. Ambient
lights probably don't require lens flares, but who the hell am I to say so?

All:

Multiship ships (redundant, but descriptive) are in. You can drop them in med and
get the right thing. Make sure the property list has TWO commVDUId's and TWO
targetVDUId's, or your data is old and it won't work. Notice that it only has a
main, death, and two events. The main and death are for the object as it is joined
together. The two events are actually the programs that will be attached to each
subShip from the multiship when it splits up. The first one is the main program,
the second is the death program. Don't worry, it says so in the property list so
you won't have to remember this. The targetVDUId2 and commVDUId2 are assigned to
the subShips, so you can control how they appear when targetted and are taunted by
them.

Currently, all they do is act (and look) like a panther flying around and such. All
normal fighter commands work. When the object dies, it automatically spawns three
objects in precisely the right place to appear as if they were the subShips.
Programs are attached, and they go about their business. Probably in the next few
days they will start to have their special attack maneuvers and special ship data
set up to allow them to be as unique as we want them to be.

Also, the RAY cannot perform the "rayspiralattack" anymore, because it no longer
exists. Only the STINGRAY can perform the "stingrayspiralattack". I haven't looked
at it or tweaked it, but I do have a fatal that will let you know if you're... doing
the wrong thing.

JH