

Cain, Billy

From: Sommers, Andy
Sent: Tuesday, October 14, 1997 4:14 PM
To: ML WCP DESIGN
Cc: ML WCP PROGRAMMERS
Subject: Game Update WCP 1.13.01B

* Autopilot system has changed to wait 5 seconds before allowing autopilot when operating under APS_normal circumstances. Whenever there are enemies around, the timer gets reset. This fixes 2 bugs :
- The autopilot light is on for a frame when autopiloting to a new action sphere.
- Between waves jumping in, there is the possibility for the autopilot light to flash on.

* Autopilot system does not reset the player's nav to the hidden nav's nav index anymore

* The landing sequence is unavailable during autopilot.

* void SF_SetPlayerNav (int nav) is now available. It works identically to void NAV_SetPlayerNav (int n).

* Mission name support has been added to the daughter files (and objectives screen). The first optional chunk in the MISN form can be a NAME chunk that contains a long with the value contained in MS_STR.DEF.

For example :

```
FORM "MISN"  
{  
    // optional  
    CHUNK "NAME"  
    {  
        long [enum from MS_STR.DEF]  
    }  
    ...  
}
```

-ALS