Cain, Billy

From: Hughes, Jason
Sent: Thursday, August 07, 1997 7:56 PM
To: ML WCP DESIGN
Cc: ML WCP PROGRAMMERS
Subject: Added new command & feature:

When writing a mission when the player should be able to auto-land using autopilot, flying near the capship, or even manually land, you can let the mission system know what object the player should land on, what comms to send for good and bad results, etc with:

- `AI_PLR_SetLandingInfo(landingObject,winningComm,losingComm,currentSeries);`

You can find the appropriate comm enum values in dsrc\comms\mscomms.def.

If you use "-1" instead of a winning or losing comm, you get a generic win or lose message from the Midway.

Along with this comes the auto-negotiate feature. Anytime the player CHANGES NAVS, either by flying or by autopiloting, as long as the mission has been completed (either by failure or success) Casey will speak up and ask for clearance if the object he should land on is in the action sphere WITHOUT any enemies around. Otherwise, he keeps his trap shut.

When a ship gets the Clearance Request, it always responds appropriately with No, You lose but OK, and You win and OK, based on the current mission completion status.

Caveat: this stuff will not work for any mission where you are expecting the player to be fighting in the same action sphere with the landingObject, and land afterward. A switch of nav points is required to automatically ask for landing clearance. However, the player can always ask and receive the right results.

JH