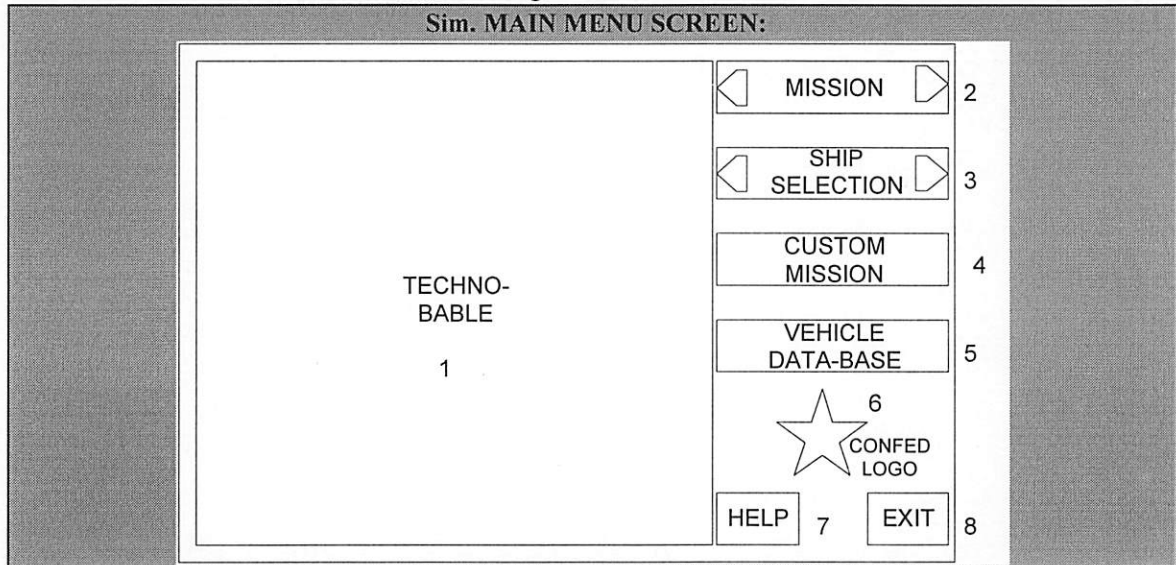


SIMULATOR in WING COMMANDER 5

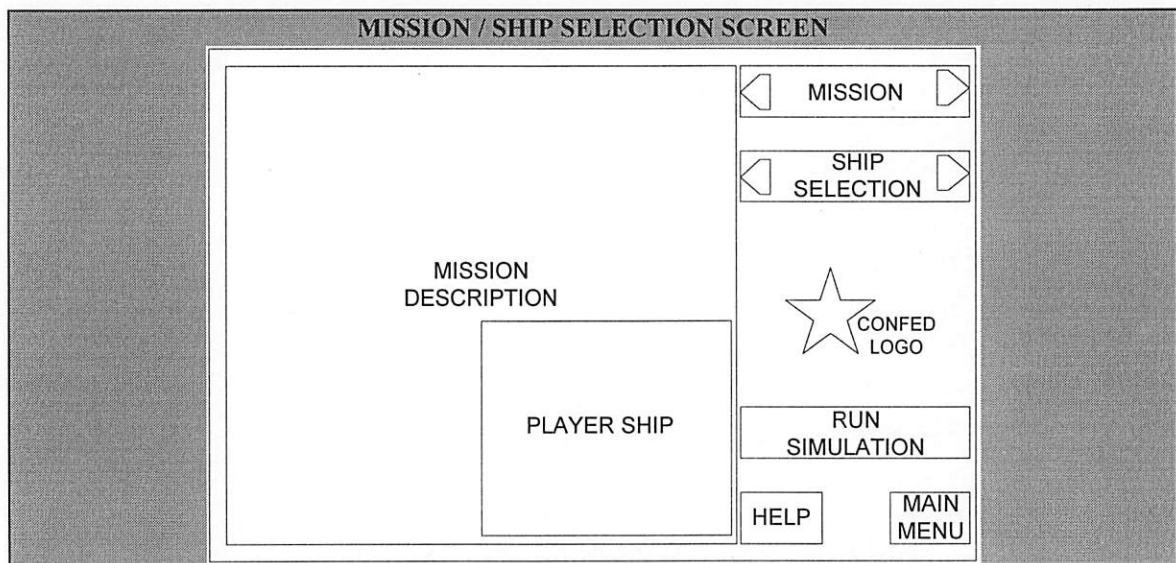
This file is 'Owned' by: Marcus Merrell

Basic Simulator Functionality:

1. From Gameflow, click on the simulator.
2. BREIF Anim. of Sim. Chamber closing?
3. BREIF screen initialization anim., becoming:



1. TECHNO-BABLE: Similar to the Wing 3-3DO screen, containing Operational instructions, fictional warnings, versioning info, copyright info.
2. MISSION: Pressing this button will bring up the MISSION/SHIP SELECTION screen.
3. SHIP SELECTION: Pressing this button will bring up the MISSION/SHIP SELECTION screen.
4. CUSTOM MISSION: Pressing thins button will bring up the CUSTOM MISSION screen.
5. VEHICLE DATABASE: Pressing this button will bring up the VEHICLE DATABASE screen.
6. CONFED LOGO: DUH! Pretty little Confed logo thing.. animated?
7. HELP: Pressing this button brings up the HELP screen.
8. EXIT: Pressing this button exits the simulator, back to reality (Well, Gameflow at least).



MISSION: Pressing the left/right halves of the mission button will cycle through the mission types. A description of each mission type will appear in the MISSION DESCRIPTION area, along with previous/highest mission score info. (3DO).

These mission would be preset MRL's (Mission: Ready to Launch), and might include a bit of randomness to them (3 or four variations on the same theme), but otherwise would be unchangeable.
(But the player could change fighter types if he/she wishes)

- Gauntlet - Continuous dogfight w/increasing difficulty.
- Asteroid - Dogfight several waves of Drones/fighters in Asteroid field.
- Capship Strike - Engage and destroy an enemy capital ship.
- Carrier Defense - Defend the from hostile attack.
- Convoy Strike - Attack and destroy an enemy convoy.
- Convoy Defense - Defend a Confed convoy from hostile attack.

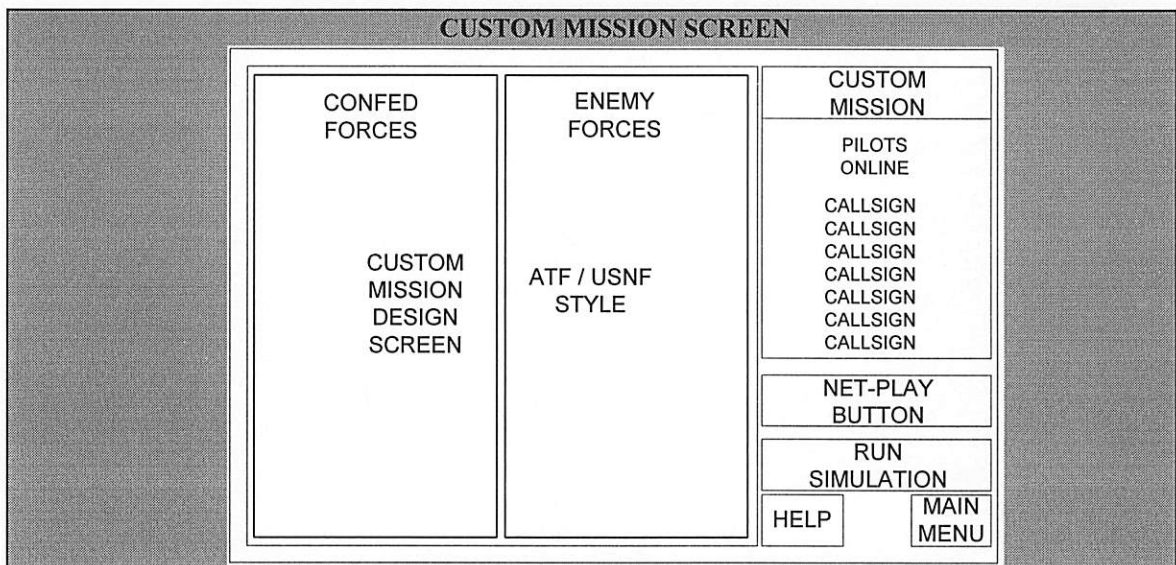
SHIP SELECTION: Pressing this button will change the fighter type for the mission, (each mission will have a default fighter type) with the picture of the appropriate fighter/bomber appearing in the PLAYER SHIP window. No loadout option will be available.

CONFED LOGO: DUH! Pretty little Confed logo thing.. animated?

RUN SIMULATION: DUH! Run the selected mission with the selected fighter type.

HELP: Pressing this button brings up the HELP screen.

MAIN MENU: Pressing this button will return the player to the MAIN MENU screen.



CUSTOM MISSION: Not a button. Just a tag showing where you are.

PILOTS ONLINE: A listing of other pilots, elsewhere on the MIDWAY, currently using the simulator and potentially available to fly with the player in the CUSTOM MISSION he sets up.

NET-PLAY BUTTON: Will look for other HUMAN players connected via MODEM/NETWORK, (Possibly bring up CONNECTION SCREEN) who would then appear under the PILOTS ONLINE section.

RUN SIMULATION: DUH! Run the selected mission with the selected fighter types, enemies, capships, Wingmen, etcetera..

HELP: Pressing this button brings up the HELP screen.

MAIN MENU: Pressing this button will return the player to the MAIN MENU screen.

Inset in CUSTOM MISSION screen would be the :

CUSTOM MISSION DESIGN SCREEN:

CONFED FORCES	ENEMY FORCES																								
Wing 1 <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td>Type</td><td>Skill Lvl</td><td>Flown By</td></tr> <tr><td>Type</td><td>Skill Lvl</td><td>Flown By</td></tr> <tr><td>Type</td><td>Skill Lvl</td><td>Flown By</td></tr> <tr><td>Type</td><td>Skill Lvl</td><td>Flown By</td></tr> </table>	Type	Skill Lvl	Flown By	Type	Skill Lvl	Flown By	Type	Skill Lvl	Flown By	Type	Skill Lvl	Flown By	Wing 1 <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td>Type</td><td>Skill Lvl</td><td>Flown By</td></tr> <tr><td>Type</td><td>Skill Lvl</td><td>Flown By</td></tr> <tr><td>Type</td><td>Skill Lvl</td><td>Flown By</td></tr> <tr><td>Type</td><td>Skill Lvl</td><td>Flown By</td></tr> </table>	Type	Skill Lvl	Flown By	Type	Skill Lvl	Flown By	Type	Skill Lvl	Flown By	Type	Skill Lvl	Flown By
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You will Start : <input type="text" value="RANGE"/> meters from Bogies. Your situation is : <input type="text" value="SITUATION"/> Combat will be with : <input type="text" value="GUNS ONLY"/> The mission will take place near: <input type="text" value="STAR"/> <input type="text" value="STAR1"/> The mission will take place : <input type="text" value="Environment"/> There is : <input type="text" value="SHIP"/> present, that <input type="text" value="SHIP1"/> mission success.	There is a : <input type="text" value="RACE"/> <input type="text" value="ESHIP"/> present, that <input type="text" value="ESHIP1"/> mission success. It is <input type="text" value="not"/> defended by flak. It is <input type="text" value="not"/> defended by missiles.																								

This screen is extremely similar to the ATF and or USNF quick mission set-up screens. It is a fairly straight forward system. Each box with text in it is a clickable button with sets of pre-defined options as detailed below:

Note: the first option for each button is assumed to be the default setting.

CONFED FORCES:

TYPE: Random (from a list of all available Confed fighters, Wing 1 fighter 1 only all others = None), alphabetical list of all available Confed fighters.

Skill Lvl: Random (Wing 1 fighter 1 only all others = None), Novice, Experienced, Veteran, ACE.

Flown By: PLAYER (Wing1 ship 1 only all others = None), Computer, alphabetical list of PILOTS ONLINE (including any other human player connected.)

Range: 5000, 1000, 15000, 20000

Situation: Neutral, Advantaged, Dis-advantaged

Guns Only: Guns Only, Guns and Missiles

Star: a Yellow, a Red, a Blue, a White

Star1: Main Sequence star, Giant star, Dwarf star, a Pulsar?, a Black Hole?

Note: in the event of a Pulsar? or a Black Hole?, the **Star** box will show nothing.

Environment: in open space, in a sparse asteroid field, in a dense asteroid field, in a nebula.

SHIP: No shipping, a Confed Cruiser, a Confed Destroyer, a Confed Carrier, a small Confed fleet, a Confed Convoy, a Confed Supply base.

SHIP1: has no effect on, MUST survive for

ENEMY FORCES:

TYPE: Random (from a list of all available Enemy fighters, Wing 1 fighter 1 only all others = None), alphabetical list of all available Enemy fighters (grouped by race.. ie. Kilrathi, Pirate, Boarder Worlds, Alien).

Skill Lvl: Random (Wing 1 fighter 1 only all others = None), Next sequential choice (from list [up or down] Novice, Experienced, Veteran, ACE.)

Flown By: Computer (Wing 1 fighter 1 only all others = None), alphabetical list of PILOTS ONLINE (? including any other human player connected.)

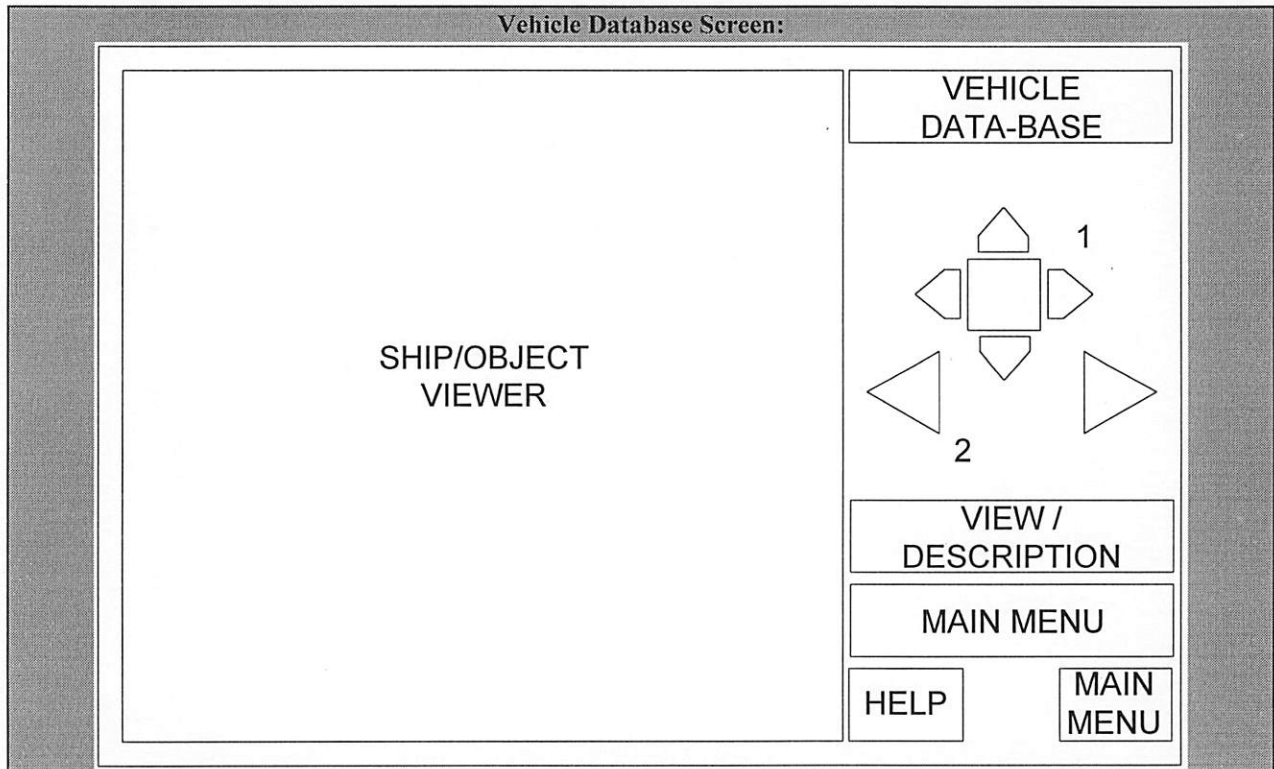
RACE: No, a Kilrathi, a Pirate, a Boarder Worlds, an Alien.

ESHIP: Shipping, Carrier, Cruiser, Destroyer, Corvette, small fleet, supply convoy, supply base.

ESHIP1: does not effect, must be destroyed for.

NOT: not, lightly, moderately, heavily

OBJECT VIEWER in WING COMMANDER 5



Ship / Object viewer database: same as available from all other terminal screens. Not going into great detail here as the object viewer doc. is under construction by Marcus.

Basically your average object viewer with: (hopefully)

- Rotating 3d views of each craft

- Text description/techno-babble- Specs on each craft, history, special notes, etc. (?)

[CAN WE GET THE TEXT FROM CLUEBOOKS DEPT - bjc]

- voice overs of the above (?)

- technical style drawings of each craft (?)

[DO THESE EXIST? IF NOT, CUT - bjc]

HELP Screen:

Mockup not available.

Standard help screen:

- Defines each button and menu system.

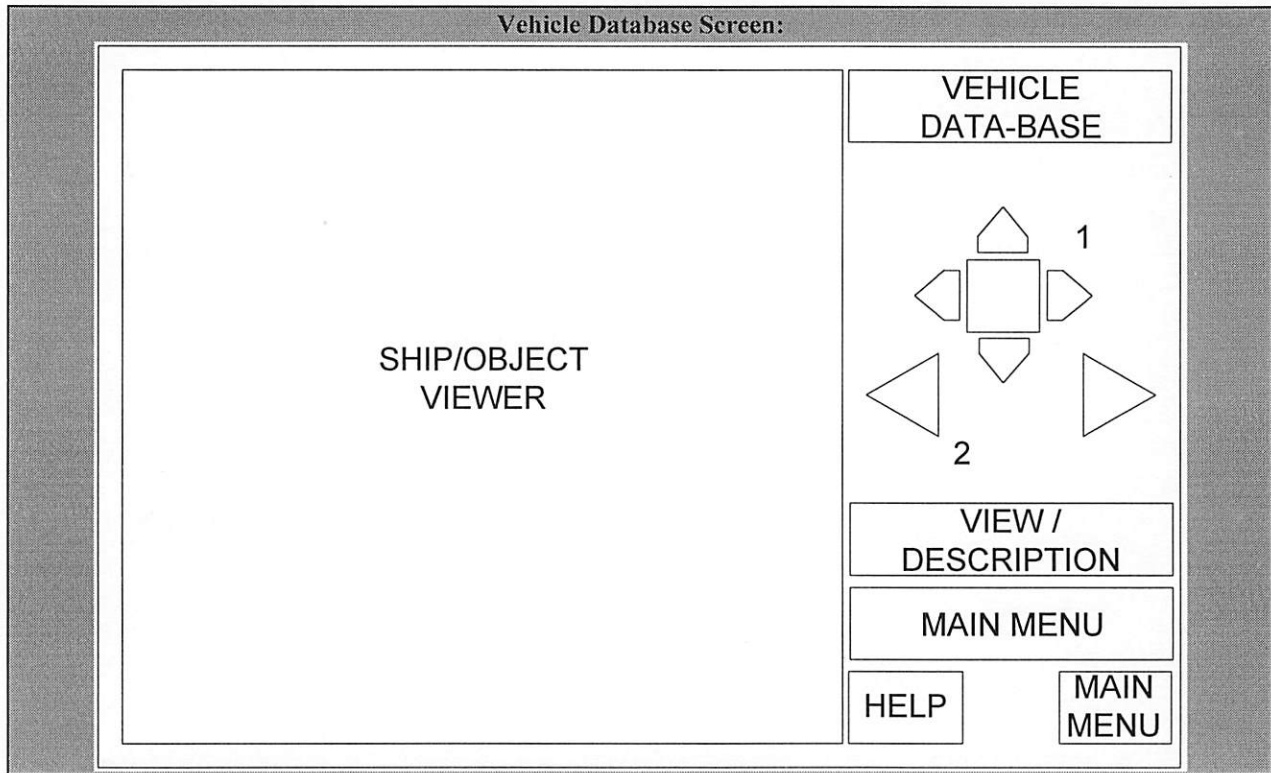
- Possibly access game options from here.

END.

TRANSMISSION.

Object Viewer

The object viewer will be accessible from the main terminal and the simulator. It will include the ability to look at all (Confed **and** Kilrathi) past and present fighters, bombers, cruisers, and capital ships. The player can view each ship in a fully rendered and texture-mapped rotation, most likely using the game engine and the Alias model rather than a pre-rendered animation. The buttons on the console allow the player to change the angle and rate of rotation so the ships can be viewed at any angle with multiple levels of zoom.



THANKS TO JOHN GUENTZEL FOR NIFTY MOCK-UP (GEEK!)

Ship / Object viewer database: same as available from all other terminal screens.

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