

OC Meeting Protocol 12.10.2011

1. Topic: Current state of work

Due to the lack of time some topics were skipped and left for the meeting tomorrow (13.10.2011)

1. **IN ORDER OF DATE:**

2.

3. **Sound System Changes - JCaesar**

<Guenther> As far as I know the only change is that ? means "one character" and * "any number of characters"

<Guenther> als well as "foo" matches foo.ogg

4. **Windmill: . - Clonkonaut/Ringwaul**

The windmill is a regular producer (like the foundry).

Takes seeds, produces flour.

The windmill needs energy for production. It can, however, produce own energy when there is wind

[To discuss: Work as general power generator? ~expensive wind generator?].

(Possible future use of the mill: Create "dust"-object out of other objects (f.e. rock dust))

5. **- Seeds(Grain)**

Seeds -> Flour (mill)

Seeds can be planted to produce wheat (on soil, no tools).

6. **- Flour**

Flour + Water -> Bread (todo: kitchen/oven)

7. **- Bread**

Bread tastes good.

8. **- Wheat**

One wheat plant gives two seeds when harvested (no tools).

You can speed up the growing by watering the wheat plants (careful: don't drown them!).

There are natural (=randomly generated on scenario start) wheat plants.

9. **Beyond the Rocks - Maikel**

Scenario folder with currently two scenarios to test settlement objects in "realistic" scenarios.

One is the well-known goldmine (=mine and sell all gold), the other is a mountain with coal and iron that has to be mined.

[To discuss: How many and what kind of scenarios do we need for a release?]

[To discuss: Keep "BackToTheRocks.ocf"/"BeyondTheRocks.ocf" or reorder into "Melee/Settlement/Parcour" ..?]

[To discuss: Title for next release?]

10. **Liquid Pipe System - ST-DDT/Clonkonaut**

Liquid flow can be blocked/stopped now. Consumers can query producers for liquid (~"gimme ten water, yo") which then searches through connected pipes to acquire said liquid.

Liquid is no longer spilled when consumer cannot accept it (compare CR: Hut with full barrels -> oil spilled).

Pipes can be used for more than one material: You can have a network that can both

supply you with water and lava (and ice tea).

Currently two sample libraries:

One offers an (oil-)tank that could be used by f.e. a steam engine.

The second one inserts liquids into barrels.

[Todo: Make libraries more dynamic?]

[Todo: Test/fix infinite loops in a pipe system]

[Todo: Test whether star-connected pipes are possible]

[Todo: Adjust libraries so that they work with producer library (producers that need water (bakery?))]

11. **Gold Bar** . . . - **Ringwaul**

3 gold nugget + 1 coal = gold bar

[To discuss: What do you use gold for? Thought-through proposals in the forums (~sell at flagpole, can only sell gold)]

12. . . . - **Gold Nuggets** - **Clonkonaut**

Raw ore you gain from blasting the gold material.

[To discuss: Rename to “gold” again?]

13. **Axe** . . . - **Ringwaul/Clonkonaut**

14. **Producer** . . . - **Maikel**

A library that covers all aspects of automatic object production by structures.

The user can currently add requests to a queue which the producer will execute if resources, etc. are available.

The library then checks for components, fuel, liquids(TODO) and power and executes production.

The library was intended to reject any object that is not needed for production. That is currently not possible.

[Todo: Create a nice production-menu (drafts in forum) (might need engine code)]

[To discuss: Think of a good, flexible, extendible way to constrain inventory objects of producers]

[To discuss: Infinite production as standard?]

15. **Eat()** for **Clonk** . . . - **Clonkonaut**

Dummy function in the Clonk. Currently only regains energy.

Movement is disabled while eating.

Can be extended for a possible future “hunger” system.

16. **StonyObjectHit(int x, int y)** . . . - **Clonkonaut**

Function that generates a sound suitable for objects like rock, ore, nugget, etc.

The sound depends on the material of the point of collision (*CLACK* vs *THUMP* for hard or soft material) and the speed of the object.

Usage: func Hit(int x, int y){StonyObjectHit(x, y); [...]}

Location: System.ocg/Helpers.c (probably)

- 17. **Clonk Skins** . - Ringwaul
- 18. **Iron Bomb (Grenade)** - Ringwaul
- 19. **Rewritten Plant Library** - Clonkonaut

Engine changes for plants: Placement=3 will place the plants underground (tunnel background), Placement=4 is a combination of 0 (surface) and 3 (underground). short plants are moved up/down if needed.

The position is determined by two vertices (CNAT_Center should be free, CNAT_Bottom should have contact).

The placement adjustment (maybe around 5px) is done in Construction().

Special plants:

IsTree():

Can be chopped down (axe) and cut into wood (sawmill/axe).

Give less (50%) pieces of wood when cut into wood with an axe.

IsCrop():

Can be harvested by interacting with the plant (currently no tool needed).

Harvesting calls Split2Components().

[To discuss: Harvesting could need a tool (f.e. scythe/sickle/sword/hatchet/axe)]

- 20. **Crew Cycling** . - Günther
- 21. **SetVelocity Changes** - Ringwaul
- 22. **HUD** . . - Newton/Mimmo_O/Maikel/Zapper
- 23. **Clonk Control Features** - Newton/Ringwaul
- 24. **Savegame Changes** - Günther
- 25. **Fire System** . - Zapper
- 26. **Vehicle Changes** . - Ringwaul
- 27. **Fog of War** . - Newton (and anyone else relevant to it)
- 28. **Flagpole** . - Zapper
- 29. **Octagonal/Smoother Shapes**
- 30. **for Materials** . - Günther/Maikel
- 31. **Mapzoom 8x** . - Newton/Maikel
- 32. **Animated Materials** - PeterW
- 33. **Rope System** . - Randrian
- 34. - Grappler
- 35. - Rope Bridge

2. Topic: [Left for next meeting]

3. Topic: Assigning tasks from the Settlement Design Doc (aka TODO)

Create more buildings (most work: creating models):

- 1. Armory
- 2. Chemical Lab
- 3. Kitchen/Oven
- 4. Loom

5. Inventory Workshop
6. Shipyard

<Ringwaul> I was thinking for the graphical section, Mimmo_O and I would concept and model the remaining structures

<Clonkonaut> in case you lack of ideas, I maybe would make some drafts

Go through “[Todo]s”/[To discuss]” of this document