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I just finished with some new code that provides route failure feedback.

Tree call back.

If the route to an object fails, the router looks for a tree in the object named "route failure feedback". If the object does not provide one privately, the global one is used. The tree is only run for the failure of the main route. That is, if a door or chair route fails, the route failure only runs after the highest level route fails. The parameters to the call back are the object to which the route failed, the failure code, and, if possible, the object that was blocking the destination.

Primitive override

Both routing primitives now have a check box for "allow failure trees". If this is unchecked, no failure feedback is given for the route. This will be used for objects that have cascading routes so that failure feedback is not shown until the last route has failed.

Current implementation and graphics

The following failure codes are handled by the global failure tree. Each one just shows a balloon with the given stuff in it.

Room not found Door icon and a question mark.

Couldn't sit down (rare) Chair with an arrow down on the seat and a question mark.

Couldn't stand up Chair with an arrow up from the seat and a question mark.

For the following codes, the person is routed to near the object before showing the given balloon.

Path not found Text "Can't route"

No valid goals (rare) Text "Tile Occupied"

Destination occupied Shows the blocking object, if possible. Else the text "tile occupied"

Destination chair occupied Person who is in the chair

No chair found Text "No chair"

Wall in the way Icon of a wall.

Failure codes "interrupted" and "unknown" are ignored.