

Galaxis-Version History

- Upcoming release: (features that didn't make it)

Save Prefs (the settings)

Two-Player mode over appletalk

Totally new Scoring board for two-player games. Keeps Track of which player has won against who how many times.

Improve graphics in b/w version.

- 1.10 Okt 20. 1992

Fixed bug in marking a position. Now you can unmark it again.

Introduced the 'Time Limit' Feature.

Added new sound effects and removed debugging code that hampered performance.

Galaxis now has high-quality background music, thanks to Frank Seide's Sound Tracker Drivers.

Removed Balloon Help since it didn't really help and took up lots of room. If you want this feature back, tell please tell me.

- 1.02 Mar 18, 1992

Fixed bug in saving a game: if all capsules where found and you reloaded the game it told you that 4 ships are still lost.

Fixed bug in saving game: now you cannot save a finished game.

Fixed bug in saving game: now you cannot save an uninitialized game.

Created b/w version for support of older and monochrome Macs. Now there will be two Galaxis games: Galaxis and Galaxis b/w. First incarnation for Galaxis b/w is 1.02.

Galaxis BW screen drivers had to be rewritten to support the smaller screen size of the 9" Mac Plus, SE and Classic. Had to redo all the PICTs for this, too.

In later versions I will try to do a better job on the b/w graphics since this was a quick-and-dirty job.

Added a new menu item 'View Best Missions' to the settings menu. Now you can look at your best missions any time you want.

If you doubleclicked on the Galaxy Scores File to start Galaxy it will now display the Highscore List instead of terminating. Thanks to <Daniel.H.Williams.IV@Dartmouth.edu> for reporting this bug.

- 1.01 Jan 22, 1992
Made Soundfile optional. Now, if you remove the soundfile, Galaxis simply remains silent instead of terminating.

If no Soundfile present, the 'Sound' item gets disabled.

If you doubleclicked on a seen-from-here indicator, this indicator will be crossed out to signify that it can be neglected in further considerations. Doubleclicking on it again will reset it to normal display. Thanks to Stefan Trachsler in Zürich, Switzerland for this improvement hint.

Don't have to press Shift to mark multiple. Simple click-and-drag is enough.

Included Bug Report Form for easier troubleshooting.

This version posted to sumex-aim

- 1.0 Dec 20, 1991
Removed typo in 'record-breaking score' - thanks to <JOHNSON_DOUGLAS_W@LILLY.COM>

Installed Ballon Help. Had to redo all DITL-IDs for this.

Released this version to Barbara, Dec 25. Never released to public.

- 0.9b1 Dec. 18, 1991
Initial Release, posted to sumex-aim