

Belt Project =====

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Resource File to be linked into project.

Greetings ResEdit/Resourcerer hacker! You have stumbled upon a the version changed resource. If you are interested which resources where done for this program in what order, read on.

The code-name for Final Frontier was 'Project Belt' (as in Asteroid Belt'), hence the name.

This resource records all modifications done on the ResFile.

Last Modified:

date - modificant

Item

Description of change

30.10.93 - CF

Generated Source File

Created TEXT ID=100 (this resource), includes styl ID=100

Created WIND ID = 400

Main View Window. Exactly the same size as visible area

of 13" or 14" color monitor minus menu bar. This will be

the view window, the various gauges will be tiled around

it.

31.10.93 - CF

Created snd ID=400

Iron Maiden's Prisoner Drum sample. Just for testing the

Sound Drivers

Created snd ID=401

Wire sound, for continuous sound test

01.11.93 - CF

Created snd ID=402, 403

Jet Sound for extended continuous sound test

04.11.93 - CF

Created PICT ID=300

Prototype window for main view

10.11.93 - CF

Modified PICT ID=300

Saved old ID=300 as ID=128. New Prototype window

will be used for all cockpit graphics to define rectangles

for controls

11.11.93 - CF

Removed snd ID=400, ID=401 since sound testing is done

15.11.93 - CF

Created ALRT ID=400 (DITL 128) for termination Alert. Uses

PICT ID=400 for additional description

FONT ID = 16000/16009 created (Teeny) access as #125,

size 9

16.11.93 - CF

snd ID=1000 "Blip" sound for turning on an Instrument

sound created with SoundEdit

17.11.93 - CF

snd ID=1100 "Shield Up"

snd ID=1101 "Shield Down"

snd ID=1102 "Shield Fail" resources generated (Sound Edit)

and added

18.11.93 - CF

snd ID=1200 "Fuel Low" added

24.11.93 - CF

snd ID=1300 "Computer1" and

snd ID=1301 "Computer2" added. Sampled from

Star Treck - TNG

snd ID=1302 "Lock On" generated and added

SIZE ID=-1 created, set to 2 megs min

vers ID=1 and

vers ID=2 created. set to 0.0.0

25.11.93 - CF

snd ID=1303 "Double Blip"

snd ID=1304 "Target Locked" and

snd ID=2000 "Error Sound" created

26.11.93 - CF

PICT ID=3000 "Visual Self" added for testing visual

status report

28.11.93 - CF

PICT ID=4001 "Enemy-1" Picture added. The enemy objects

all carry an internal id that indicates the pict that will

be displayed in the modsel CRT

29.11.93 - CF

snd ID=1103 "Battlestations" for weapons master

activate.

PICT ID=4002 "Enemy-2" Picture added.

snd ID=1305 "New Target" created and added

03.12.93 - CF

colorized Title PICT ID 100 and

main view screen PICt ID 300

05.12.93 - CF

snd ID 1306 new destination added

06.12.93 - CF

pltt ID=399 from view pict generated

clut ID=399 from view pict generated

these will be used to generate the effective palettes

for the game and real-time shading.

08.12.93 - CF

snd ID 1306 changed

snd ID 1307 Weapon select created.

13.12.93 - CF

snd ID=103 'Service... us' taken from TNG. This is probably

one of the coolest sounds i've ever heard.

17.12.93 - CF

PSyn Sound Trecker resources © by Frank Seide included

STrl

Sound Trecker resources © by Frank Seide included

18.12.93 - CF

MENU ID= 400, 401, 402, 403 created

MBAR ID=400 created.

These are the menus that are initially visible.

DLOG ID=400 New Player dialog created

19.12.93 - CF

WIND ID=401 Player Status Window created

WIND ID=402 Market: prices & Qty created

20.12.93 - CF

DLOG ID=401 Buy/Sell (Buy default) DLOG created

ALRT ID=402 Sorry, no deal...

31.01.94 - CF

snd ID=500, 501 Hyperspace Sounds

15.06.94 - CF

MENU ID=404 Settings Menu

16.02.94 - Artist (name forgotten)

PICT ID=300 New Instruments panel for alpha version

26.02.94 - CF

ALRT ID=400 (Termination ALRT): remove notice to email

me at home when error occurred.

27.02.94 - CF

DLOG ID=1000 Alpha settings dialog (fps, config)

MENU ID=404 Added Alpha Settings Menu

snd ID=1400 Warp In sound, taken from TNG

01.03.94 - CF

snd ID=1401 Warp out created

05.03.94 - CF

snd ID=1500 Docking sound created

05.03.1994 - CF

Moved all Sound resources to external Sound file

07.03.1994 - CF

DLOG ID=500 Glaxy 3D map window created

ICON ID=500..503 Icons created and sent to FFArtist for
graphical enhancement

MENU ID=403 changend to include 3D map item

13.03.1994 - CF

dctb ID=500 Galaxy Map color info created

DLOG ID=500 Added zoom buttons

22.03.1994 - CF

PICT ID=4003 Tie fighter prototype pict created