History (mine and Trek's)

Galactic Trek   was started before there were choices of Mac CPU's (about 1985) and due to college was slooowly developed into what is running before you today.   I cringe when I lookat the old Pascal versions that I had thought of releasing back in those ancient times.   Luckily school ended, UNluckily I had to go to work in a company where I don't get to use a Mac much.   However, I continued my developing and you have what you see before you today.
    I developed Galactic Trek   using Think C by Symantec, Corp. and try to test on as many system configurations as possible.   If you find problems let me know... users find problems better than developers!   I do try to keep up with my mail but I'm not real fast about it.   I have had many suggestions and comments and I'd like to share some:

• Color support, sound,   load & save features (Register AND use a color machine).
• Use bars instead of numbers for energy levels (Taken care of Danny!).
• Support bigger screens & maps.
• Increase difficulties (done!) and continue game onto next level instead of ending (working on it!).
• Critical systems damage (OK.... I will, maybe a future version).
• More enemies!   (They'll be some here and there in registered versions...).
• More Friendly Ships!   (Gee you people are greedy… but I added Destroyers for you).
• Relations between races vary from game to game and during play!   Look under the "Misc" menu.