

## Galaxis-Version History

- 1.2 March 8, 1993 (Prefs Edition)

Introduced possibility to set Preferences. I supplied a TMPL resource for those of you who use ResEdit to play games.

Removed bug when opening Galaxis through double-clicking on the Galaxis Theme.

Removed an obscure bug that crashed Macs when switching from Stereo to Mono.

- 1.11 Feb 3, 1993 (Gestalt Edition). Never released to public  
b/w version now checks to see if 68020 present for playing music since the SoundTrecker cannot support the 68000 (yet).

Gray version now checks to see if ColorQD present and exits gracefully (finally!) if not.

If Mac has stereo capabilities, you now can turn stereo sound on.

b/w version refused to run on SE and Plus (OK, it didn't run on *any* of those 68000 machines, including the PB 100. This bug had me stumped for over eleven month until I hunted it down on an ancient SE running 7.1 with MacsBug since it *did* run in the development system) for some arcane reason. It didn't run because for some reason SetStdProc in QD doesn't work with the older Macs.

Forgot to update the vers resource. Now this is done too.

Enabled background processing (for keeping up music) and corrected the SIZE resource.

Removed OK button from Hall Of Fame since it was superfluous.

When opening Galaxis by doubleclicking on the 'Galaxis Theme' the program aborted. This is fixed now.

Fixed 'soft volume' bug that turned down background music even if sound was turned off.

Introduced an (optional) addition visual remaining time dial in time limited games.

Changed a subtle detail: Low-Score is now only possible if game was not loaded from disk...

Changed the way the cursor flashed to a regular interval.

- 1.10 Okt 20, 1992 (Music Edition)

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

Fixed Bug with 'Ships still lost'. Now it doesn't rebound to four after finding all.

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 (Multiversion Edition)

Fixed bug in saving a game: if all capsules were 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 (Public Edition)  
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 (XMas Edition)  
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 (Beta Edition)  
Initial Release, posted to sumex-aim