

JavaTrek Changelog

JavaTrek 1.3

| | |
|--|----|
| 1.3.67M7 (March 22, 2010) | 3 |
| 1.3.67M6 (August 16, 2008) | 3 |
| 1.3.67M5 (August 15, 2008) | 3 |
| 1.3.67M4 (July 4, 2007) | 3 |
| 1.3.67M3 (November 14, 2006) | 3 |
| 1.3.67M2 (November 13, 2006) | 3 |
| 1.3.67M1 (November 12, 2006) | 3 |
| 1.3.67 (December 5, 2003) | 4 |
| 1.3.66 (November 30, 2003) | 4 |
| 1.3.65 (November 27, 2003) | 4 |
| 1.3.64 (November 18, 2003) | 4 |
| 1.3.63 (November 15, 2003) | 4 |
| 1.3.62 (November 14, 2003) | 5 |
| 1.3.61 (November 13, 2003) | 5 |
| 1.3.60 (November 12, 2003) | 6 |
| 1.3.59 (November 11, 2003) | 6 |
| 1.3.58 (November 10, 2003) | 6 |
| 1.3.57 (October 19, 2003) | 6 |
| 1.3.56 (October 18, 2003) | 7 |
| 1.3.55 (August 5, 2003) | 7 |
| 1.3.54 (July 29, 2003) | 7 |
| 1.3.53 (July 27, 2003) | 8 |
| 1.3.52 (July 26, 2003) | 8 |
| 1.3.51 (July 25, 2003) | 9 |
| 1.3.50 (July 23, 2003) | 9 |
| 1.3.49 (July 20, 2003) | 9 |
| 1.3.48 (July 20, 2003) | 9 |
| 1.3.47 (July 19, 2003) | 10 |
| 1.3.46 (July 18, 2003) | 10 |
| 1.3.45 (July 17, 2003) | 10 |
| 1.3.44 (July 16, 2003) | 10 |
| 1.3.43 (July 14, 2003) | 11 |
| 1.3.42 (July 13, 2003) | 11 |
| 1.3.41 (July 12, 2003) | 11 |
| 1.3.40 (July 11, 2003) | 12 |
| 1.3.39 (July 5, 2003) | 12 |
| 1.3.38 (July 4, 2003) | 12 |
| 1.3.37 (July 3, 2003) | 13 |
| 1.3.36 (July 1, 2003) | 13 |
| 1.3.35 (May 30, 2003) | 13 |
| 1.3.34 (May 29, 2003) | 14 |
| 1.3.33 (May 27, 2003) | 14 |
| 1.3.32 (May 17, 2003) | 14 |
| 1.3.31 (May 16, 2003) | 15 |
| 1.3.30 (May 15, 2003) | 15 |
| 1.3.29 (May 13, 2003) | 15 |
| 1.3.28 (May 12, 2003) | 15 |
| 1.3.27 (May 11, 2003) | 16 |
| 1.3.26 (May 10, 2003) | 16 |
| 1.3.25 (May 9, 2003) | 16 |
| 1.3.24 (May 8, 2003) | 16 |
| 1.3.23 (May 7, 2003) | 17 |
| 1.3.22 (May 5, 2003) | 17 |

| | |
|--|--------------------|
| 1.3.21 (May 4, 2003) | 17 |
| 1.3.20 (May 3, 2003) | 17 |
| 1.3.19 (April 29, 2003) | 17 |
| 1.3.18 (April 28, 2003) | 18 |
| 1.3.17 (April 27, 2003) | 18 |
| 1.3.16 (April 26, 2003) | 18 |
| 1.3.15 (April 25, 2003) | 18 |
| 1.3.14 (April 24, 2003) | 19 |
| 1.3.13 (April 23, 2003) | 19 |
| 1.3.12 (April 22, 2003) | 19 |
| 1.3.11 (April 21, 2003) | 20 |
| 1.3.10 (April 19, 2003) | 20 |
| 1.3.9 (April 18, 2003) | 20 |
| 1.3.8 (April 16, 2003) | 21 |
| 1.3.7 (April 15, 2003) | 22 |
| 1.3.6 (April 12, 2003) | 22 |
| 1.3.5 (March 25, 2003) | 22 |
| 1.3.4 (March 24, 2003) | 22 |
| 1.3.3 (March 23, 2003) | 22 |
| 1.3.2 (March 22, 2003) | 23 |
| 1.3.1 (March 18, 2003) | 23 |
| 1.3.0 (March 17, 2003) | 23 |
| JavaTrek 1.2 | |
| 1.2.4 (March 3, 2003) | 23 |
| 1.2.3 (March 2, 2003) | 24 |
| 1.2.2 (March 1, 2003) | 24 |
| 1.2.1 (February 23, 2003) | 24 |
| 1.2.0 (February 22, 2003) | 24 |
| JavaTrek 1.1 | |
| 1.1.18 (December 12, 2002) | 25 |
| 1.1.17 (December 11, 2002) | 25 |
| 1.1.16 (December 3, 2002) | 25 |
| 1.1.15 (November 28, 2002) | 26 |
| 1.1.14 (November 27, 2002) | 26 |
| 1.1.13 (November 26, 2002) | 27 |
| 1.1.12 (November 25, 2002) | 27 |
| 1.1.11 (November 24, 2002) | 28 |
| 1.1.10 (November 22, 2002) | 28 |
| 1.1.9 (November 21, 2002) | 28 |
| 1.1.8 (November 19, 2002) | 29 |
| 1.1.7 (November 17, 2002) | 29 |
| 1.1.6 (November 15, 2002) | 29 |
| 1.1.5 (November 14, 2002) | 30 |
| 1.1.4 (November 13, 2002) | 30 |
| 1.1.3 (October 1, 2002) | 30 |
| 1.1.2 (April 19, 2002) | 31 |
| 1.1.1 (April 16, 2002) | 32 |
| 1.1.0 (April 15, 2002) | 32 |
| JavaTrek 1.0 | |
| 1.0.6 (April 14, 2002) | 32 |
| 1.0.5 (April 7, 2002) | 32 |
| 1.0.4 (April 6, 2002) | 33 |
| 1.0.3 (April 5, 2002) | 34 |
| 1.0.2 (April 4, 2002) | 34 |
| 1.0.1 (April 1, 2002) | 34 |
| 1.0.0 (March 31, 2002) | 34 |

JavaTrek 1.3

1.3.67M7 (March 22, 2010)

- changed: game setup dialog enhanced
- changed: changed more images to PNG and used pngcrush.
- changed: enhanced weapons allocation panel
- remove: command-line arguments other than filename
- added: begin to allow games to be created and loaded after game over

1.3.67M6 (August 16, 2008)

- changed: begin enhancing weapons allocation panel
- added: save initial game settings

1.3.67M5 (August 15, 2008)

- removed: sun.java2d.acctreshold was set to default behaviour
- changed: moved save games and high score data to a directory in the user profile
- added: check to see if saved game files contain valid data
- changed: image loading no longer depends on being in a jar
- added: help menu items now open to the right instructions tab

1.3.67M4 (July 4, 2007)

- changed: existing enemy ships no longer transform into more powerful ships when the player gains levels
- added: NPC ships now count as being destroyed if they lose their crew
- changed: converted some images to PNG format

1.3.67M3 (November 14, 2006)

- fixed: removed free hyperdrive upgrade that occurred with every crew level

1.3.67M2 (November 13, 2006)

- fixed: player ship's shields no longer lower when entering a quadrant with enemy ships
- changed: converted some images to PNG format

1.3.67M1 (November 12, 2006)

- fixed: player ship's maximum energy limit no longer decreases when energy weapons are fired
- fixed: compilation error

1.3.67 (December 5, 2003)

- removed: the dialog_upgrade class
- changed: panel_ship_upgrade is now displayed as necessary by javatrek.showPane () function (previously was displayed in a dialog window)
- changed: renamed panel_ship_upgrade class to UpgradeShipPanel and moved it to the javatrek.panels.major package
- changed: javatrek.showPanel () function now handles single-use panels
- changed: ship upgrades are now done in an in-game panel instead of via a pop-up dialog window
- changed: panel_frame_north now refreshes its contents appropriately
- added: shup and shdn commands (shields up and down respectively)

Command Line Options

filename loads that game file

fs full screen mode

system uses the system look and feel instead of the metal one

1.3.66 (November 30, 2003)

- changed: MapBase class' static to instance fields now that the assumption that all map panels will be the same size is no longer correct

1.3.65 (November 27, 2003)

- changed: reinstated the panel_gamedata as the game data display option and reworked its layout
- added: command "gamedata" to display the gamedata panel
- added: gamedata icon to the Images class (and the JAR file)
- added: gamedata button to the panel_frame_west class
- added: a return button to the p_gamedata class
- changed: renamed panel_gamedata class to GameDataPanel and moved it into the javatrek.panels.major package

1.3.64 (November 18, 2003)

- changed: reference panel now uses a Swing layout instead of an HTML table (looks a bit better)

1.3.63 (November 15, 2003)

- changed: reference panel now uses a Swing layout instead of an HTML table (looks a bit better)

1.3.62 (November 14, 2003)

- added: ship and weapon database panels to the InstructionsPanel class
- removed: the return-to-console button from the ship and weapon database panels
- removed: the long-unused button_quadrant class
- removed: the now-empty javatrek.buttons package
- removed: the long-unused panel_mainenergy panel (used to be the vertical energy bar)
- removed: the long-unused panel_shieldenergy panel (used to be the vertical energy bar)
- changed: panel_shipstate now offers detailed and normal status reports, and can either be vertically or horizontally laid out; all status panels were moved back here from the panel_frame_north class
- changed: renamed panel_transferenergy class TransferEnergyRow and moved it to the minor panels package
- changed: renamed panel_weapons_row class FireWeaponsRow and moved it to the minor panels package
- changed: renamed panel_map_base class MapBase and moved it to the major panels package
- changed: renamed panel_region_map2 class RegionMap and moved it to the major panels package
- changed: renamed panel_quadrant_map2 class QuadrantMap and moved it to the major panels package
- changed: renamed panel_setup class InitialSetup and moved it to the major panels package
- changed: renamed panel_highscores class HighScoresPanel and moved it to the major panels package
- changed: renamed panel_db_ships class ShipsDB and moved it to the major panels package
- changed: renamed panel_db_weapons class WeaponsDB and moved it to the major panels package
- changed: renamed panel_reference class Reference and moved it to the major panels package
- changed: renamed panel_listbases class ListOfBases and moved it to the major panels package
- changed: renamed panel_instructions class InstructionsPanel and moved it to the major panels package
- changed: renamed panel_weapons class FireControl and moved it to the major panels package
- changed: renamed panel_shipstate class ShipState and moved it to the major panels package

1.3.61 (November 13, 2003)

- added: javatrek.panels.major and javatrek.panels.minor packages

- changed: renamed panel_console class ConsolePanel and moved it to the major panels package
- changed: renamed panel_status class StatusPanelRow and moved it to the minor panels package

1.3.60 (November 12, 2003)

- added: information icon to the images object
- added: information button to the panel_frame_west class (displays the information panel)
- changed: the quadrant and region maps now share the top of a grid layout, and the console sprawls beneath (no gridbay layout, no fancy layout-related problems)

1.3.59 (November 11, 2003)

- changed: panel_frame_north now has a unified GUI setup function
- changed: renamed the javatrek.system classes to use proper (capitalized) naming
- changed: removed _system from object_machine objects
- changed: renamed the javatrek.datatypes classes to use proper (capitalized) naming
- changed: continued moving panel_shipstate items to the north frame panel
- changed: panel_shipstate is no longer shown in the main display
- added: panel_frame_west and panel_frame_east classes
- changed: moved panel_gamedata items to the west frame panel
- changed: moved panel_gamedata items to the south frame panel
- changed: panel_gamedata is no longer shown in the main display
- changed: the console is now the width of the lower half of p_full, and is not part of a card layout

1.3.58 (November 10, 2003)

- changed: added a border panel layout that contains the previous "full" panel
- added: panel_frame_south and panel_frame_north classes
- changed: began moving panel_shipstate items to the north frame panel

1.3.57 (October 19, 2003)

- changed: window_listbases to panel_listbases; the panel is now contained in the same panel as the console
- removed: dialog_repair, panel_repair and the panel_reference reference to it; this will be rebuilt from scratch when time and interest allow :)
- created: panel_instructions, which displays any instructions for the game in a tabbed pane
- changed: panel_reference is now one of panel_instructions' tabs
- removed: dialog_instructions

- removed: window_dialogbase
- removed: quests package, quest_stage and quest classes
- fixed: a bug introduced yesterday or today which broke the command-line load game option
- changed: command_menu now has an instructions help menu item instead of individual instructions items for the newly-deleted individual instructions dialog windows
- added: command-line option "system", which causes the system look and feel to be used instead of the default metal one

1.3.56 (October 18, 2003)

- fixed: version command to include an end-of-line character (command_listener class)
- added: command line argument "fs" causes the game to run in full screen mode; javatrek class now has a full_screen boolean value
- changed: javatrek now uses a card layout that can change the full display
- changed: window_setup is now panel_setup and is contained by javatrek's full display card layout
- changed: window_endgame is now panel_endgame and is contained by javatrek's full display card layout
- changed: removed the gameOver function from object_gamedata and added endgame function to javatrek
- changed: save and load commands, in full screen mode, only result in usage messages
- changed: javatrek class' main game panel now has four card layout panels
- added: a function to display cards from the various card layout managed panels
- changed: panel_reference is now shown in the same panel as the console
- deleted: the window_reference class
- changed: weapon and ship "database" panels are now displayed in the same panel as the console (and have "return to console" buttons)
- deleted: window_db_ships and window_db_weapons
- deleted: window_loadgame and window_savegame
- deleted: copyright-infringing images (which I have already replaced with miserably bad hand-drawn ones)

1.3.55 (August 5, 2003)

- added: dialog_repair and panel_repair classes
- added: a repair command to display the repair dialog (which is a public object belonging to the javatrek class)

1.3.54 (July 29, 2003)

- added weapon_shot.moveShot () function; I was very sick and am surprised I tried doing

anything at all

1.3.53 (July 27, 2003)

- changed: converted the item/debris icons from .jpg's to .gif's with transparent backgrounds
- changed: the `object_images` class to load the new icons
- added/removed: I tried adding the system images to the `panel_ship_upgrade` class, but found that they did not show up well on the light background; the code is still there, commented out
- changed: made two of `system_launcher`'s constants, `UPGRADE_CAPACITY` and `UPGRADE_TUBES`, public so that they could be used to display upgrades in the `panel_ship_upgrades` panel
- changed: hull integrity upgrades are no longer rounded to the nearest multiple of 10
- added: `object_machine.getUpgradeHullValue ()`, which returns the potential upgrade for the hull
- added: `object_machine.getUpgradeEnergyCapacityValue ()`, which returns the potential upgrade for the ship's main energy capacity
- added: `panel_ship_upgrade` now displays the potential upgrades for all upgradeable systems
- changed: restored the buffers to `BufferedImages` (from `VolatileImages`) for `panel_region_map2` and `panel_quadrant_map2` classes, as the volatile images' function which checks if the image has been corrupted failed to always identify this situation, resulting in poor-looking images
- added: `dialog_instructions` class, which will display instructions on various subjects for the user
- changed: the `command_listener` now handles database requests (db ships, db weapons etc) in a more efficient manner
- added: a command to display the launcher instructions, and the command to the reference panel
- added: a menu item to the `command_menu` class which displays the projectile launcher details

1.3.52 (July 26, 2003)

- changed: tweaked `dialog_weapons` class to display in the upper right corner of the lower-left panel, so as not to cover the graphical displays
- changed: added a `do_refresh` boolean variable to the command listener, allowing some commands to not have a refresh follow their execution
- changed: `dialog_weapons` now hides itself if refresh is called while an attack is on-going, because this set of conditions only occurs if the player has hit the attack button and the window will be closed anyways
- note: the above two changes removed the flicker before a weapons dialog was displayed; this is something I've been trying to solve for a while
- changed: the cost if local (within the same region) impulse drive moves are now always 50 energy units, 100 if shields are up

- added: bounds checking to `object_machine.setHullIntegrityRemaining ()`
- added: `panel_ship_upgrade` to handle ship upgrades, displaying the options, the current values and the potential upgrades (for use with the `dialog_upgrade` class)
- added: `system_shields.getUpgradeEnergyCapacityValue ()`

1.3.51 (July 25, 2003)

- changed: the ships in a region are now passed into `panel_weapons_row.refresh ()` and `panel_weapons_row.populateTargets ()` rather than looked up locally; this removes repetitive calls that do the same thing
- changed: improved the efficiency of the `panel_weapons_row` class' method for building strings describing targets

1.3.50 (July 23, 2003)

- changed: `object_machine` no longer rounds increases to `max_energy` to the nearest multiple of 100

1.3.49 (July 20, 2003)

- changed: `energy_shot` is now `weapon_shot`, and will represent projectile shots as well as energy shots for the purpose of animation; not tonight, however, as I'm tired, lazy and going to bed! :)

1.3.48 (July 20, 2003)

- changed: created news icon for the Harrier and Galaxy-class ships (removing the last of the copyright images)
- changed: updated `object_images` to load the new images properly
- removed: commented out the shuttle repair status display from the `panel_shipstate` class; eventually this will be re-enabled, but for the time being no ship is shuttle-equipped, so this is just a waste of display space
- changed: the number of projectiles remaining is now displayed by the `panel_shipstate` class in the launcher status panel rather than in the `panel_gamedata` class
- added: `appendCommunicationsOfficerMessage ()`, `appendEngineerMessage ()`, `appendFirstOfficerMessage ()`, `appendNavigatorMessage ()`, `appendScienceOfficerMessage ()` and `appendWeaponsOfficerMessage ()` to `panel_console` class; this function handles the green colouring, saving an extra function call for each message
- changed: realized I forgot to redo the artwork for the three kinds of space stations and did this now; updated the `images` object to load the new files correctly
- fixed: "pirates arrive" now only gives a bonus if the initial number of pirates is greater than 0
- removed the original quadrant map object, as it was no longer used (and hasn't been for quite some time)
- added: when the user right-clicks on a ship in the `panel_region_map2` class' display area, the ship is passed through the SR scanner's function and information about that ship is displayed in the console (based on the functioning status of the SR scanner)

- changed: updated the system_shortrangescanner class' getShipStatistics () class to return non-HTML formatted information about a ship it was "scanning"

1.3.47 (July 19, 2003)

- changed: renamed the Nebulon B Frigate to the Heavy Corvette (mostly because it's new icon looks too flimsy for a frigate)
- changed: renamed the Victory-Class Star Destroyer to the Mark I Destroyer
- changed: created new icons for the Heavy Corvette, Miranda Class and Mark I Destroyer ships
- changed: updated object_images to load the new images properly
- removed: the Nebulon Class Starship (including its image) from the game

1.3.46 (July 18, 2003)

- changed: added my own icons for the lancer frigate, streak scout, dagger cruiser, star galleon, correllian corvette, light cruiser, heavy cruiser, strike cruiser and katana dreadnought
- changed: updated the object_images class to load the new images
- changed: renamed the Correllian Corvette the Light Corvette (again to try and avoid copyright issues in case anyone every sees or plays my game :)
- changed: updated the object_images, object_ship, object_fleet and factory_ships classes to reflect the new name for the light corvette
- added: the javatrek class' constructor now specifies that if an image is used once it is switched over to a volatile image (if possible)
- fixed the bug in panel_quadrant_map2 and panel_region_map2 classes which failed to detect mouse clicks near the lower and right-most edges

1.3.45 (July 17, 2003)

- changed: the YT-1300 and YT-2400 freighters are now named Class C and Class D freighters and have new icons (more of my hand-drawn-but-legal artwork :)
- changed: added my own icons for the gunboats and missile boats
- changed: object_images to load the new images
- changed: renamed the two freighters and updated object_fleet, factory_ships, object_gamedata and object_ship to reflect the changes

1.3.44 (July 16, 2003)

- changed: panel_region_map2 now uses Thread.sleep () instead of a busy-waiting loop to slow down the energy weapon animation
- changed: Constitution-Class Starships are now Venture Class Starships and have a new (drawn by me) icon
- changed: replaced rapier scout, raptor warship, class a and b freighters and the swoop command ship images with custom-drawn version (not anywhere near as good, but not in

violation of copyright either :)

- changed: updated the `object_images` class to load the correct images

1.3.43 (July 14, 2003)

- changed: `panel_map_base` now uses a `VolatileImage` for the backdrop, rather than a `BufferedImage` (this gives a speed improvement on systems with decent video memory ... which is most of them, these days)
- changed: `panel_region_map2` and `panel_quadrant_map2` now uses a `VolatileImage` for the buffer, rather than a `BufferedImage`, again for a performance boost
- added: "Lone Wolf" and "Lone Gunman" ship names (for Pirates) to the `names` class
- added: a new star graphic which, while still far from perfect, is much nicer than the last image
- changed `object_images` class' GUI images back to `ImageIcon` objects and added a `loadImageIcon` function to properly handle them
- changed `panel_console.displayQuote ()` to insert a blank line beneath each quote
- added: `panel_region_map2` displays yellow ellipses around ships with raised shields; the shade of yellow indicates the level of repair of the shields (brighter = stronger)

1.3.42 (July 13, 2003)

- changed: `panel_shipstate` no longer puts a space in front of the label "Hull Condition"
- changed: `panel_status` now draws labels a few spaces in from the edges, instead of flush to them
- added: type "none" to the `system_laser` class
- added: `drawEnergyWeaponShot` to `panel_region_map2` class; this function draws a previously-specified energy weapon shot
- added: colour and stroke settings for various energy weapon attacks to `panel_region_map2` class
- added: `energy_shot` class which described a single energy shot to be drawn (type, start and end points)
- added: `addEnergyWeaponShot` to `panel_region_map2` class; this function specifies an energy weapon shot to display and requests a repainting of the panel

1.3.41 (July 12, 2003)

- added: `panel_map_base` class which will form the basis for yet another revision of the quadrant and region maps (the second versions look much better but have poor performance)
- changed: quadrant and region map classes to take advantage of the map base class, reducing overhead and eliminating duplicate effort (e.g. creating a single labelled grid for both displays)
- changed: quadrant map class now displays an image of a present base, instead of an id from 1 to 3

- changed: quadrant map class now displays the number of stars at the lower right and number of enemies at the lower left
- changed: quadrant and region maps now centre images vertically as well as horizontally
- changed: brightened the science station image, removed most of the black area and darkened the rest from vague grays to jet black
- changed: removed wasted white space (actually black space) from around the other space base images and the star image
- changed: the player's ship's image is displayed in the quadrant map to indicate their location
- changed: the panel_status class now uses gradient shading for the background colour, which is much more attractive than flat colouring

1.3.40 (July 11, 2003)

- changed: fiddled with the fonts used for panel_quadrant_map2 and panel_region_map2 to try and improve their appearances
- added: panel_quadrant_map2 now supports inter-region movement triggered by mouse clicks (as the original version did by button press)

1.3.39 (July 5, 2003)

- changed: object_ship only sends comments regarding the raising/lowering of shields after a hyperspace move if the state of the shields have been changed
- changed: panel_console now uses a 14-point font size (up from 12)
- added: a "print size" command which displays the size (width, height) of the main window
- added: a "set size" command which sets the size (width, height) of the main window
- added: a panel_quadrant_map2 which displays the quadrant map using graphics rather than buttons

1.3.38 (July 4, 2003)

- added: panel_region_map2 class which displays the region maps using graphics rather than button arrays
- changed: object_images now works with Images instead of ImageIcons
- changed: panel_db_ships now converts object_image responses to ImageIcons
- changed: panel_db_weapons now converts object_image responses to ImageIcons
- changed: panel_gamedata now converts object_image responses to ImageIcons
- changed: panel_transferenergy now converts object_image responses to ImageIcons
- removed: the original panel_region_map class
- removed: the button_region class, as it is now redundant (panel_region_map2 handles mouse-generated movement commands itself)

1.3.37 (July 3, 2003)

- changed: updated the object_fleet class to send coloured, easier-to-read messages to the panel_console class
- changed: updated the object_gamedata class to send coloured, easier-to-read messages to the panel_console class
- changed: updated the object_machine class to send coloured, easier-to-read messages to the panel_console class
- changed: updated the object_ship class to send coloured, easier-to-read messages to the panel_console class
- changed: panel_weapons_row now displays the results of an attack directly, rather than return a string containing the information; the information is sent to the panel_console class directly, taking advantage of the new colouring options
- changed: updated the panel_transferenergy class to send coloured, easier-to-read messages to the panel_console class
- changed: panel_weapons class no longer displays a string describing the results of an attack
- added: a panel_dial to panel_gamedata to display the amount of main energy remaining
- changed: moved the "max shields" button to sit beside the shield-toggling button in the panel_gamedata class
- removed: the shield energy and main energy remaining bars from the upper middle section of the screen (the code is still there in case I change my mind, but the calls are commented out)

1.3.36 (July 1, 2003)

- changed: the panel_console class now uses a JTextPane (complete with styled document) to display messages; this allows for coloured messages amongst other things much easier to read
- changed: updated the command_listener class to send coloured, easier-to-read messages to the panel_console class
- changed: updated the javatrek class to send coloured, easier-to-read messages to the panel_console class
- changed: updated the system_shields class to send coloured, easier-to-read messages to the panel_console class
- added: a panel_dial to panel_gamedata to display the amount of shield energy remaining

1.3.35 (May 30, 2003)

- changed: raised the maximum number of launcher tubes from 5 to 7 in the system_launcher class
- fixed: a bug in the system_shield class; energy upgrades were not added to the total! :(

1.3.34 (May 29, 2003)

- changed: panel_status now uses getHeight/Width functions instead of getSize, avoiding object creation costs on each refresh
- fixed: panel_shipstate so that hull damage is now accurately displayed (used to be 100% repaired, then drop to 0 if damaged even slightly, due to round-off error in integer math functions)
- added: energy saving lookup function to system_computer class
- added: implemented the computer-system energy savings to the object_ship class' hyperdriveMoveEnergyCost () function

1.3.33 (May 27, 2003)

- changed: added "total points scored" tracked to the object_stats class
- removed: the points earned storing from the object_gamedata class
- added: object_base function which determines which stations supply replacement crew members
- added: an experience-reducing function to the object_crew class
- added: object_ship class now tops up crew and applies experience penalty when it docks
- changed: system_shields no longer limits the energy upgrade to 500 units (max)

1.3.32 (May 17, 2003)

- fixed: object_gamedata had initial Raider ship's team and crew level reversed, causing them to be on team 1 and have a level of 5001
- fixed: object_fleet now calls upgradePirates () when it calls upgradeRaiders (); previously, the pirate ships were not getting their upgrades
- fixed: Gunboat's and Missile Boat's are now specified as such by the factory_ships class; previously, they were created with the identifier SJIP_YT_1300
- fixed: system_laser now returns it's identity string correctly when it is a Death Ray
- fixed: system_laser now correctly upgrades itself to Death Ray
- changed: object_machine's getPointValue () function (which returns the experience point value of a machine) no longer adds 10% per level of the crew, as this proved to be terribly unbalancing (a strike cruiser, for example, went from 24k to 60ka level gained for the player for every kill!)
- added: eleven simple (ie badly drawn) icons to a new folder named "items", which represent various ship systems; these will be used to indicate where debris is located, and what the debris is (so that the player can salvage parts from destroyed ships)
- added: object_debris class to the javatrek.datatypes package
- added: support for the debris item images to the object_images class, including loading and a function which retrieves them

1.3.31 (May 16, 2003)

- removed: object_gamedata no longer adds new NPC ships (Raider and Pirate) each day, regardless of the spawn settings
- added: accessor functions to retrieve the spawn settings for Pirate and Raider ships from the gamedata class
- added: the spawn raiders/pirates options now govern if the "topup" function is called when each milestone experience level is reached
- removed: the WEAPONS_PANEL constant from the javatrek class (it was no longer being used for anything)
- changed: topupRaiders () function in object_fleet is now topupShips () function and handles both Pirate and Raider calls (which type is selected by a passed-in value)
- added: upgradePirates () function to the object_fleet class; this function upgrades Pirate vessels the same way upgradeRaiders () handles Raider vessels
- fixed: bug in object_gamedata constructor which always switched the player's shields on initially

1.3.30 (May 15, 2003)

- changed: raised the maximum generator output from 500 to 50,000
- added: added gunboat creation function to the factory_ships class
- changed: updated the settings for missile boats, YT-1300's and YT-2400's in the factory_ship class
- changed: factory_ship now sets the initial level of a ship's crew
- added: createInitialPirateShips () to object_gamedata class

1.3.29 (May 13, 2003)

- added: functions to object_gamedata that return the initial number of Raider and Pirate ships
- added: upgradeRaiders () object_fleet which will upgrade the number and type of Raider ships when the player reaches experience level milestones
- added: getShipsOnTeamIndices () to object_fleet, to retrieve the set of ships on a given team (in order to upgrade them)
- added: topupRaiders () to object_fleet to ensure that sufficient Raider ships are present when the player reaches milestone experience levels (4, 8, 12, 16 and 20)
- fixed: object_crew now correctly determines which level a crew will attain given an experience amount

1.3.28 (May 12, 2003)

- changed: energy weapon arrays now have 3 targets / round maximum; turbo weapons have 4 / round
- added: ship identifier constants so that all 27 ship types are accounted for

- changed: all object_ship class ship identifier constants now start with ship_
- changed: the panel_db_ships class now tries to create panels for all 27 ship types (doesn't create or try to display panels for ships not created by the ship factory class)
- changed: updated the object_images class to load and serve out all 27 ship images
- added: ship types to factory_ships class: Correllian Corvette, Katana Dreadnought, Lancer Frigate, Raptor Warship, Strike Cruiser
- changed: the initial Raider warship from Raptor Warship to Katana Dreadnought

1.3.27 (May 11, 2003)

- changed: the maximum energy used per shot for array and turbo sets of energy weapons are now equal for each type (laser and ION)
- changed: energy weapon type death ray now does x10 instead of x100 damage, and maximum energy fired is now 5000 instead of 10000
- changed: turbo energy weapons now do x3 instead of x4 damage
- changed: crew experience level requirements past 11th level increases by 64000 per level instead of 32000 per level

1.3.26 (May 10, 2003)

- added: the object_gamedata class now tracks the initial number of pirate and raider ships in the game
- added: the pirate ship name "Arsenal" (after the British soccer team) to the names class
- changed: object_crew now has a new experience progression for crew levels, starting at 500 and doubling each level from there; after 9th level, 32000 is added for each new level
- changed: system_launcher now allows MOAB as an upgrade; all upgrades past normal proton torpedoes are now level-limited (new one every three levels)
- changed: system_laser now allows death ray as an upgrade; all upgrades past advanced phasers are now level-limited (one every two levels except for death ray)
- changed: system_shields now limits all upgrades past standard by the crew's experience level

1.3.25 (May 9, 2003)

- changed: Enhanced YT-1300 and YT-2400 freighters are no longer named "enhanced"
- changed: AI ships only cluster in groups of 5 (previously, ships would continue to gather until they became unassailable near the end of the game)

1.3.24 (May 8, 2003)

- added: the ship type "Missile Boat"
- changed: altered the upgrade paths for enemy ships, added more upgrade paths
- changed: upgraded the strength and value of the Coreellian Corvette

1.3.23 (May 7, 2003)

- changed: system_shields no longer rounds of energy upgrades to a multiple of 25

1.3.22 (May 5, 2003)

- changed: renamed the window_upgrades class dialog_upgrades
- changed: fixed the badly-broken centre () function in the dialog_upgrades and dialog_weapons classes
- changed: after transferring energy, the display is now updated
- changed: system_generator's upgrade function no longer rounds the energy output to a multiple of 5

1.3.21 (May 4, 2003)

- added: created multiple types of ship computers, some with protected memory or hyperdirveefficiency boosts
- added: updated the window_upgrade class to make the computer system upgrades available

1.3.20 (May 3, 2003)

- fixed: the bug that lets the player take the lowest high score position when they don't have the 10th highest score (the bug turned out to be the high scores loading function, which only loaded the first nine scores, making 10th place always 0 initially)
- fixed: a bug so that the generator system upgrades now produce round-number values (multiples of 5)
- changed: seperated the interface and game-startup code (to allow multiple ways to start a game, such as from saved games)
- changed: loadGame () function now has a boolean switch that controls whether or not the "game loaded" message is displayed
- added: a javatrek constructor which creates a game from a specified saved game file
- added: the ability to load a saved game from the command line by passing in the saved game named as an argument
- changed: window_setup now extends wframe rather than JFrame
- changed: window_setup now uses setup functions rather than one miserably long constructor function
- added: window_setup now has a load game tab which lists saved games (the tab is not available if no saved games are available)

1.3.19 (April 29, 2003)

- added: abstract function getUpgradeName () to system_root; all system classes now must have a function which returns a string detailing the next upgrade for the system
- changed: system_generator uses a private function calculateUpgrade () to determine the size of an upgrade

- added: all-powerful MOAB (mother of all bombs) type to the system_launcher class
- changed: window_upgrade class now only displays upgrade options that are allowed (formerly, disallowed upgrades were shown)

1.3.18 (April 28, 2003)

- fixed: panel_weapons now correctly determines when projectile shots are available (it used to have a bug where launcher damage was considered, but remaining ammunition was not)
- fixed: object_machine's checkSystemsOperational () function did a good job of checking systems repair status, but failed to check if the systems existed first, resulting in occasional null pointer exceptions
- changed: object_machine: addCrewExperience ()if an NPC crew gains a level, they no longer get ship upgrades
- changed: object_machine's checkSystemsOperational () is now private instead of public (as it was only used internally)
- changed: panel_weapon_row now caches the player's ship's energy and projectile weapon systems at the same point as the intended target; this fixes an issue with the weapon systems being upgraded in the middle of an attack sequence

1.3.17 (April 27, 2003)

- progress: finished the work of moving functionality to the panel_weapons_row (streamlined the attack process at the same time)
- changed: panel_weapons now has a semaphore (attack_is_ongoing) which is used to fix a race condition that occurs during firing sequences which trigger kills and/or upgrades
- changed: the penalty for firing extra energy through an energy weapon is reduced from 10% of the energy becoming system damage to 1%

1.3.16 (April 26, 2003)

- added: panel_weapons_row; this class consolidates the objects that form one row in the panel_weapons class
- added: getTubes () function to system_launcher; returns the number of tubes installed (not functioning)

1.3.15 (April 25, 2003)

- added: setLevel () function to the object_crew class; this is used to set the level of NPC ships when they are "upgraded" to match the player's ship's capabilities (more or less)
- changed: when NPC ships are upgraded, their crew levels match that of the player's crew's level
- added: the ship type "Correllian Corvette" (an initial ship type for both Raiders and Pirates)
- changed: reduced the chance of ships moving from 25% to 5% (this does not include ships fleeing a battle)
- changed: dialog_weapons now checks to see if its display () function selects a location off the screen, and fixes it if it has

- changed: panel_weapons class now has a fireWeapons () function, which collects the code that was previously located in the action listener function
- changed: when the panel_weapons class' fire button is pressed, it now hides the dialog_weapons window
- added: panel_weapons class now displays the probability of a projectile hitting its selected target
- added: panel_weapons class now displays the raw damage (not shield or ion-weapon modified) an energy weapon will do, given a target and amount of energy to be used

1.3.14 (April 24, 2003)

- changed: laser_system class' "death ray" now can handle 5 targets (up from 1) and can fire a maximum of 10,000 energy (up from 1,000)
- added: the ship type "Class B Freighter" and the upgrade path from Class A to Class B at player level 6
- added: object_fleet now upgrades ships when the player hits levels 3 and 6
- changed: ships not in the player's region are upgraded (a bug used to block upgrades for ships in the same row or column)

1.3.13 (April 23, 2003)

- added: max energy and shields icons to the game, loaded through the object_images class
- added: max energy and shield buttons to the panel_gamedata class
- changed: replaced the energy remaining status panel with a simpler pair of JLabels (which share a row with the max buttons)
- changed: switched the hyperdrive row with the four buttons row in the panel_gamedata class
- added: quicksave and quickload commands to the command_listener class
- added: quicksave and quickload icons to the game, loaded through the object_images class
- added: quicksave and quickload buttons to the panel_gamedata class

1.3.12 (April 22, 2003)

- changed: panel_status class now has a setBoth (title, status) function to half the number of repaint calls generated if both need to be set
- changed: panel_gamedata and panel_shipstate classes' panel_status instances now call setBoth () where appropriate, rather than the less efficient setTitle () / setStatus () functions
- added: import.gif and export.gif icons to object_images class used for the transfer energy panel (replaces text, saves space)
- added: rest.gif to object_images class used for the rest button in the panel_gamedata class
- added: weapons.gif to object_images class used for the weapons button in the panel_gamedata class
- added: rest24.gif to object_images class used to rest for 24 hours in the panel_gamedata

class

- added: rest-for-24 and weapons buttons to the panel_gamedata class

1.3.11 (April 21, 2003)

- added: the dialog_weapons class, which displays the weapons control panel (the panel_weapons class)
- removed: the tabbed pane and the displayPane () function for it from the javatrek class
- added: the command "weapons" which displays the weapons dialog window

1.3.10 (April 19, 2003)

- changed: added load commands to the panel_reference class (they were missing an oversight on my part)
- changed: removed the crew repair points line from the panel_gamedata class
- changed: moved the hyperdrive setting control from the command_panel class to the panel_gamedata class
- changed: removed the shield energy status panel from the panel_gamedata class
- changed: moved the shields toggle button from the command_panel to the panel_gamedata class
- changed: moved the dock and rest buttons from the command_panel to the panel_gamedata class (where they share a horizontal row)
- removed: the command_panel class (which no longer displayed any buttons and was taking up precious space in the game window)
- changed: the main 2x2 grid that holds the four main display consoles now separates components with 3 pixels of space, both vertically and horizontally
- changed: the quadrant map now has blank buttons (no text) for spaces whose contents are unknown, rather than the "..." formerly used (this looks cleaner)
- changed: reconfigured the transfer energy panel to be one row and use one text field
- changed: moved hull condition status display back to panel_shipstate class
- changed: moved the transfer energy panel from its own panel in the tabbed pane to a row in the panel_gamedata class

1.3.9 (April 18, 2003)

- removed: the crew status bar from the status panel (crew number should not be represented as a repairable system, after all)
- changed: the laser status panel has been renamed the energy weapon panel in the panel_shipstate class
- changed: combined the computer and memory systems, which are now a fully-featured object (system_computer used to just be a lock-up function, rather than a class); this change took a lot of restructuring of the game's code
- changed: panel_status now has alterable titles; the title of the system reflects the type (including upgrade) rather than just the base type ("Phasers" rather than "Energy Weapon")

- added: system_generator class now has a getName () function
- added: system_impulsdive class now has a getName () function
- added: system_hyperdrive class now has a getName () function
- changed: improved the description strings for the types of LR scanners in system_longrangescanner class
- changed: improved the description strings for the types of SR scanners in system_shortrangescanner class
- changed: panel_status class now uses the current look-and-feel's background colour for its background colour (used to use Color.GRAY in all cases)
- removed: computer type is no longer displayed in the panel_gamedata class
- removed: long-range scanner type is no longer displayed in the panel_gamedata class
- removed: shield type is no longer displayed in the panel_gamedata class
- removed: shuttle type is no longer displayed in the panel_gamedata class
- removed: teleporter type is no longer displayed in the panel_gamedata class
- added: projectile shots remaining is now displayed in the panel_gamedata class
- changed: the four main sections of the display no longer have titled borders identifying them (they seemed redundant and took up a lot of space in the display)
- changed: moved the shield and hyperdrive settings from the quick look panel to the command panel (consolidating space)
- changed: moved the buttons that display the ship and weapon databases to menu items in the help menu (again, consolidating space)
- changed: moved the hull repair status display from the quick look panel to the ship state panel (again, consolidating space)
- changed: moved energy remaining display from the quick look panel to the ship status panel (again, consolidating space)
- removed: the quick look panel class
- removed: the panel_localships class (no longer used, as of a few versions ago)
- changed: the generator's effective hourly output is now displayed in the panel_shipstate class (moved from the panel_gamedata class)
- changed: the panel_gamedata class uses widgets.panels.panel_twolabels to display information, rather than a pair of JLabel instances in an awkward layout configuration (this makes altering the layout of the panel much, much easier)
- added: shield, energy and hull condition to the game data panel
- added: command "kills" which lists the number of ships killed by the player

1.3.8 (April 16, 2003)

- changed: the javatrek class now extends the wframe class (from my widget package) rather than JFrame
- added: the javatrek.panels.panel_status class (displays the repair status of a given system)

1.3.7 (April 15, 2003)

- changed: the ship status and game information panels are now displayed in one combined panel

1.3.6 (April 12, 2003)

- changed: the "list bases" command no longer restores focus to the command line (restoring the focus caused the window to immediately hide again); this is a bug fix
- changed: the name "James Kirk" to "James T. Kirk"
- changed: local scan information is now displayed via tool tips
- changed: the local scan panel is no longer used (but the code is not removed from the project, just in case :)

1.3.5 (March 25, 2003)

- added: at level 4, the playerGainedExperience () function in the object_fleet class upgrades Raider ships
- added: upgradeShip () function to the object_fleet class; the function upgrades a ship at a specified index to a specified type
- added: level_4_upgrades boolean flag to object_fleet class; tracks if the level four upgrades to enemy ships have been applied yet
- changed: the upgradeShip () function does not upgrade ships in the same region as the player's ship (so that it doesn't get slaughtered)

1.3.4 (March 24, 2003)

- (made an effort to make the ships a natural progression in difficulty as one moves up the ranks)
- changed: Rapier Scout ship now carries 12 concussion missiles and 2 launchers
- changed: Raptor Warships now have lasers instead of phasers
- changed: Swoop Commandships now carry 6 proton torpedoes and 1 launcher
- added: addShip () function to object_gamedata; function adds a specific ship/team to the fleet array
- changed: the initial Raider ships added are now 15% warships, 15% freighters and 70% scouts
- added: playerGainedExperience () to object_fleet class; at set player levels the function upgrades the ships in the game (not yet implemented, just defined)

1.3.3 (March 23, 2003)

- changed: the background of the "ship database" panel is now white instead of dark gray
- changed: window_db_ships and window_db_weapons now resize and centre themselves each time setVisible (true) is called on them
- added: a commandToRow () function to the panel_reference class; the function accepts a

command/description pair and formats them as an HTML table row

- changed: probability of a projectile to hit it's target is no reduced by the target's crew's level x the target's dodge ability, not $\text{probdodgelevel} * 3$ as was formerly the case
- changed: when the `command_listener` class has finished processing a command, it make the command line object the focus component again, unless the command displays a new window

1.3.2 (March 22, 2003)

- changed: closing `window_setup` now exits the program (it used to just hide the window, leaving the program inaccessible but running and keeping system resources)
- added: the widget packages are now part of the JavaTrek game (providing base classes for various features)
- changed: the `window_reference` class now displays the HTML table in a tightly-fitted window
- changed: the `window_setup` class now has a shorter title which fits within its title bar
- changed: tweaked `window_reference` class so that it would display with a decent size
- changed: `window_reference` now displays itself with its proper size and centred location each time `setVisible (true)` is called on it
- changed: edited the projection instructions in preparation for providing them as an in-game resource
- changed: moved the experience-related information from the launcher word document to a new one, the experiece gains document

1.3.1 (March 18, 2003)

- added: a new package `javatrek.quests`
- added: a new class to the `quests` package, `quest`, which will define each quest in the game
- added: a new class to the `quests` package, `quest_stage`, which will define a single stage in a quest

1.3.0 (March 17, 2003)

- (incremented the minor version number to reflect the achievement of the long-held goal of being able to distribute a single JAR file that contains everything required to play the game)
- added: the ability to load files from the game's JAR file as `InputStream` streams (the functionality is handled in the `object_images` class' `loadImage (filename)` function)

JavaTrek 1.2

1.2.4 (March 3, 2003)

- added: ION weapons to the `system_laser` class

1.2.3 (March 2, 2003)

- added: object_machine now checks when giving NPC ships level increases to see if any ships exist that can receive said increases

1.2.2 (March 1, 2003)

- added: constants to the object_machine class to identify different types of damage (ion, energy, projectile etc)
- added: constant multiplier to object_machine class which specifies how much extra system damage is caused by ion weapons
- changed: takeDamage () function of the object_ship class now require the type of damage to be specified
- changed: takeDamage () and damageSystems () functions of object_machine and object_ship classes now require the type of damage to be specified
- changed: system_laser, system_launcher, object_ship and command_listener all specify the type of damage
- added: checkSystemsOperational () to object_machine class; the function checks to see if all systems are at 0.00 repair level
- changed: takeDamage () function of object_machine class now checks to see if more damage can be caused, removing a potential endless loop

1.2.1 (February 23, 2003)

- changed: the distribution strategy is now to provide a JAR file with the class files and a directory structure with the images, as the loading-images-form-JAR approach did not work (I'll need to spend more time later to get this working)
- removed: some of the sillier name suggestions from the names.java class
- added: more Star Trek names to the names.java class
- added: when the names.java class runs out of names for a type of ship (Federation, pirate or raider), it refills the array but appends Roman numerals to the ship name to indicate a different ship (this fixes the problem of the game running out of ship names)
- changed: when the player's ship gains a level, min (player's crew level, number of enemy ships) levels are added to randomly chosen NPC ships
- changed: the weapons panel now displays the number of projectiles remaining, rather than the number of possible shots (which was redundant)

1.2.0 (February 22, 2003)

- (switched from a set of text files to an Eclipse project, which is admittedly still a group of text files :)

JavaTrek 1.1

1.1.18 (December 12, 2002)

- changed: NPC ships now flee the region at the maximum available speed
- changed: NPC ships move 25% of the time (up from 5%) if unthreatened and in an empty region, but do not leave the area if teammates are in it (this promotes the groupoing of ships into ever-larger groups, so that difficulty will rise over time)
- added: alone () function to object_ship class, which tests to see if allies are present in a region
- changed: ships no longer leave regions if allies are there, even if they want to flee
- added: an addLevel () function to the object_crew class which increases the crew level by one
- added: each time the player gains a level, n NPC ships (randomly chosen) each gain a level, where n = player's experience level
- changed: NPC ships, upon gaining an experience level, attempt to upgrade their shields, energy weapons and energy generator, in that order
- changed: the top two short-range scanners now displays ships' crews' experience levels (this should not be available, but hey - it's a game!) and the type of shield system installed
- changed: each additional crew level adds 10% to the base value of the ship

1.1.17 (December 11, 2002)

- changed: removed (yet again) the final score being divided by the playing time - I cannot decide if the higher scores or higher difficulty make the game more enjoyable
- changed: the addShip () function of the object_gamedata class never adds ships to the region currently inhabited by the player
- changed: the ship factory and object_ship classes now specify ship location in their functions (previously it was randomly selected)

1.1.16 (December 3, 2002)

- changed: the javatrek class' function loadgame () now changes the application titlebar's text to reflect the new player and ship name (as opposed to the original one, which may have been from a different game); this was a minor bug that has hopefully been fixed! :)
- added: high-range, low-range, max upgrades and upgrade increment constants to the system_shields class
- added: crew level limits for upgrades to higher shield types
- added: constants to the object_machine class to represent each system (these will be used later to specify which system should be targeted for repair first) and a repair_focus variable to object_ship to indicate which system will be targetted (the code to actually set or do focused repairs will have to be added later)
- added: when determining if enough energy is available to make a hyperdrive move, the energy generated by the generator system during the flight (ignoring repairs made during the flight) is now taken into consideration

- changed: re-instated the score calculation step where the total score is divided by the number of days played

1.1.15 (November 28, 2002)

- changed: higher-end projectile systems are not available to low-level crews; the exact level limits are specified by constants belonging to the system_launcher class
- added: high-range, low-range, max upgrades and upgrade increment constants to the system_launcher class
- added: upgrade checks and functions for capacity, number of tubes and system to the system_launcher class
- added: function which returns the distance penalty as a string to the system_launcher class
- added: object_instructions class which provides instructions concerning various aspects of the game
- added: launcher/projectile instructions to the object_instructions class
- added: a displayPanel () function to the javatrek class which specifies which informational panel to display
- changed: when an information panel is visible and refreshed, it switches to another one until the update is completed; this is necessary because it does not update properly while visible
- changed: stats object now accurately records crew deaths
- changed: panel_ships and window_ships (displayed "ship database") to panel_db_ships and window_db_ships
- added: high-range and low-range to the system_laser class
- added: a function to the system_launcher and system_laser classes which returns an array of the constants that specify weapon types
- added: weapon database (displayed in a new window) which displays statistics about the various types of weapons, both energy-based and projectiles
- changed: upgraded Class A Freighter to have lasers (from phasers) and 2000 shields (up from 1500)
- added: many more ship icons from Star Wars sources (only in the directory, not yet register with the object_images class)

1.1.14 (November 27, 2002)

- changed: "turbo lasers" and "laser array" were swapped in power
- changed: the damage multipliers for the more powerful laser systems have been reduced
- changed: the system_launcher class now has the types: Concussion Missile, Adv. Concussion Missile, Proton Torpedo, Adv. Proton Torpedo, Heavy Rocket, Matter/Anti-Matter Bomb, and a function which returns a string describing their damage ranges
- added: functions to system_launcher that return the base chance for a projectile to hit a ship (both a string and an int version), and one that determines the per-unit penalty for distance (the further the target, the lower the chance of hitting it)

- changed: moved `dodge_ability` field from `object_ship` to `object_machine` class
- changed: firing a projectile at a target is now affected by the projectile type, both ship's crew's experience level, distance, and the target's dodge rating

1.1.13 (November 26, 2002)

- added: more names to the `names` class
- added: a function to the `object_crew` class which, given an amount of experience returns the level of the crew with said experience
- changed: the crew now use the new function to determine if levels have been gained (this also means that the crew use the new xp level requirements)
- changed: the final score is no longer divided by the number of days played
- added: more crew information (experience, level, required for next level etc) to the `panel_gamedata` class
- changed: the end game window is now a dialog window, not a separate frame
- changed: `system_computer`, `system_shuttle` and `system_teleporter` classes now uses constants and look-up functions (rather than being self-contained objects)
- added: `computer`, `shuttle` and `teleporter` types are now shown in `panel_gamedata` class
- changed: `system_laser`'s best type, the laser array, no has a maximum of 7 targets, down from 8

1.1.12 (November 25, 2002)

- changed: `system_shield` now has two upgrade functions - one for maximum energy capacity and one for type (previously, type was upgraded and capacity improved by 10% with one call)
- added: `upgrade ()` and `upgradeable ()` functions to the `system_generator` class, and an upgrade option for the generator to the `window_upgrade` class
- added: Federation People names to the `names` class
- added: each new game's default player name is a randomly chosen Federation Person name, rather than the less kind "Anonymous Coward"
- changed: the name server is now created in the `window_setup` class and then passed through javatrek's start-up function to the `gamedata` object (this is to allow a unique name for the player to be randomly selected)
- added: upgrade checks and upgrade functions to `object_machine` for hull points and energy capacity and upgrade options for same to the `window_upgrade` class
- removed: inappropriate quotes (Murphy's Love and Sex, Serious etc)
- added: the `window_setup` class now calculates a final score (difficulty) modifier based on the set-up options chosen; this value is displayed and updated as the user changes their initial settings
- changed: a ship's value is now it's base value +5% per crew level beyond one
- changed: NPC ship kills are no longer displayed in the console unless they occur in the player's current regional location

- added: savegame function to javatrek class, window_savegame dialog and command_listener commands save and save [filename]
- added: loadgame function to javatrek class, window_loadgame dialog and command_listener commands load and load [filename]
- changed: removed panel_* classes' cached handles to the game, gamedata and player's ship objects
- removed: window_npcship and window_listships classes
- changed: lowered the experience required to gain levels, and created a look-up function in the object_crew class to access these levels more easily (replacing an exponent-based calculating function)

1.1.11 (November 24, 2002)

- changed: object_machine class now handles ship upgrades due to crew experience gains (formerly the object_crew class did this)
- changed: made the following classes serializable: class object_base, object_crew, object_fleet, object_gamedata, object_machine, object_quadrant, object_root, object_star, object_stats, names, system_computer, system_generator, system_hyperdrive, system_impulsedrive, system_launcher, system_longrangescanner, system_memory, system_region, system_root, system_shields, system_shortrangescanner, system_shuttle, system_teleporter
- changed: fixed errors in comments and tags which lead to javadoc warnings; documentation is now generated without warnings
- added: the upgradeable system_* classes now have a getUpgradeable () function which returns true if the system is not yet maxed out on upgrades
- added: an upgrade function to the system_hyperdrive and system_launcher classes
- added: upon gaining a crew level, the player now gets to select an upgrade for their ship (the old system was 3% chance / level / system for an upgrade)

1.1.10 (November 22, 2002)

- added: more ship names to the names class
- added: a function to the object_ship class which returns an array of the constants that specify ship types
- added: ship database (displayed in a new window) which displays statistics about the various types of ships

1.1.9 (November 21, 2002)

- added: getShipAt () function to object_fleet class - the function returns the handle of a ship at that location or null if no such ship exists
- added: a weapons panel which combines the contents of the laser and launcher panels (all attacks are now initiated from one interface)
- removed: the laser and launcher panels, as they are now redundant
- removed: reference to javatrek instance from gamedata instance (redundant, as access is

always available via javatrek.game handle)

- added: start-up options for the number of bases, raiders and pirates, and if they spawn
- removed: the five difficulty levels; the new system is far more flexible
- changed: tweaked some of the ship settings to try and balance them out (many more adjustments will be required to make a truly good system)

1.1.8 (November 19, 2002)

- added: ship's now have a "dodge" ability which is their base chance to avoid being hit by weapons fire

1.1.7 (November 17, 2002)

- added: the javatrek class now has a public static handle to the instance of the game, providing access to the game from any point
- removed: object_root's and system_root's handles to the javatrek application
- changed: the game's classes were full of references to the _root class' "getParent ()" function, which had to all be replaced with the javatrek class' static handle
- added: the quotes_module_serious class is now included in the quotes server
- removed: unused quote modules (inappropriate ones like Simpsons' quotes, Law & Order quotes etc)

1.1.6 (November 15, 2002)

- removed: the hyperspace-setting menu items from the command menu (different numbers are available for different ships; also, this restores some of the hands-on command line feel that I liked from EGATrek)
- changed: menu item "help" is now more accurately named "command listing"
- changed: command menu action listener now uses a tree of if/else if statements instead of the slower set of if statements (it is strange that I did not catch this a long time ago!)
- changed: quick look panel now uses a toggle button for the shields information, which allows the user to switch the shields on or off as well as check their status (and on and off are no longer block capitals)
- added: a function to the system_hyperdrive class which returns the maximum available setting (absolute max * current repair percentage)
- changed: system_hyperdrive now overrides functions of parent class which alter the repair level so that the current setting can be modified if it is higher than the max available level
- added: the user can now set the ship's hyperdrive setting using a pull-down menu in the quick look panel
- removed: the menu and menu items used to toggle the shield settings
- added: a command panel to compliment the command menu, and moved the entries from "misc" in the menu to the panel
- removed: shield status (on or off) is no longer displayed in the game panel, since it is displayed in the quick look panel

- changed: the local scanner panel no longer displays the player's own ship (not really a bug fix, but definitely an improvement)
- changed: resized the images to be 32x32 graphics (previously they were of various sizes, mostly rectangles)

1.1.5 (November 14, 2002)

- added: file menu
- added: help menu
- changed: command_menu class' "exit" menu item moved to file menu
- changed: command_menu class' "help" menu item moved to help menu
- changed: the shield status (on or off) is now displayed in the quick look panel in capital letters
- added: an object_images class which provides static objects and methods to access the images in the game (each image only has to be loaded once into memory this way, removing duplication from other classes)
- changed: region map panel now uses object_images to access image files rather than loading them directly
- changed: local ships panel now uses object_images to access image files rather than loading them directly

1.1.4 (November 13, 2002)

- changed: when an NPC ship's shields are switched off due to loss of energy, the player is no longer informed as if it were their own shields (another long-standing bug due to a logic error)
- changed: the player is no longer given a message each time a crew member is killed
- changed: the player is no longer given a message each time an NPC crew gains a level
- changed: when the player's ship is removed from the fleet object (ie it is killed), the game ends with a loss (this fixes a long-standing bug where the player would find themselves in command of the next ship in the fleet array, rather than dead)
- changed: when one NPC ship damages another ship, the player only gets this as a console message if the attack occurred in the player's current location (also, the type of weapon system used is no longer specified)
- changed: when NPC ships receive upgrades due to crew experience gains, the player is no longer told their own ship has received an upgrade (yet another logic error because of faulty NPC-ownership detection)

1.1.3 (October 1, 2002)

- removed: the terrible-looking blue colour scheme (five months away from this project made some of its worse aspects obvious to me)
- changed: all members of the javatrek application are now members of the "javatrek" package
- changed: all button_* classes are now members of the "javatrek.buttons" package

- changed: all panel_* classes are now members of the "javatrek.panels" package
- changed: all system_* classes are now members of the "javatrek.systems" package
- changed: all window_* classes are now members of the "javatrek.windows" package
- changed: renamed object_shipfactory class to factory_ships to better reflect it's type and function
- changed: all object_* classes are now members of the "javatrek.datatypes" package
- removed: the old quotes_server class
- added: the quotes package from the organizer application, which provides a broader selection of quotes to choose from

1.1.2 (April 19, 2002)

- removed: short-range scanner data from the gamedata panel
- added: short-range scanner data to the local scan panel
- removed: launcher data from the gamedata panel (it was redundant, as it is also shown in the launcher panel)
- removed: laser data from the gamedata panel (it was redundant, as it is also shown in the laser panel)
- removed: quadrant location from the gamedata panel (it is clearly visible in the quadrant map)
- removed: region location from the gamedata panel (it is clearly visible in the region map)
- changed: the quick look panel to display data using a series of labels in a grid (rather than one ugly, unformatted label)
- removed: energy listing from the gamedata panel (it is available in the quick look panel)
- removed: shield energy listing from the gamedata panel (it is available in the quick look panel)
- removed: hull integrity from the gamedata panel (it is available in the quick look panel)
- removed: hyperdrive setting from the gamedata panel (it is available in the quick look panel)
- changed: the quick look panel's background colour to midnight blue (0, 0, 102)
- changed: the console panel's background colour to midnight blue (0, 0, 102)
- changed: the region map panel's background colour to midnight blue (0, 0, 102)
- changed: the quadrant map panel's background colour to midnight blue (0, 0, 102)
- changed: the information panel's background colour to midnight blue (0, 0, 102)
- changed: the shield energy panel's background colour to midnight blue (0, 0, 102)
- changed: the main energy panel's background colour to midnight blue (0, 0, 102)
- changed: the transfer energy panel's background colour to midnight blue (0, 0, 102)
- changed: the ship state panel's background colour to midnight blue (0, 0, 102)
- changed: the gamedata panel's background colour to midnight blue (0, 0, 102)

- changed: the launcher panel's background colour to midnight blue (0, 0, 102)
- changed: the laser panel's background colour to midnight blue (0, 0, 102)
- added: the player's name, ship type and ship name are now displayed in the title bar
- removed: ship name and ship type from the gamedata panel (they had become redundant)

1.1.1 (April 16, 2002)

- added: more funny quotes (it was late, and I was having trouble sleeping)

1.1.0 (April 15, 2002)

- changed: gamedata's difficulty_level is now private, with accessor functions
- changed: the end game window now treats the player's final score as a private variable, and has a dedicated function to calculate it
- added: a high score panel to the end of game window
- added: a high score object to track high scoring players
- added: the end game window displays the game time spent playing
- added: exit and quit listings to the reference panel (displays commands for the user)

JavaTrek 1.0

1.0.6 (April 14, 2002)

- changed: the main display's main energy and shield energy bars no display the amount remaining (using the tool tip pop-up)
- changed: the main display's main and shield energy bar are now self-contained in the panel_mainenergy and panel_shieldenergy classes
- added: if the main and shield energy bars are clicked on, the respective "max power" function is called
- changed: the panel_quote to quotes_server object; the object is no longer useful as a panel, and uses only static functions

1.0.5 (April 7, 2002)

- added: experience upgrades are now tracked by the stats object, and reported at the end of the game (experience upgrades are upgrades caused by the crew gaining a level)
- changed: the crew object now checks to see if multiple levels have been gained when experience is awarded
- added: the laser and launcher panels now display the type of system installed
- added: a grid panel to the javatrek application which holds the four main sections
- changed: the base panel is now a border layout panel
- changed: the quick look panel is now attached to the base panel's south panel

- added: a titled border to the quick look panel
- added: progress bars on the main screen which display remaining main and shield energy
- changed: the order of the information tabs (they are now in alphabetical order)
- removed: the main energy and shield energy remaining bars from the ship status panel (they were redundant, as the main display shows this data)
- added: shots left label to the launcher panel
- removed: projectiles remaining bar from the ship status panel (it had become redundant)

1.0.4 (April 6, 2002)

- added: when the game ends, surviving enemy ships are removed
- changed: the pop-up menu which provides quick access to certain commands has been converted to a standard menu bar at the top of the screen (it's easier to access this way, and it's existence no longer has to be guessed at)
- removed: the list bases by type function
- changed: the list bases window now centres itself when displayed
- added: the Enhanced YT-1300 and Enhanced YT-2400 freighters, primarily for use by pirates
- added: pirate ships (on normal or higher difficulty) are added into the mix; the pirate ships are tougher than the raider ships!
- changed: the raider ship type selector in the game data constructor was using /, now uses % as it should (took me quite a while to track down this bug!)
- added: modified score to end-of-game display
- added: game_over flag to the game data object, to avoid several bugs related to on-going game functions (e.g. passtime) after the game had ended
- changed: average laser damage at the end of the game is now given as an integer
- changed: the reference panel to reflect the updated commands available
- added: hyperspeed settings to the menu commands
- added: mnemonics for menu options
- added: "max shields" and "max energy" functions
- added: end game function ("exit" and "quit" commands)
- added: main and shield energy remaining bars to the main display
- added: AI-controlled ships now attack ships of other teams, report said attacks, and report resulting level gains for their crew
- changed: ships no longer take damage if they are docked with a base (this fixes a bug, since ship's were never intended to take damage while docked, but did anyways)
- changed: ships no longer use their own energy to fire lasers while docked (this fixes a bug, since ship's were never intended to lose energy while docked, but did anyways)
- added: crew casualties are now tracked by the stats object, and reported at the end of the game

- added: each crew casualty deducts a point from the final score

1.0.3 (April 5, 2002)

- changed: when playing on levels easier than normal, only player-aligned ships can move; when playing on levels more difficult than normal, only not-player-aligned ships can move
- changed: more ships names added to the names server (it still needs far more)
- added: laser system's have maximum numbers of targets they can shoot at in a round
- changed: NPC AI and laser control obey the laser systems' maximum target values
- added: a ship factory object to handle creating ships
- removed: the object_shipbase, which was no longer required (it's key functions were moved to object_ship and object_shipfactory)

1.0.2 (April 4, 2002)

- added: a stats object for detailed game information
- changed: system_laser and system_launcher now return negative damage to indicate a kill, instead of merely -1 (this is to return the damage inflicted to the calling function, and communicate the kill, while only passing one basic value)
- changed: moved kill-tracking hash table to the stats object (may as well put all my eggs in one basket)
- changed: the HTML table that displays end-of-game information is now generated by the stats object,
- rather than the end-of-game window
- changed: the quotes are now internal to the java file, rather than loaded from a text file (this took forever - nearly 600 quotes had to be hand-converted to Java add() statements!)
- added: the player now loses if his ship's crew are all killed
- added: the end of game window now displays the reason the game ended
- changed: the short-range scanner now has five distinct types
- added: "local scan" panel which displays data on ships in the region (the better the scanner, the more data displayed)

1.0.1 (April 1, 2002)

- added: a new ship is added at the beginning of each day
- changed: ships are now added using a generic function

1.0.0 (March 31, 2002)

- the basic game, more or less debugged