

## Re: Michael Okuda's subtitle comments referring to Columbia on ST3 DVD

**Source:** <http://sci.tech-archive.net/Archive/sci.space.history/2004-06/4838.html>

---

**From:** OM ([om\\_at\\_our\\_blessed\\_lady\\_mary\\_of\\_the\\_holy\\_NASA\\_research\\_facility.org](mailto:om_at_our_blessed_lady_mary_of_the_holy_NASA_research_facility.org))

**Date:** 06/27/04

Date: Sun, 27 Jun 2004 16:14:41 -0500

On 27 Jun 2004 13:54:46 -0700, remyv@trybal.biz (Remy Villeneuve) wrote:

>*I sincerely hope that the names Columbia and Challenger are not black  
>listed for future manned spacecrafts, as the best way to remember  
>history is to make sure references are still made to it when  
>appropriate.*

...When "Project Space Station" was finally released for the PC platform, after it had been a fairly good "thinking man's arcade" hit on the C64 and to some extent the Apple ][, it occurred about five months after Challenger. In the game, both shuttles were named Columbia and Challenger, but Challenger replaced Discovery for the PC release.

That is, until I grabbed my trusty hex editor and changed them to Enterprise and U-Haul...

OM

--

"No bastard ever won a war by dying for	<a href="http://www.io.com/~o_m">http://www.io.com/~o_m</a>
his country. He won it by making the other	Sergeant-At-Arms
poor dumb bastard die for his country."	Human O-Ring Society

- General George S. Patton, Jr