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Subject: : AmigaOS4

Topic: : KOG updated

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Date: : 2019/11/13 12:31:12

URL:

The [Blastaway](#) code reuses most of the video system code I had written for my other games [BOH](#), [Huenison](#), and [KOG](#). Along the way, I made some improvements to the system, and at some point I decided to backport those improvements to the older games. I started from KOG - and now I have just released a new version. (If you're surprised that this release comes just one day after Blastaway's, don't be: yesterday I've been busy with releasing Blastaway, answering comments/emails about it, and also a few visits I've received for my birthday. The trick is that I worked on KOG last week, during the final testing phase of Blastaway.)

Trailer: <https://www.youtube.com/watch?v=dn1AvxVurF4>

Get KOG from <https://www.reream.com/KOG> - also this one is free ;)

#### CHANGELOG

- \* Simplified and optimized CRT filters.
- \* Added 6x zoom.
- \* Added hardware-accelerated zooming for solid pixel modes to AmigaOS version.
- \* Fixed rate of tune of shoot mode WILD.
- \* Removed click from menu tune.
- \* Fixed other sounds.
- \* Touched up manual.