

Subject: : Amiga Classic

Topic: : ALS, a new graphics system - RELEASED!

Re: ALS, a new graphics system

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@AmiDARK

Thank you!

@all

[VIDEO PREVIEW #4](#)

The implementation is complete and a new demo program has been written both to test ALS and to provide a practical programming example.

The demo initializes a 2-layer display:

- * background layer: 4 planes, with opaque colors, for fixed graphics;
- * foreground layer: 2 planes, with (partially) transparent colors, for bobs.

Then, it makes some 3-color ghosts bounce around on the foreground layer while changing cyclically their colors and opaqueness.

The effect could be achieved also without ALS by means of the Set Bob and Palette commands, but:

- * all the planes (6) would be double-buffered instead of just the planes for layer 1 (2), thus wasting a lot of memory;
- * rendering the bobs would be slightly more demanding (as the rendering code would have to consider 6 planes instead of 2);
- * it would not be as easy and efficient to handle colors;
- * more in general, it is more comfortable to have separate layers/screens to render to.