

Subject: : Amiga Classic

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

Re: ALS, a new graphics system - RELEASED!

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URL:

I have released a minor bugfix update for ALS which fixes a few minor issues.

v1.89 (21.03.2021)

- * Fixed bug in ALS_SET_DISPLAY_COLORS_RANGE_FROM_PALETTE_SEGMENT[], which caused the low 12 bits of the colors to be set to the same value as the high 12 bits (because the instruction Areg(0)=PSA was placed just after the beginning of a loop, despite the comment just above said: "Areg(0) is set only once before the loop thanks to the fact that it is updated by Call with the value returned by ALS_SETCOLORXXRANGE()").
- * Replaced all End/Pop Proc[False] with End/Pop Proc[0], as False might crash the Compiler in some circumstances.
- * Fixed a comment in the ALS code.
- * Fixed the metadata of a couple of ILBM files.
- * Added a note to the demo3 program.